

Year R Tricky words:

We teach these tricky words as part of our Phonic learning. By the end of Year R, an average child would be able to recognise and spell Phase 2 and Phase 3. Some children might be able to recognise Phase 4 and 5.

We suggest focussing on 2 or 3 words per week. The recognition comes first followed by the spelling.

Phase 2	Phase 3		Phase 4		Phase 5	
I	he	you	said	were	oh	called
to	she	they	have	there	their	asked
no	we	all	like	little	people	could
go	me	are	so	one	Mr	Mrs
the	be	my	do	when	looked	
into	was	her	some	out		
			come	what		

Ways to learn these words could include the following:

- ❖ Add them to word wheels. Either update current ones or create them with two circles clipped together.
- ❖ Write the words on pieces of paper and hide them around the house or in the garden
- ❖ Write them down in a list, get children to look at the word, cover it, write it then check it
- ❖ Create rhymes and raps to remember which order the letters go in
- ❖ Children could use their finger to copy the words in different mediums such as in a pile of rice, sand, shaving foam etc
- ❖ Practise writing them independently in chalks, crayons, paint, tracing and pens
- ❖ Make a fun crossword using the words
- ❖ Play a game of bingo and see who is the first to cross off all of their words
- ❖ Write the words on two sets of cards, then play pairs where children turn over two random cards and see if the spellings match
- ❖ Give children a spelling with the letters all muddled up, can children unjumble the word?
- ❖ Use books/magazines/pages on the internet to see if children can spot any of their words
- ❖ Use a dictionary to look up the words
- ❖ Act them out. Play charades with each of the spelling words to ensure children really know what the words mean
- ❖ Practise learning the words on a computer/tablet/phone by playing games or singing songs such as Wordy Woods, Tricky Trucks or Tricky Word songs on YouTube.
- ❖ Play hangman with the different words
- ❖ Write short sentences that include the words

