1 May 2020

PSRIP Foundation Phase
COVID-19 MESSAGING

Good day **Foundation Phase PSRIP** colleagues,

Below are some simple phonemic and phonological skills development games. Please try to embed these games in your community during lockdown.

GAME 1: BREAKING SENTENCES INTO WORDS

T**ell children in this game, they are going to listen to a sentence carefully.**
- Then, they will need to use their fingers to count the number of words.
- They must put the correct number of fingers on their desk.
- Ask children to close their eyes and listen.

Say a sentence normally. Do _not_ pause unnaturally in between words:
- *For example: I ate dinner with my sister last night.*
- Tell children to count the words and put the correct number of fingers on their desk.
- Notice who has the correct number of fingers and who is struggling.
- Use your fingers to show children the correct number of words in the sentence.
- Repeat with a few more sentences. Ensure that your sentence has under 10 words!

Purpose of game
- *This game begins to build the skill of segmenting – the idea that we can break a bigger unit of sound (a sentence) into smaller units (words).*

GAME 2 MYSTERY BAG
You will need a bag (not see through!) and some common objects to play this game.
- Show children your mystery bag.
- Turn around and ssecretly put an object in the bag like: scissors
- Tell children that you have an object beginning with /s/ inside your mystery bag.
- Allow children to guess words beginning with /s/ until someone has guessed the correct word.
- Show children what was in the bag.
- Repeat with another object.

Purpose of game
This game helps children to isolate the beginning sounds of words.
Note: This game is about sounds – not about spelling!
If a student says 'cellphone' this would be a good guess because it begins with a /s/ sound.

Thank you for your efforts and stay safe,
The NECT and DBE Team