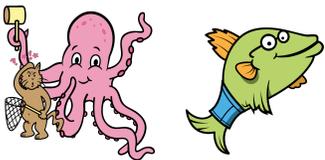


# Trainertext Visual Phonics Workbook 2

*ape, eagle, jellyfish, oak*

## What is TVP?

Trainertext characters are fun, memorable images which represent the sounds (phonemes) of the English language. The characters act as a phonemic guide presented above the letters, so that you can sound out any word, no matter how irregular.



o f f

## How does it work?

With TVP there is no need for frustrating, inconsistent phonics rules. When a child is stuck working out a word, the trainertext characters are there to help sound it out correctly. It soon becomes easy to get every word right when reading!

## Why does the brain love it?

Each character is so distinctive, that children find it easy to associate the sound to the image and start decoding. By repeatedly decoding words accurately, the child's brain maps the relationships between letters and sounds. Soon, the child is able to decode just from the letters, and the characters are no longer needed.

## How to get started

Guide your child through this workbook to get started using TVP and begin the reading journey! You can find our other resources at [helpingchildrentoread.com](http://helpingchildrentoread.com)

# Meet the Characters



## Eagle Looking Regal

You might think I am a serious king...  
but really I like to shake my royal rattle  
all day and giggle! I help in words like:  
EAT and BEE



eat bee

## Ape in a Cape

With my superhero cape I fly  
through the sky to fight crime...  
and find bananas to eat! I help in  
words like: ATE and EIGHT



ate eight

## Jellyfish Making a Wish

Shh! It's a secret... I am hoping for a new underwater scooter for my birthday! I help in words like: JAM and FUDGE



fudge jam



## Oak in a Cloak

My magnificent cape helps me perform magic tricks in the forest for all the animals! I help in words like: OAT and SEW



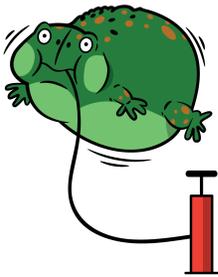
oat sew

# Trainertext Games

TEACHER NOTES: Now that your learner has been introduced to the Trainertext characters, they can start using them to decode. Read out the following instructions to your learner and help when needed.

## Sound Match

Draw a line to show which characters could fill the blank to make a word. HINT: There is more than one!



\_ o a t

ANSWER: Kangaroos, bear, and goat for coat,  
boat, and goat.

# Word Match

Draw a line to match the word to the correct TVP coding.

at



bee



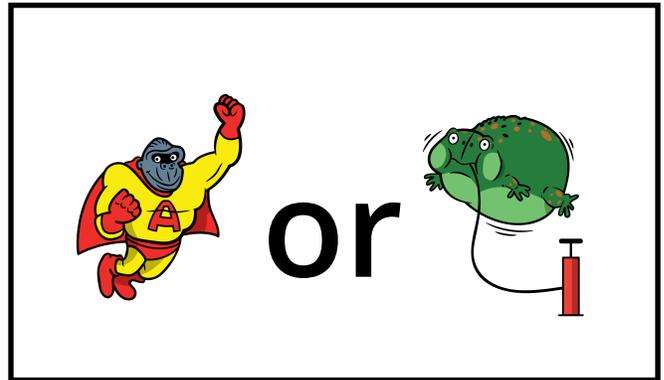
gate



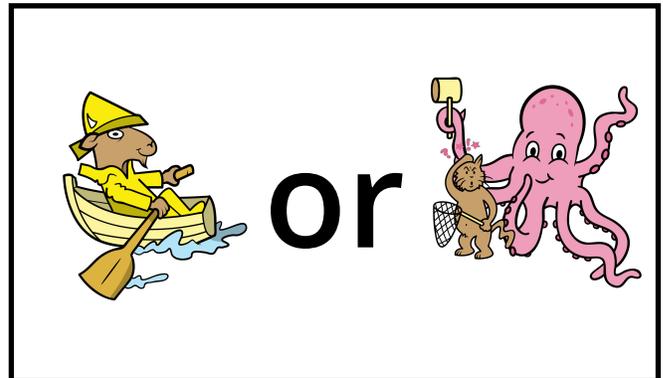
# Missing Character

Can you circle the character that would complete the word?

 \_  
b a y

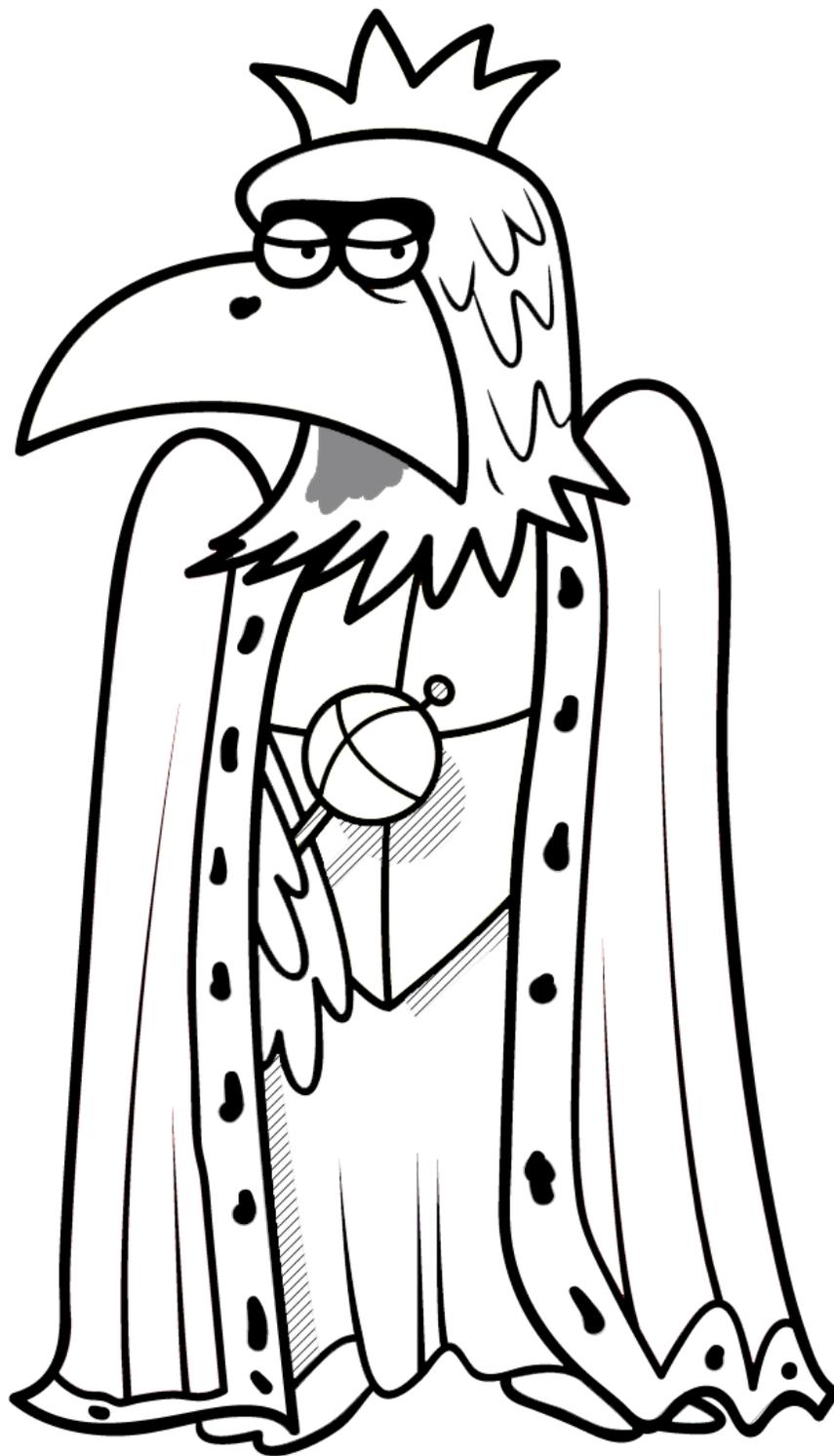


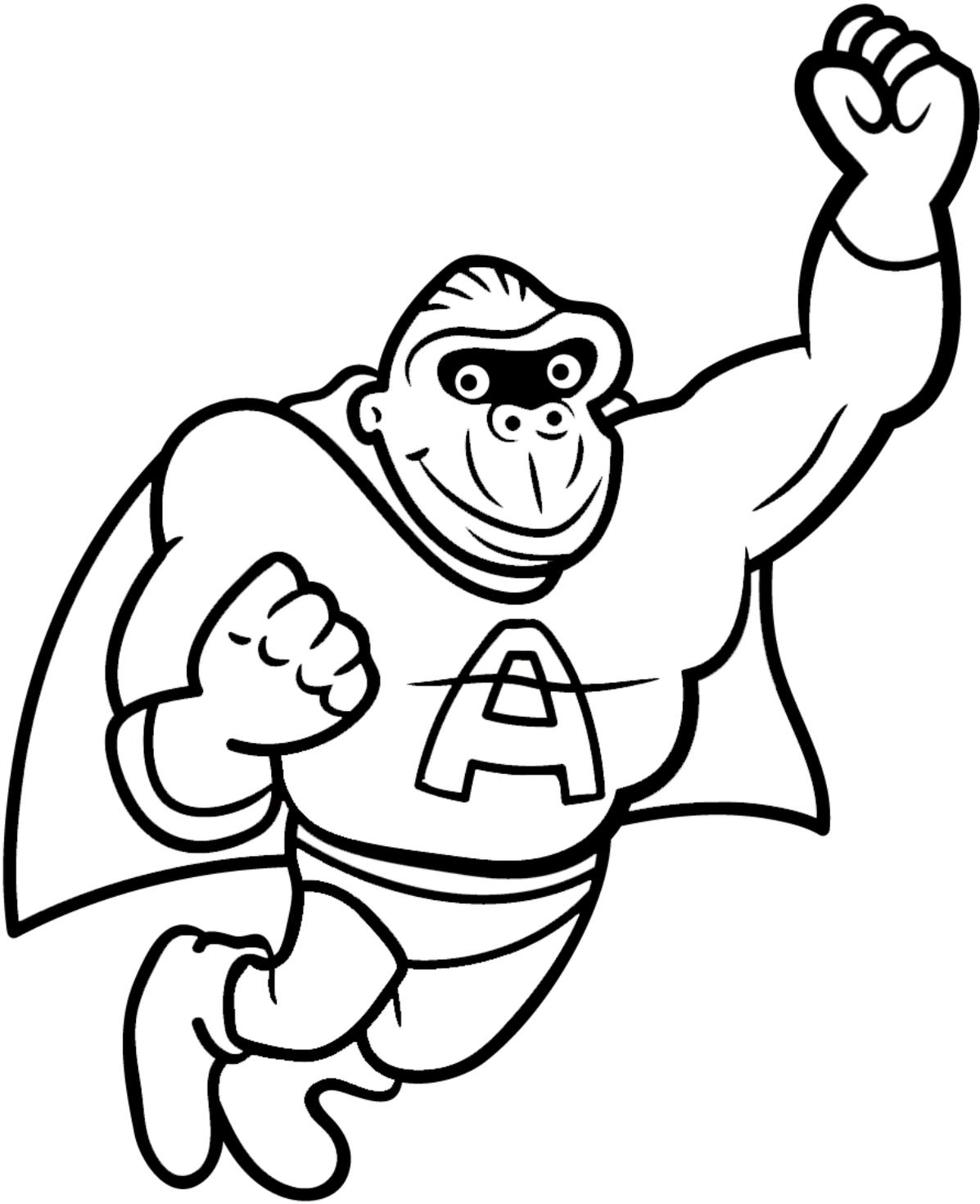
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j o b

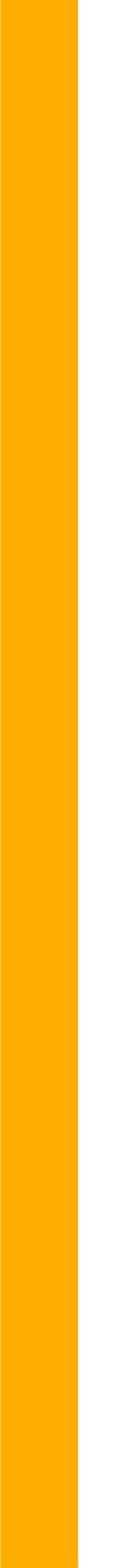
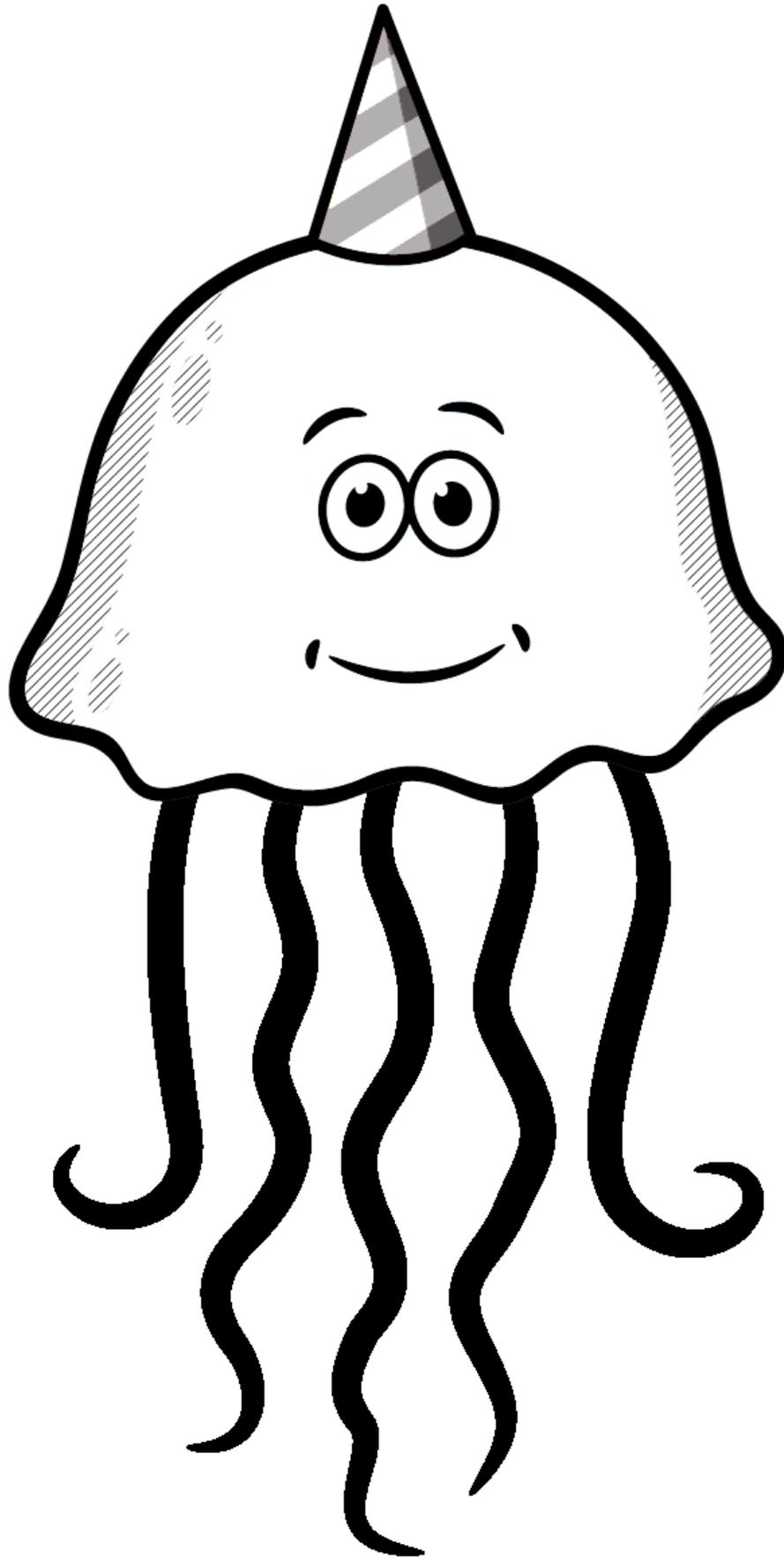


ANSWER: ape, octopus.

Grab your crayons!









# Word List

TEACHER NOTES: Here are some words you can make from phonemes learned so far. You can practice encoding these using the TVP card set, writing the letters on a piece of paper and placing the characters above them:



go



beat



be



boat



key



gate



toe



joke

More words for reading practice: bee, tea, bay, tow, jab, bake, take, bait, coat, goat, cage, beak

# TVP Card Set Games

Trainertext visual phonics is a perfect (fun!) way to develop strong phonemic awareness, auditory processing skills, and decoding ability. You can print out a card set for free here - <https://www.helpingchildrentoread.com/resources/trainertext-printables/> or order it on Amazon: <https://www.helpingchildrentoread.com/resources/for-purchase/> . Here are some fun games for your 4-7 year old students using the card set.

- **Character Grab**
  - Pick a random handful of character cards, and see how many different words you can come up with. Can be played in teams or one-on-one
- **Sound Match**
  - The teacher/parent writes a simple word down, and places the characters above the letters, with one sound missing. See if your student can pick the correct missing sound. So if you had HAT, you might put the Horse over the H and the Toad over the T, and the child has to find the Ant for the A.
- **Flip the Deck**
  - Place the card set face down on the table. Set a stopwatch timer going. Flip over a card at a time, and have the student tell you the \*sound\* (not name) as fast as possible. Continue through the deck until every card has been flipped. Stop the timer. See if you can beat your time, next time you play! Can also be played in teams.
- **Room Race**
  - Pick a Trainertext character and ask your learners to race around the room collecting as many objects as they can that have the same starting sound. So if you hold up the Kangaroos, they might collect cups, cards, etc. Great to play in teams. If physically collecting objects feels like chaos, you can also have them call them out to list on the board (see which team can think of the most objects in the room)