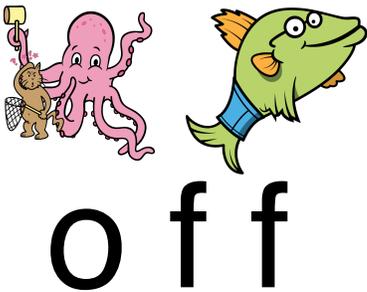


Trainertext Visual Phonics Workbook 4

fish, newt, igloo, ice cream, seal

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.



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.

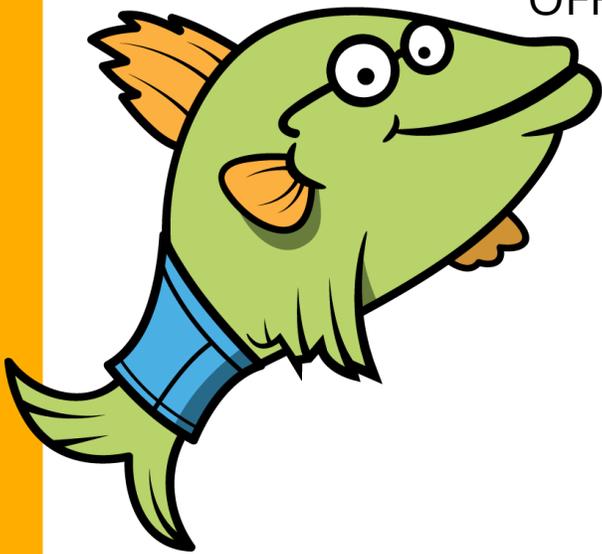
How to get started

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

Meet the Characters

Fish that Goes Splish

I am the Fish that Goes Splish. I always wear goggles when it's time to go splashing! I help in words like: FUN and OFF



fun off

Newt with a Flute

I am the Newt with a Flute. I toot on my flute to help my baby newts snooze! I help in words like: NO and BENT



no bent

Igloo with the Blue Hairdo

I have puffy hair that also keeps my head toasty warm in the snow! I help in words like: IT and GYM



it

gym



Ice Cream Feeling Supreme

I am the Ice Cream Feeling Supreme. I am rather proud of my crunchy cone, divine vanilla ice cream, and sweet chocolate topping! I help in words like: IVY and FLY



ivy

fly

Seal with a Wheel

I am the Seal with a Wheel. I broke 152 of my mother's plates trying to get this trick right... but it was worth it! I help in words like: SET and CELL



set



cell

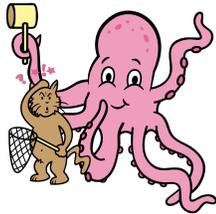


Trainertext Games

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!



p _ n

ANSWER: Ant, egg, and igloo for pan, pen and pin.

Silly Words

Can you decode the words below and circle the real word? Don't get tricked by the silly words!



j o a t



f i s s

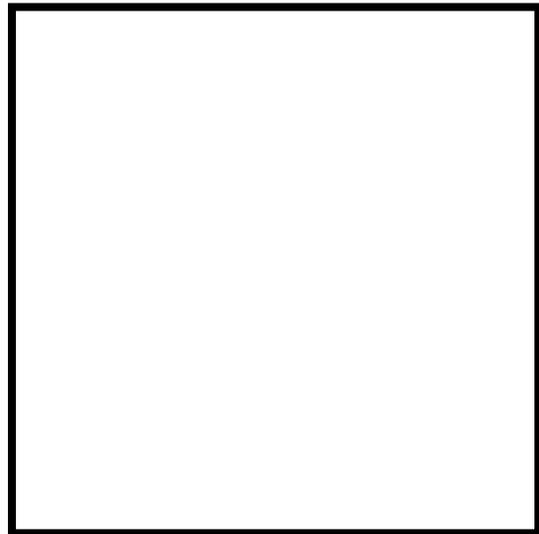
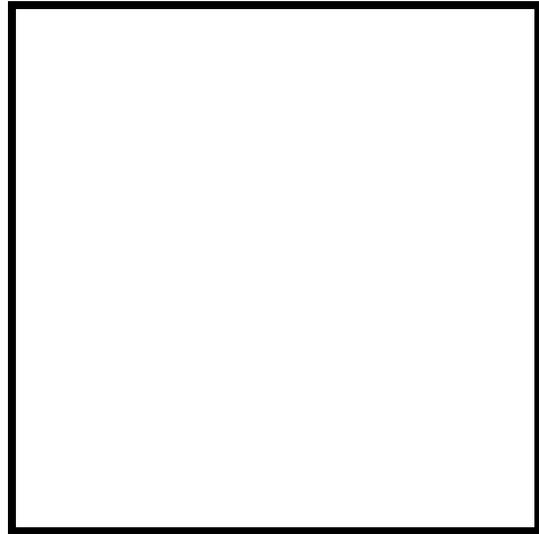


b i k e

ANSWER: bike.

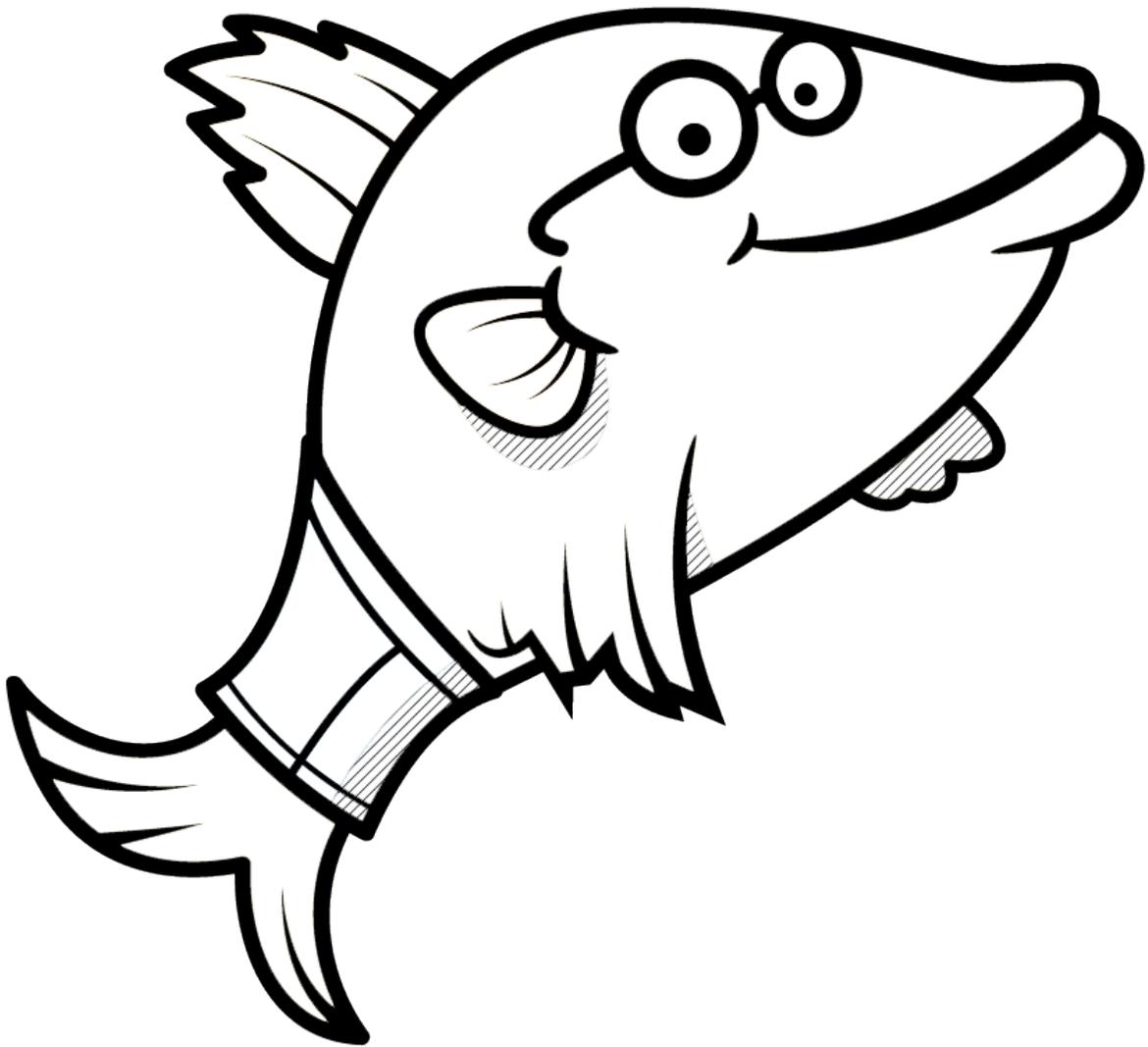
Draw the Word

Sound out the following characters, and draw a picture of the word they make, in the box.



ANSWER: pie, fin.

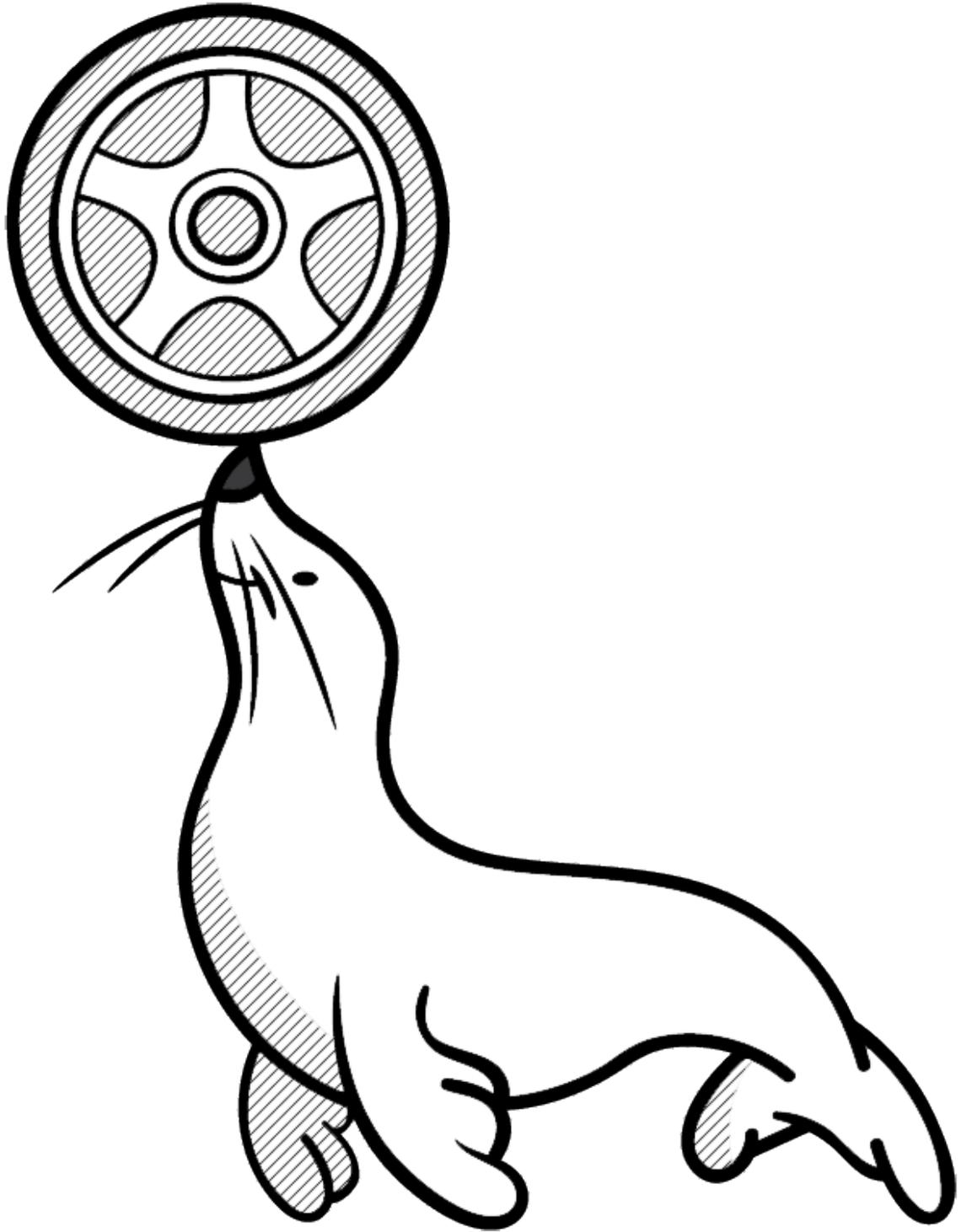
Grab your crayons!











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:


my


said


own


same


say


night


see


Monday

More words for reading practice: so, us, no, by, tie, pie, kit, buy, ten, pen, new, few, fin, pin, bus, pig, fan, man, can, pan, sad, sea, ink, pink, neck, feet, bike, bite, kite, side, spot, snap, smog, miss, kiss, bank, sunk, snow, gift, time, mine, toss, mess, golf, safe, spend, fight, might, meant, funny, pocket, sunset, Sunday

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)