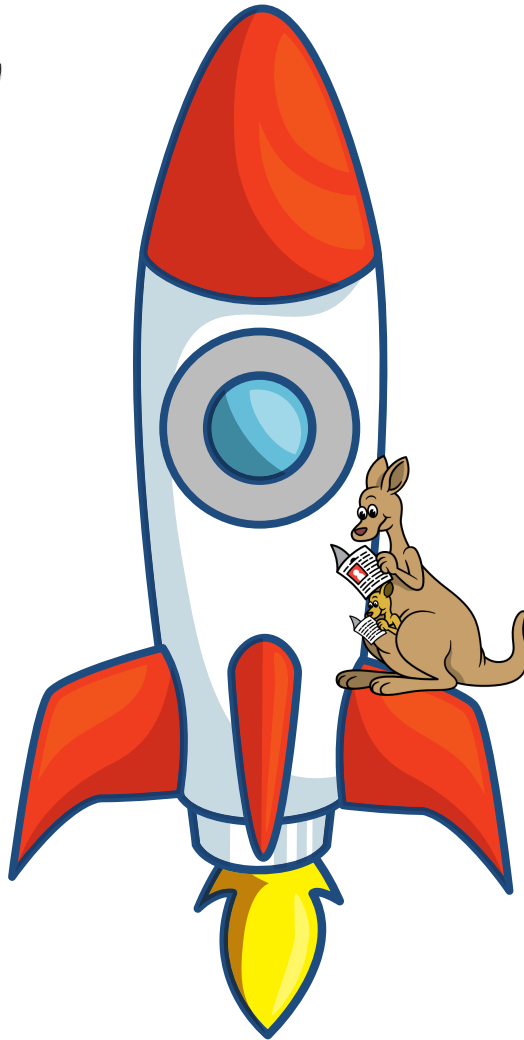


Pictophonics Workbook

For beginning or struggling readers



David Morgan
Education

Message from David

Welcome to our free pictophonics workbook!

Using this download you can get started with pictophonics and begin to see your child's reading really shine.

What you will find is that pictophonics helps your child develop the key skill of decoding words in a quite different way to conventional phonics. One thing that you can be sure of is that doing more and more of the same thing is unlikely to magically work, for example, after 2+ years of struggle.

There are no rules to learn with pictophonics, because those so-called 'rules' so often do not work in our tricky language! Instead, your child will have a visual guide to what the right way to read each word is, from the characters placed above it.

Then, just by reading words, that skill will build and build until there is no need for the support of the characters.

In that way, pictophonics works a bit like the training wheels on a bike.

There are more free resources on our helpingchildrentoread.com website and you can also set up a free trial on our Easyread intervention system. On the Easyread system we will personally support and guide you both through every step of the journey, until your child is really flying. It is our job to make sure that happens and we will do whatever it takes. That is our mission.

I struggled to read as a child and have dedicated my life to preventing that experience for others. I hope you like the system my team and I have created.

Good luck with it,

David Morgan

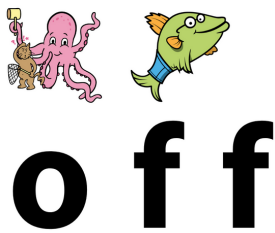
David Morgan
CEO DM Education



Let's get started!

What is pictophonics?

Pictophonics are fun, memorable characters 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 pictophonics there is no need for frustrating, inconsistent phonics rules. When a child is stuck working out a word, the characters are there to help sound it out correctly. The first sound of the character's name is the sound that the character is representing. 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 do you begin?

Read through our Golden Rules and then guide your child through this workbook to begin their reading journey! You can find our other resources at <https://www.helpingchildrentoread.com!>

The Golden Rules for Success

Before going further, we must introduce our Golden Rules of Pictophonics. These are all rules for boosting the neurological development of your learners.

Golden Rule 1: Short, Regular Lessons

This is simple really. First, you must keep a practice session for no more than 10-15 minutes. Any more than that and you will start to lose focus with something as demanding as learning to read. You will also begin to depress the learner emotionally, which slows progress. Also, we want to aim for as close to one lesson per day as possible. The more regular the lessons, the easier it is to build momentum and confidence.



Golden Rule 2: Affirm and Help

We want the lessons to be positive, happy times, because that makes learning easier. So you should make an affirming noise EVERY time a learner gets something right. That way you can then help too, without your voice being connected to mistakes. We do not want a Pavlovian link to be created between your voice and “oh dear... I have messed up”. Also, the little affirmation will create a little dopamine spike for the learner, which is how the procedural memory system learns.

We have a little technique to help nail Golden Rule 2. We call it the Rule of 5. Yes, we have rules for the teacher rather than the learner in pictophonics! So the Rule of 5 is that you should always fit in 5 bits of affirmation between each bit of coaching. Record yourself to see if you are hitting the target. It is really quite hard at first.



Golden Rule 3: Decode Every Word

Some children naturally learn to recognize whole words, because they have a good visual memory and early reader books encourage that technique. You need to encourage them to train their brain in decoding, because that is how they will end up being able to read and spell pretty much any word. If they use their whole word memory bank to read words, it will slow down their progress. For any lesson they should aim to decode every word, even if they think they know it, at least for the first few weeks.

Golden Rule 4: Reread for Fluency

Rereading phrases may sound simple, but this technique will massively boost the progress of your learner. Every time they have to pause to decode and sound out an unfamiliar word, or when they make an error with a short, easy word, ask them to go back 3-4 words to start reading the phrase again. This reread process helps them consolidate the decoding they have just done and improve their overall fluency.


m o v e


l o v e


c o v e

Golden Rule 5: Decoding from the Letters

We often see children becoming so familiar with the characters, that they are tempted to read only from them! After all, the characters have a reliable one-to-one relationship to the sound they are representing, unlike the letters we use in our confusing English language. But of course, to see changes coming through in the normal book reading, we will need your learner to be mapping the letter-to-sound patterns. In order for this to happen, your learner will need to look at the letters first, before referring to the characters for extra help. In the online Easyread system, the characters are hidden until the learner clicks to reveal them.

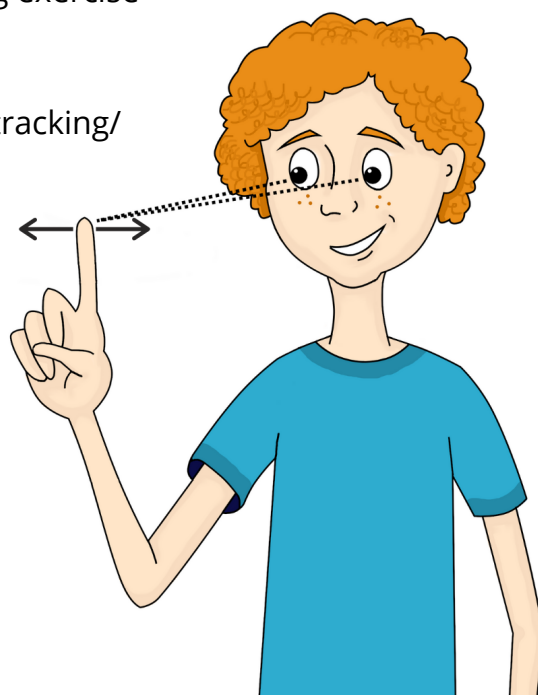
Golden Rule 6: Dealing with Eye Tracking Difficulties

Issues with eye tracking and convergence affect around 30% of our learners. If you see your child skipping words, lines, or struggling with smaller text sizes, but passing an eye test with no problems, then this is often the issue. If you see your learner struggling with this, then you will need to follow a 10 day eye tracking exercise routine with them.

You can find the details here:

<https://www.helpingchildrentoread.com/causes/eye-tracking/>

Or scan this QR code:



Extra Resources



Free online Easyread lessons using pictophonics:

<https://www.helpingchildrentoread.com/info/easyread-system-free-trial/>



Online games:

<https://www.helpingchildrentoread.com/resources/pictophonics-games/>



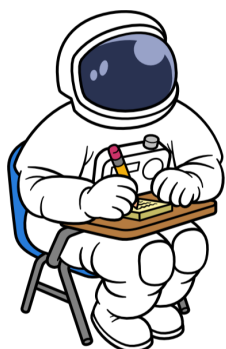
Pictophonics character flash cards available on Amazon:

<https://www.helpingchildrentoread.com/info/flashcards/>





Pictophonics Reference Sheet



Astronaut Being Taught
/æ/ as in **cat**



Bear with Long Hair
/b/ as in **bad**, **rib**



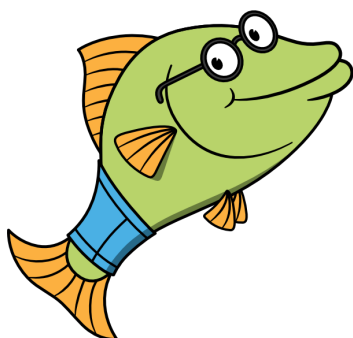
**Kangaroos
Reading the News**
/k/ as in **cave**, **lock**



Dog on a Log
/d/ as in **dip**, **hid**



Egg with Little Legs
/e/ as in **peg**



Fish that Goes Splish
/f/ as in **off**, **phone**



Goat in a Boat
/g/ as in **great**, **again**



Horse on the Course
/h/ as in **have**, **her**



**Igloo with a Blue
Hairdo**
/ɪ/ as in **lit**, **in**



**Jellyfish that
Made a Wish**
/dʒ/ as in **gem**, **juice**



Lion with a Tie On
/l/ as in **lift**, **smile**

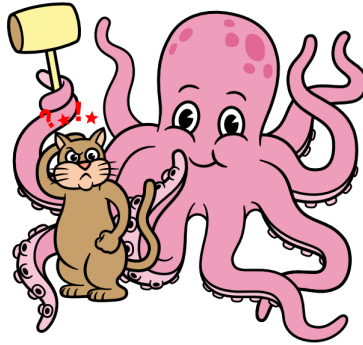


Moose with a Juice
/m/ as in **more**, **am**

Pictophonics Reference Sheet



Nurse with a Purse
/n/ as in run, know



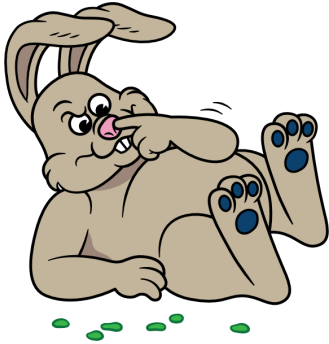
Octopus who Knocked a Puss
/p/ as in lot



Pig in a Wig
/p/ as in pick



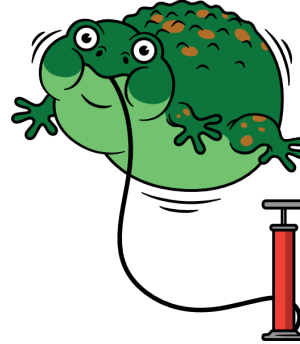
Queen Feeling Green
/kw/ as in quick



Rabbit with a Bad Habit
/r/ as in rock, very



Seal with a Wheel
/s/ as in so, pass



Toad About to Explode
/t/ as in eat



Umbrella Man with a Suntan
/ʌ/ as in bun, love



Vulture into Culture
/v/ as in love, of



Wizard with a Lizard
/w/ as in win, what



Yak with a Pack
/j/ as in your



Zuto from Pluto
/z/ as in was, zip

Pictophonics Reference Sheet



Ape in a Cape
/ei/ as in made, rain



Ark in the Park
/ɑ:/ or /br/ as in harp



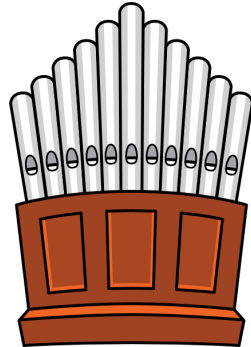
Ice Cream
Feeling Supreme
/aɪ/ as in my, like



Eagle Feeling Regal
/i:/ as in sweet, these



Earth Full of Mirth
/ɜ:/ as in hurt, work



Organ Played by
David Morgan
/ɔ:/ or /ɔ:r/ as in corn



Ogre in a Toga
/oʊ/ as in road, code



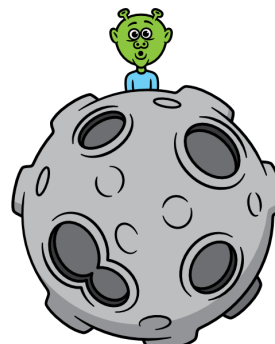
Ook with a Book
/ʊ/ as in look, put



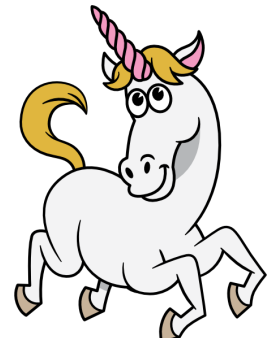
Oyster Feeling Moister
/ɔɪ/ as in join, boy



Owl with a Scowl
/aʊ/ as in down, out

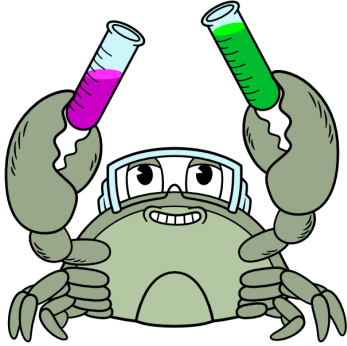


Oon on the Moon
/u:/ as in food



Unicorn with a
Pink Horn
/ju:/ as in cute

Pictophonics Reference Sheet



Crab in a Lab
/kr/ as in **cry**



Dragon in a Wagon
/dr/ as in **drip**



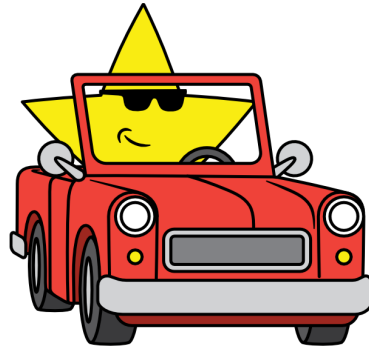
**Scarecrow who
Let his Hair Grow**
/sk/ as in **skip, score**



Sheep in a Jeep
/j/ as in **shop**



Chick on a Broomstick
/tʃ/ as in **chip, watch**



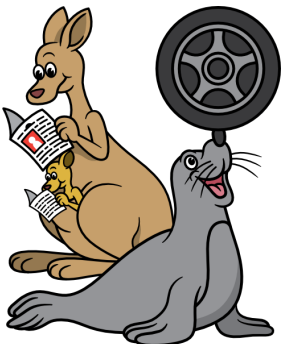
Star in a Car
/st/ as in **stick, cast**



**Triceratops with his
Bucket and Mops**
/tr/ as in **trick**



Thief with a Beef
/θ/ as in **thing**, and /ð/ as in **them**



Kanga-Seal
/ks/ as in **wax, box**

Looking for more resources?
Check out dm-ed.com



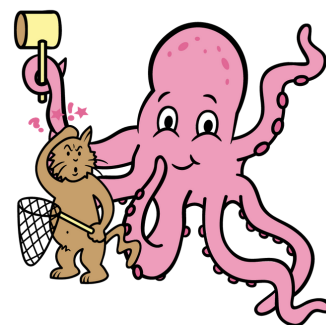
Pictophonics Games

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

Pictophonics characters you will need to know: Astronaut, Octopus, Kangaroos, Bear, Goat and Toad.

Sound Match

Draw a line to show which character could fill the blank to make a word.



c

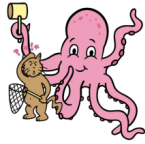
a

_

ANSWER: The toad for CAT.

Silly Words

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



b

o

k



t

o

b



c

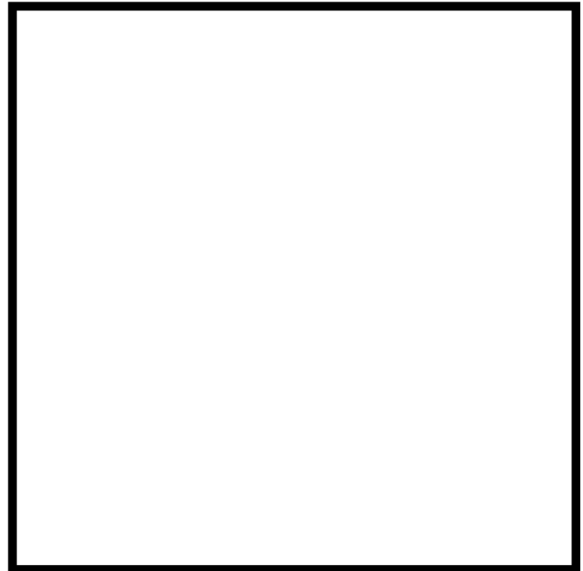
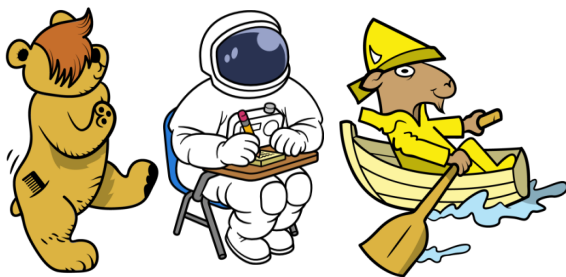
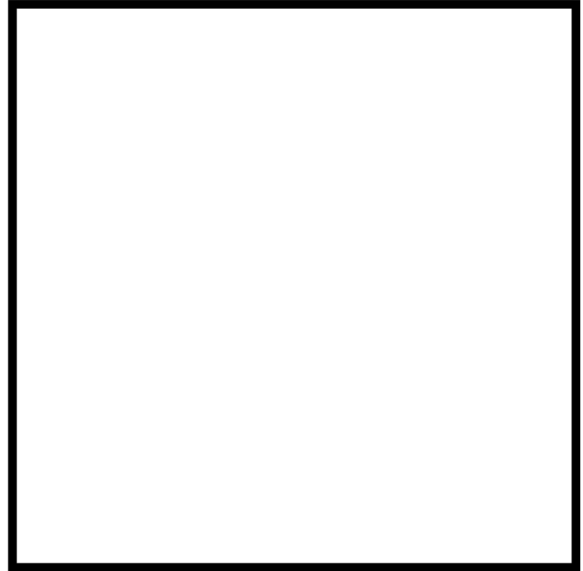
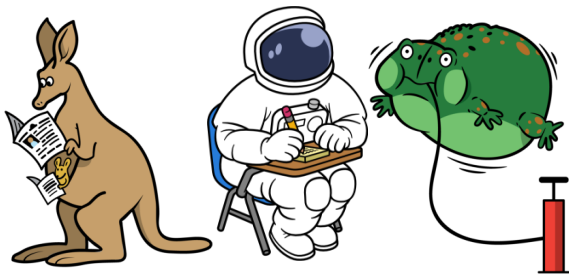
o

t

ANSWER: cot.

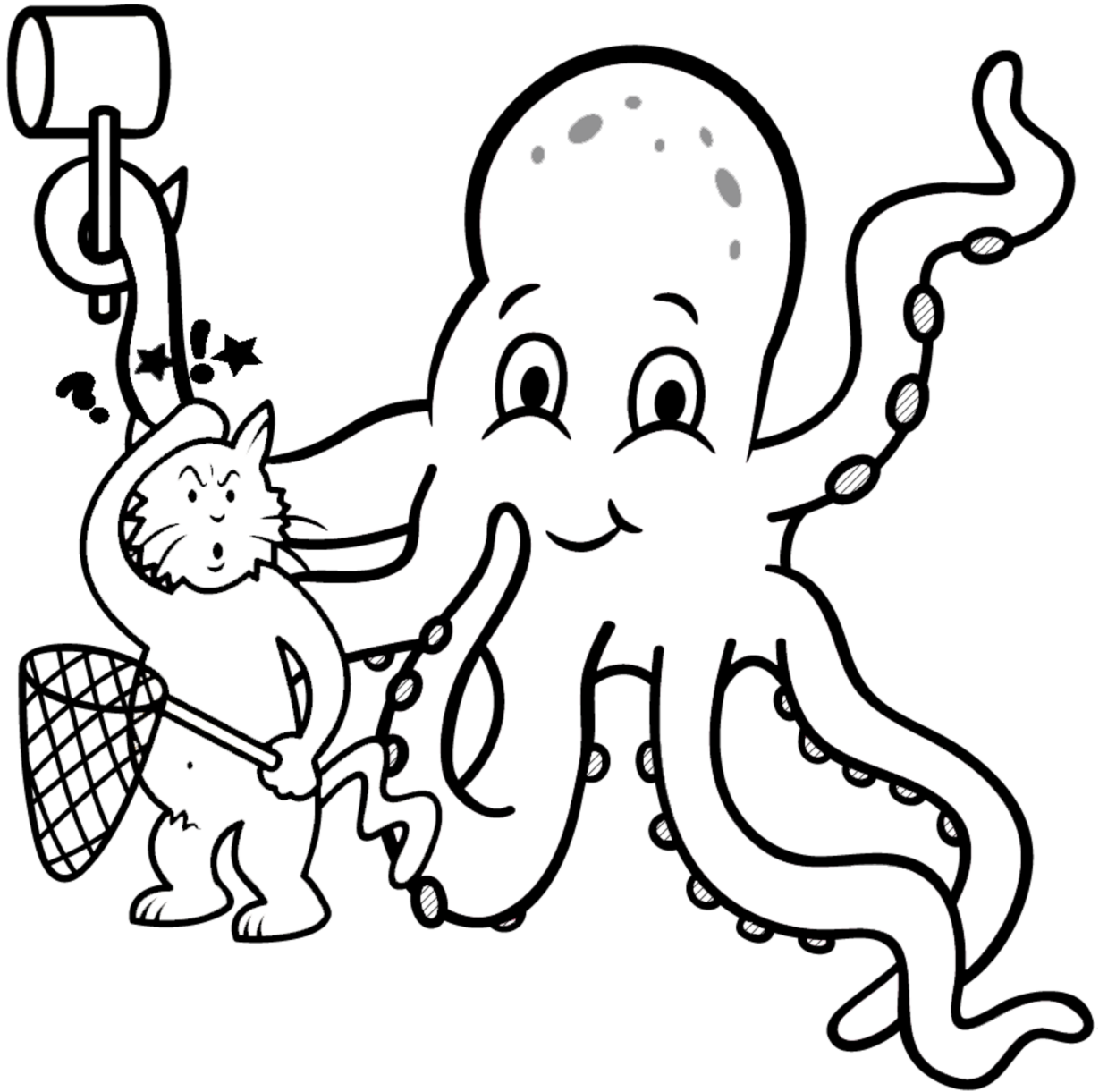
Draw the Word

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



ANSWER: cat, bag.

Grab your crayons!



Word List

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



got



bat



bag



tag



back

More words for reading practice: gag, cat, cog, cot, bog, tack

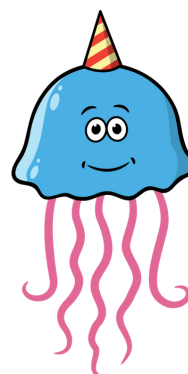
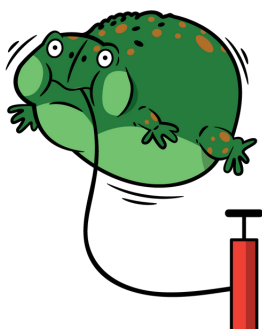
Pictophonics Games

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

Pictophonics characters you will need to know: Ape, Eagle, Jellyfish and Ogre.

Sound Match

Draw a line to show which character could fill the blank to make a word.



_	o	a	t
---	---	---	---

ANSWER: The Bear for BOAT.

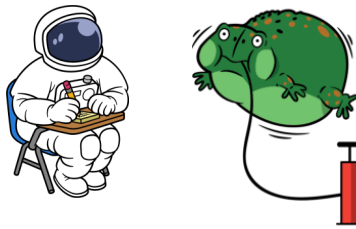
Word Match

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

at



bee



gate



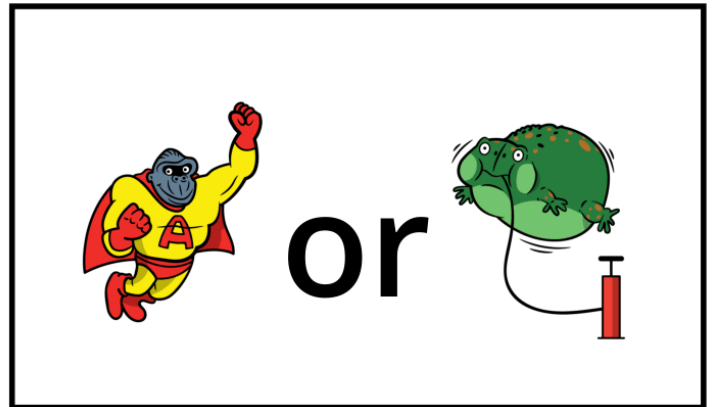
Missing Character

Can you circle the character that would complete the word?



—

b a y



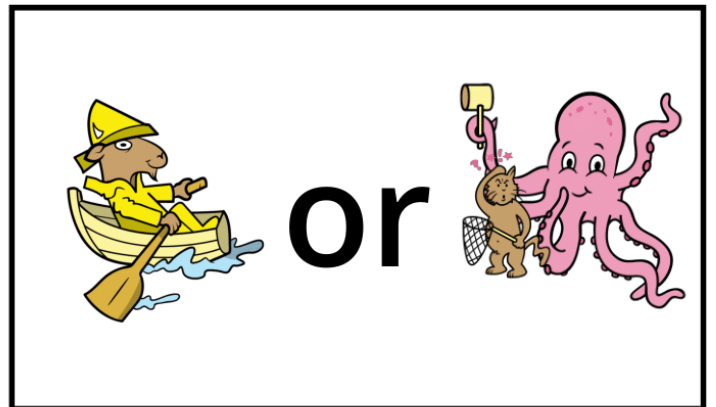
or



—



j o b

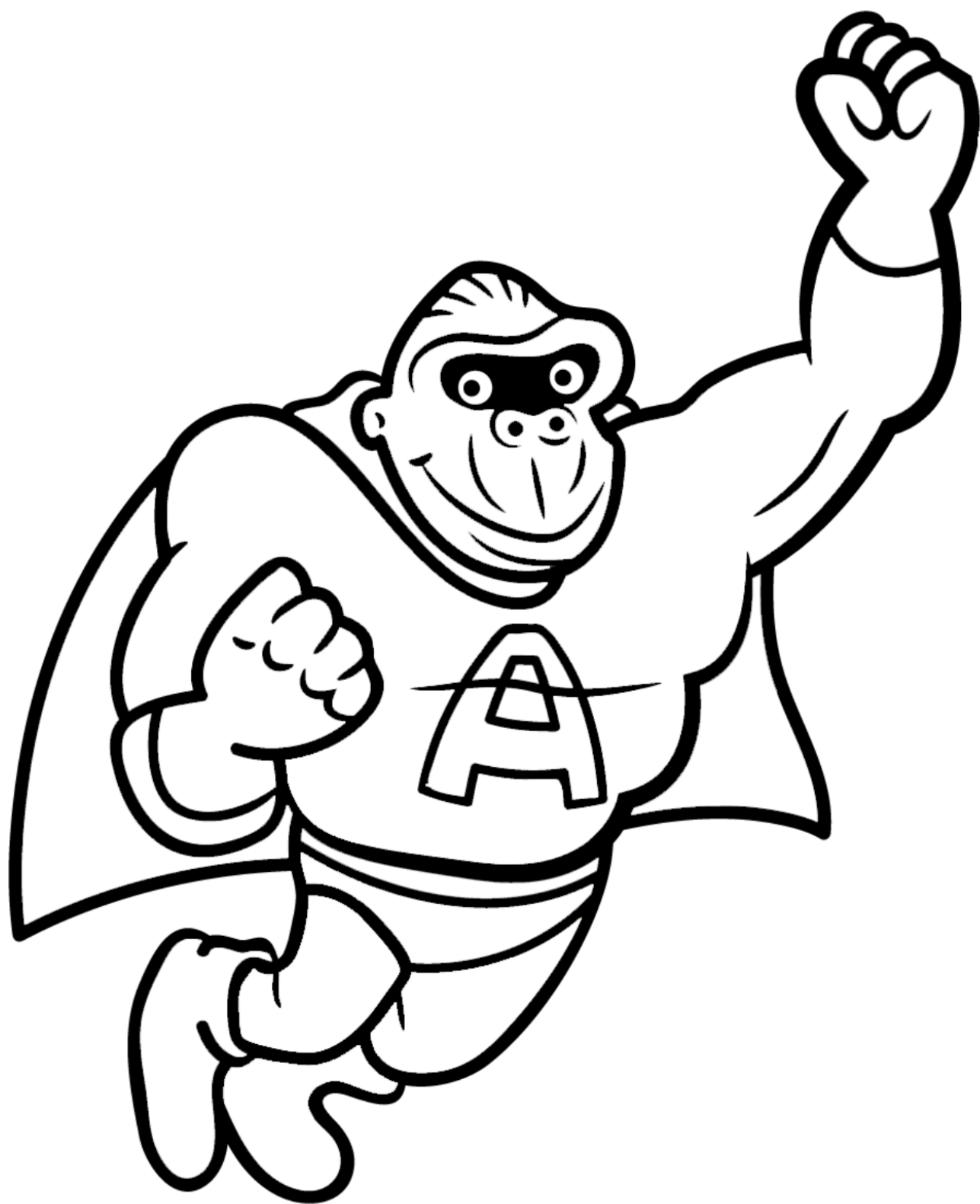


or

ANSWER: ape, octopus.

Grab your crayons!





Word List

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



go



be



key



toe



beat



boat



gate



joke

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

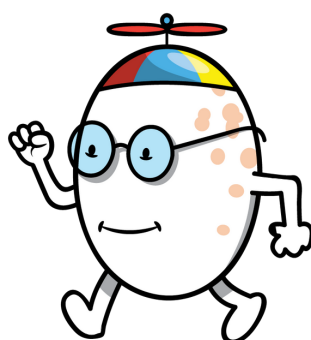
Pictophonics Games

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

Pictophonics characters you will need to know: Egg, Dog, Pig, Moose, Umbrella Man and Unicorn.

Sound Match

Draw a line to show which character could fill the blank to make a word.

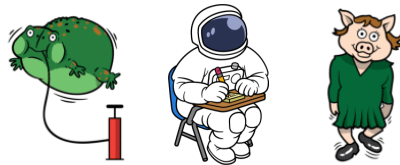


_ a n

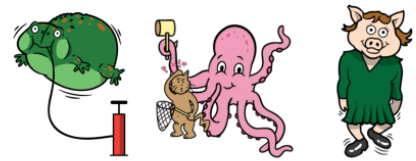
ANSWER: The Moose for MAN.

Picture Match

Circle the word that matches the picture.



t a p



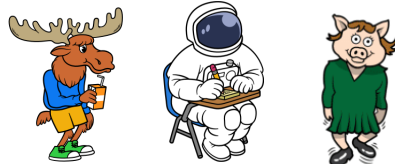
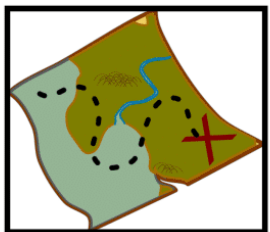
t o p



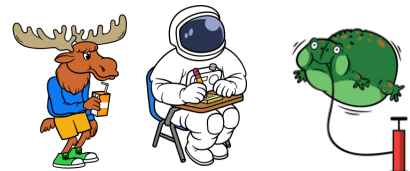
p u g



m u g



m a p

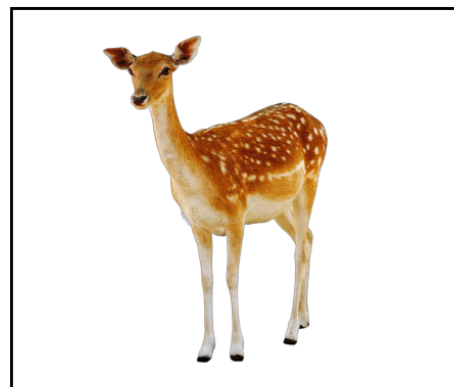


m a t

ANSWER: tap, mug, map

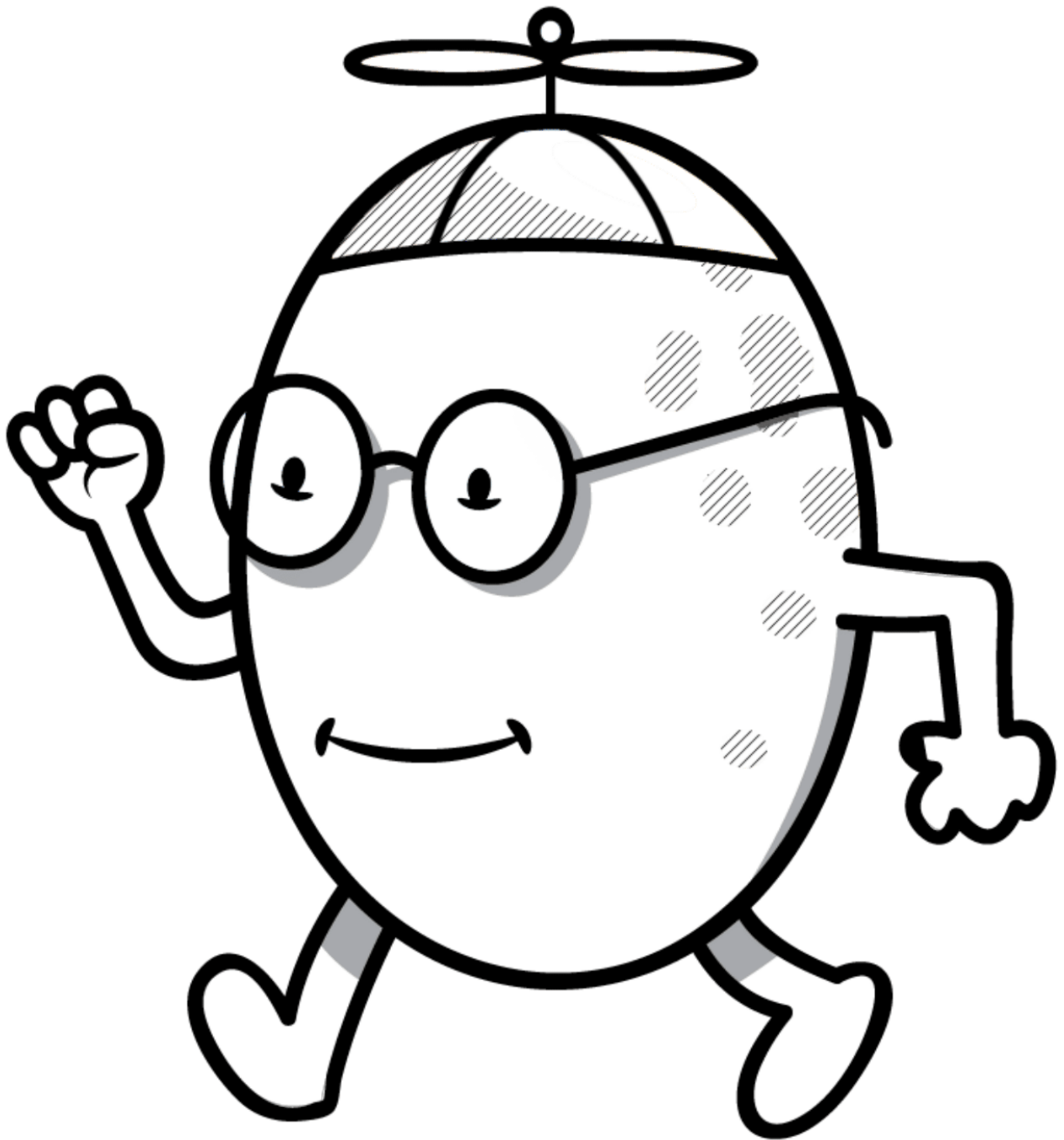
Know Your Bs and Ds

Say the name of the images below out loud.
Circle the character that represents the starting sound.



ANSWER: bear, bear, duck, duck

Grab your crayons!



Word List

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



me



jump



day



meet



cup



came



make



paid

More words for reading practice: bed, cap, map, tap, dot, pop, cut, gut, mud, bug, gum, jug, cape, date, pack, pea, deep, dump, meat, come

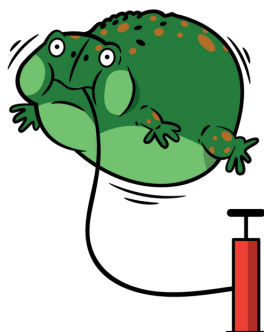
Pictophonics Games

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

Pictophonics characters you will need to know: Fish, Nurse, Igloo, Ice Cream and Seal.

Sound Match

Draw a line to show which character could fill the blank to make a word.



p _ n

ANSWER: The Astronaut for PAN.

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

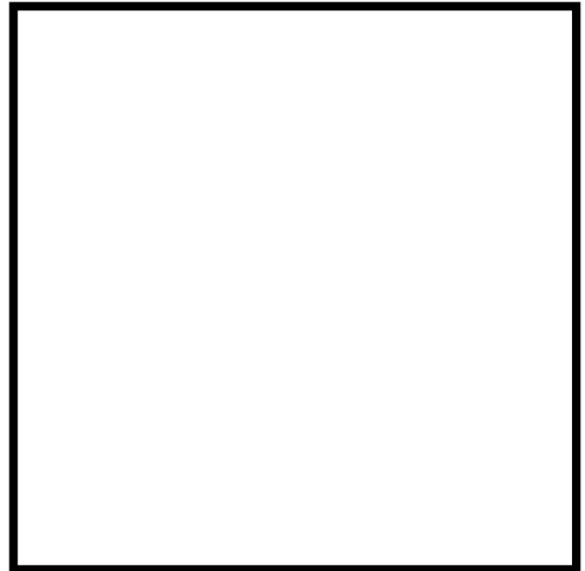
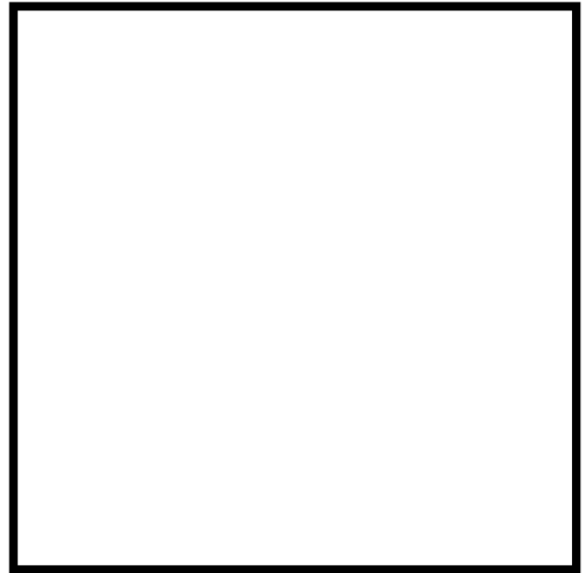


b i k e

ANSWER: bike.

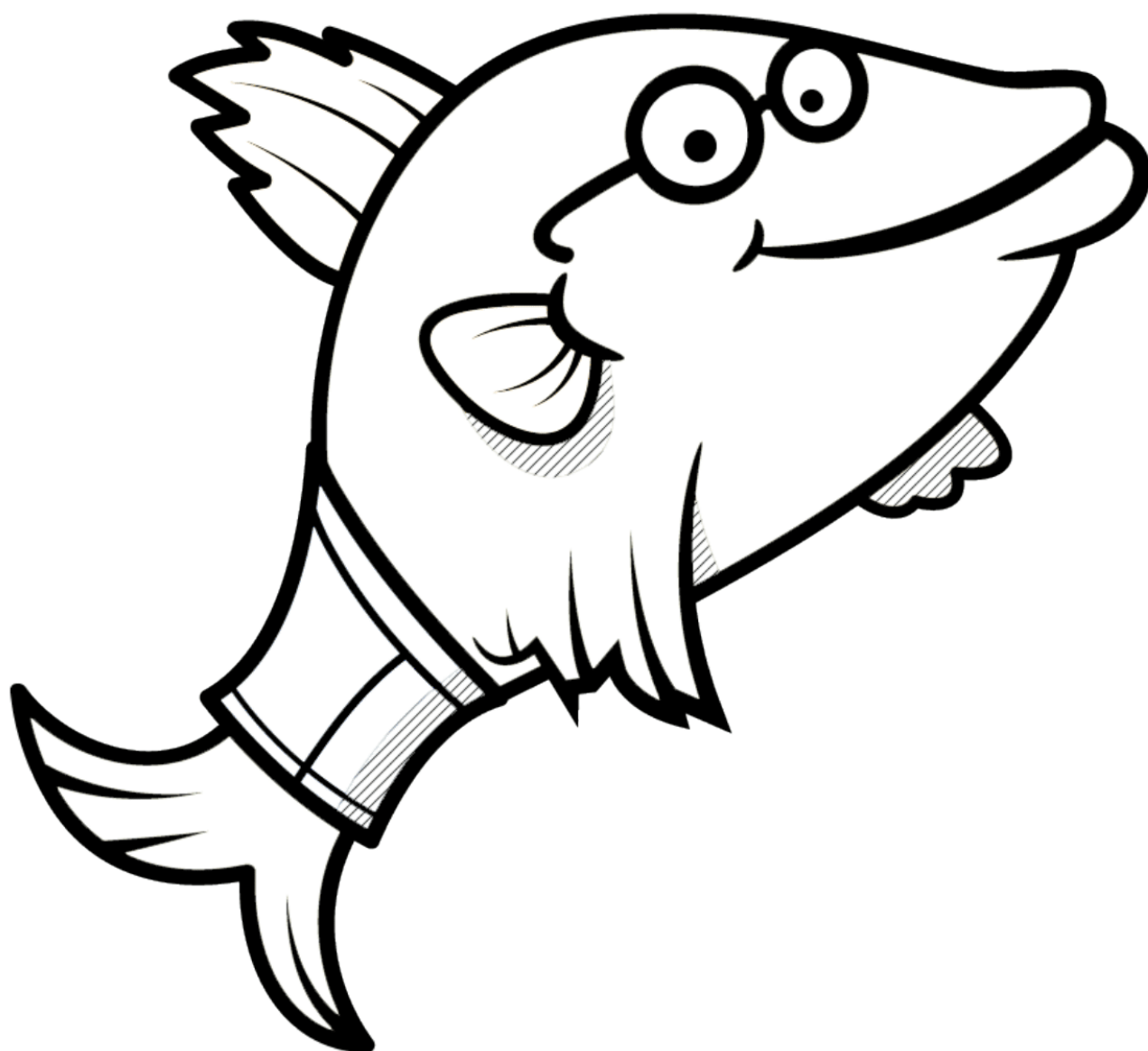
Draw the Word

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

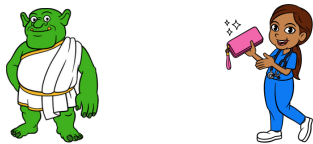
TEACHER NOTES: Here are some words you can make from phonemes learned so far. You can work on encoding these using the card set, writing the letters on a piece of paper and placing the characters above them:



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

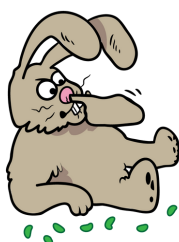
Pictophonics Games

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

Pictophonics characters you will need to know: Horse, Lion, Queen, Rabbit, Oon, Chick and Ark.

Sound Match

Draw a line to show which character could fill the blank to make a word.



S

_

l

ANSWER: The Ape for SAIL.

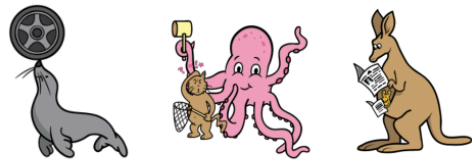
Word Match

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

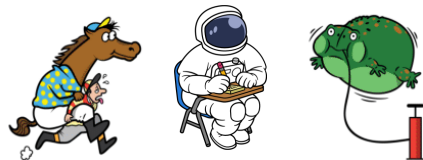
chin



hat



sock

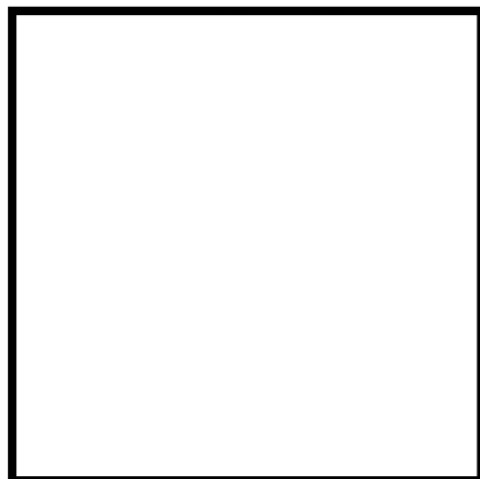
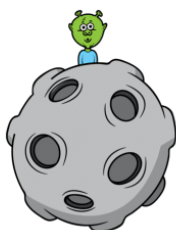
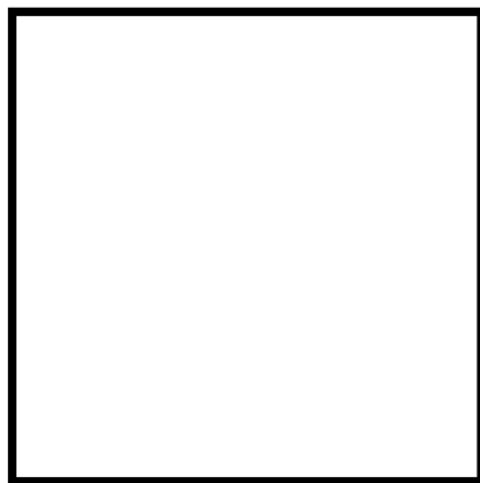
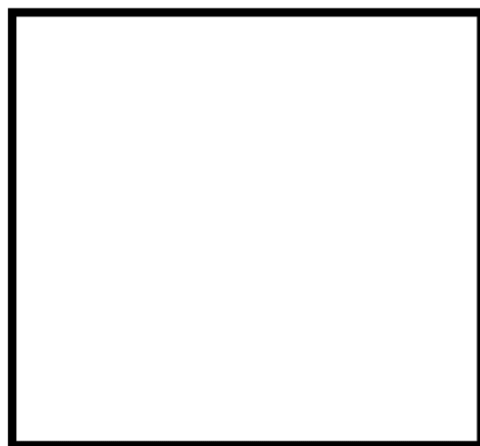


quack



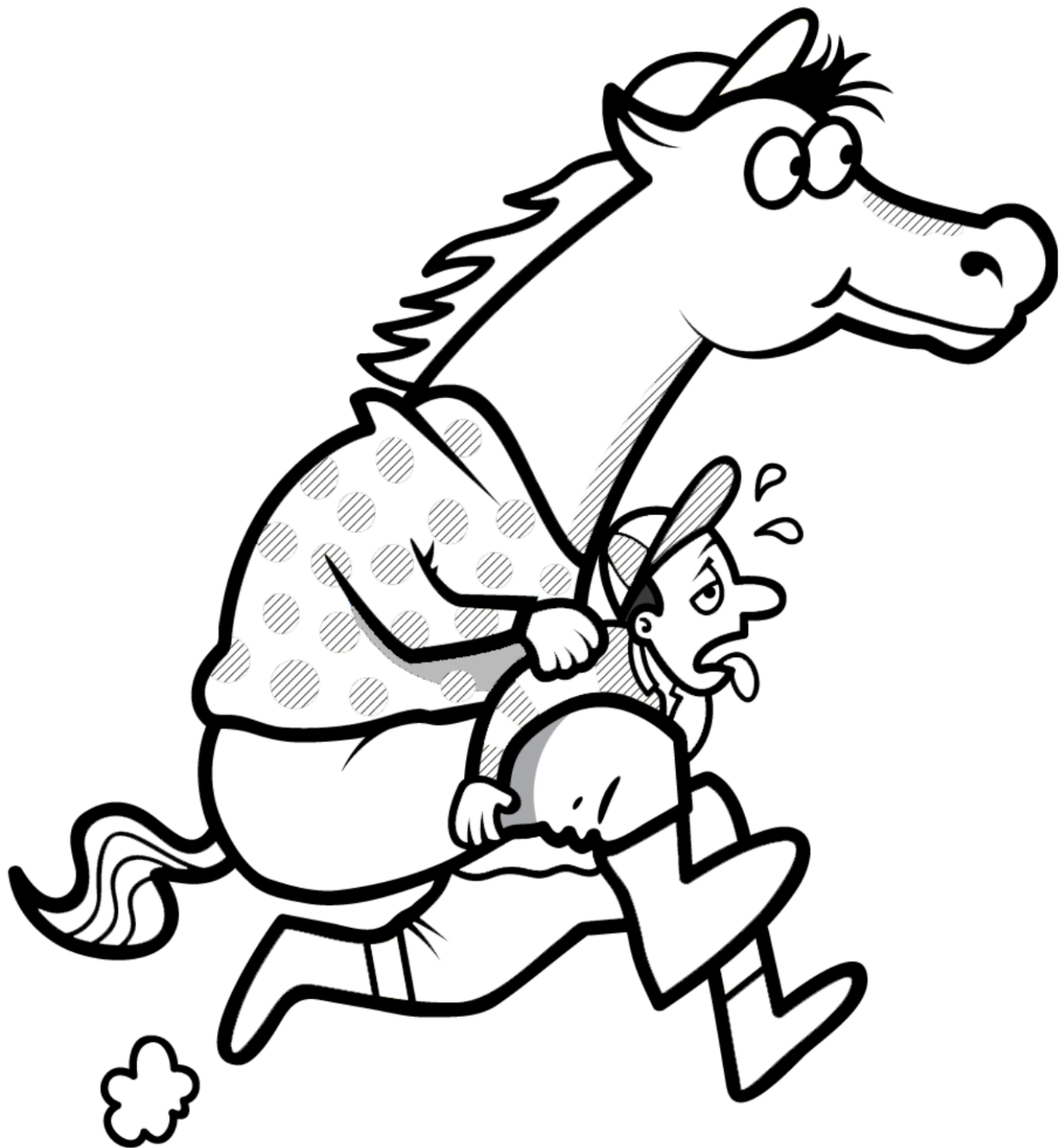
Draw the Word

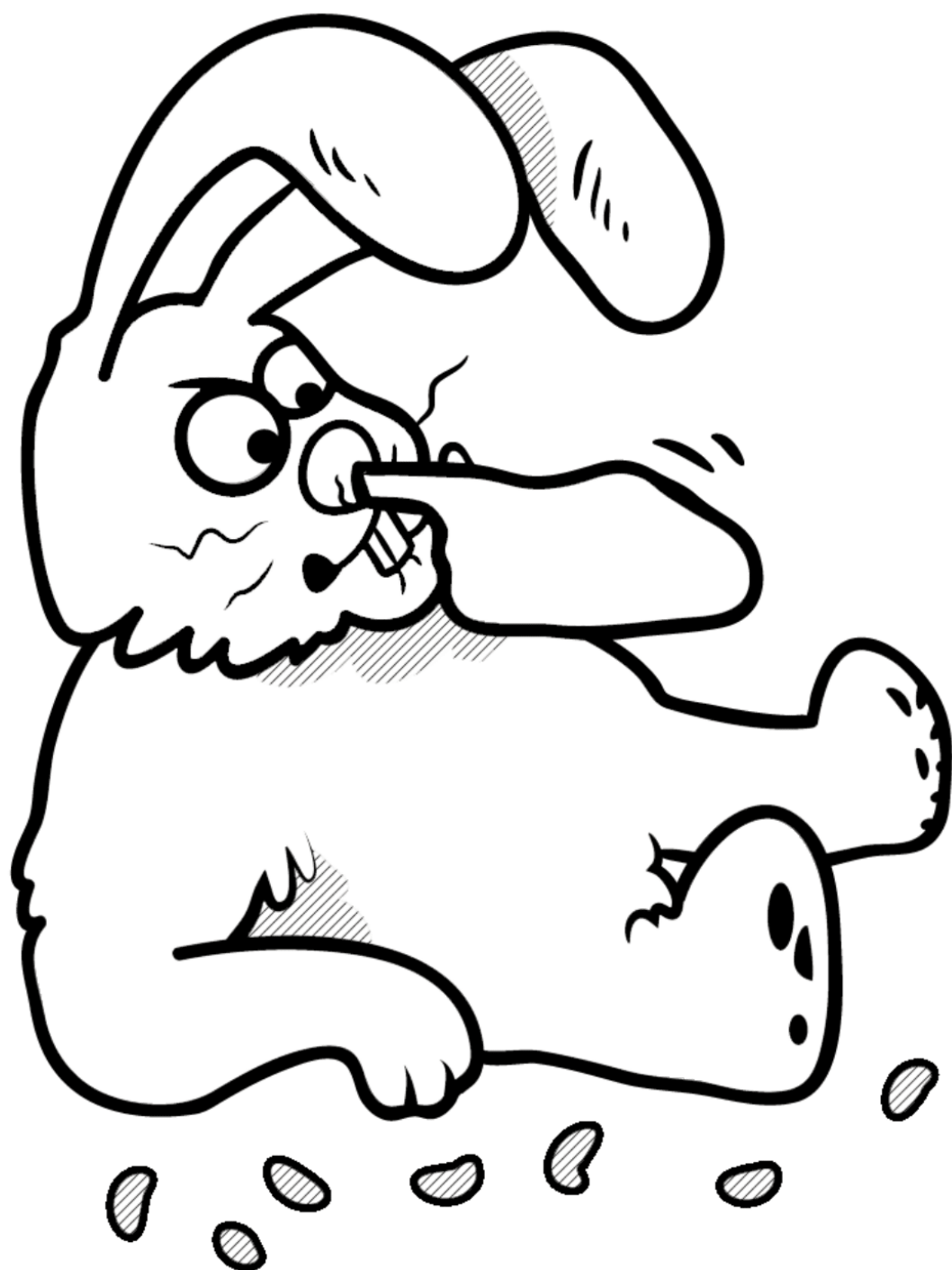
Sound out the following characters, and draw a picture of the word they make in the box.



ANSWER: lamb, car, spoon.

Grab your crayons!





Word List

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



hole



blue



high



quick



happy



friend

More words for reading practice: do, he, to, too, two, arm, air, hat, jug, hug, hen, lie, leg, lid, log, rip, rat, ran, rug, red, bell, hill, hope, hear, hand, doll, rest, ride, lick, help, milk, park, pair, hair, here, near, bear, pear, dare, care, road, rake, boot, sock, root, bowl, goal, grow, blow, blue, clue, grew, flew, grew, rule, rude, June, moon, lamb, blow, grin, rain, play, high, head, soon, food, pool, plant, glass, class, field, each, rich, much, such, green, chair, bright, bread, black, right, rock, whale, today, rabbit, carrot, family, Friday, afraid, garden.

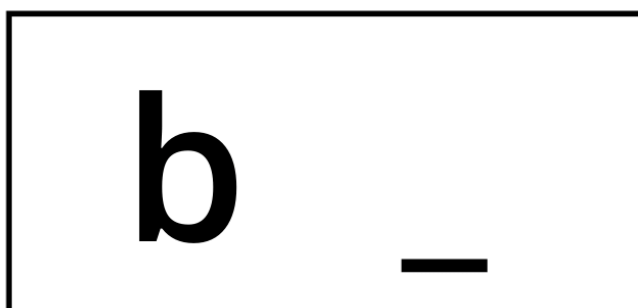
Pictophonics Games

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

Trainertext characters you will need to know: Vulture, Whale, Kanga-Seal, Yak, Zuto and Ook.

Sound Match

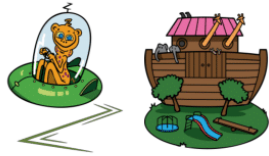
Draw a line to show which character could fill the blank to make a word.



ANSWER: The Ark for BAR.

Word Match

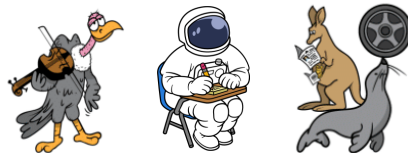
Can you decode the words below and circle the real word? Don't get tricked by the silly words!



z a r



b o o k



v a x

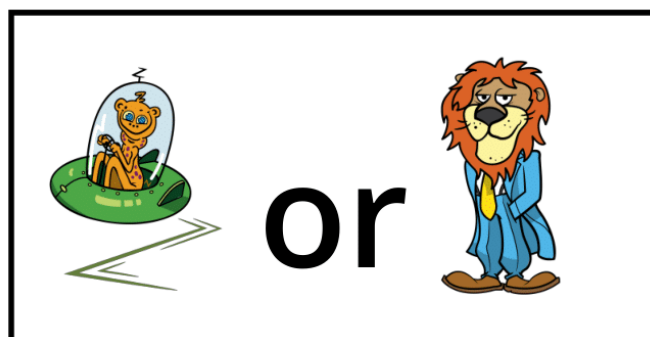
ANSWER: book

Missing Character

Can you circle the character that would complete the word?



t o e s



c a v e



ANSWER: zuto, vulture.

Grab your crayons!





Word List

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



of



is



box



very



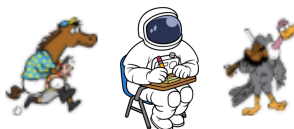
with



good



when



have

More words for reading practice: we, one, his, has, six, fox, wet, van, vet, was, way, will, wake, wait, once, use, zoo, swim, twig, book, took, wood, foot, buzz, live, week, wear, where, wheel, while, Tuesday

Story time!

TEACHER NOTES: Encourage your learner to have a go reading the short story below. Guide them to the characters if there is a tricky word and help them decode and blend the sounds together.

Bad Dog Ben

By Wendy Williams



This is Pip.



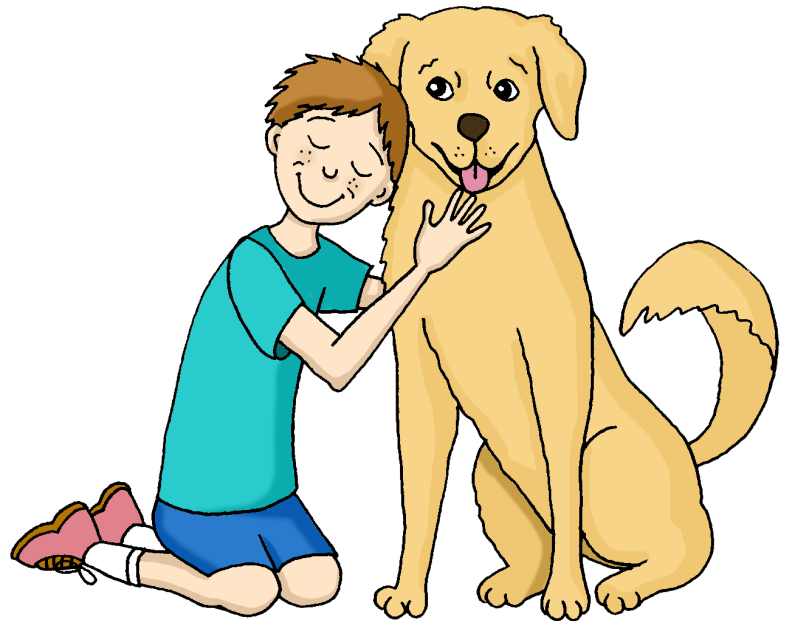
Pip has a dog.



The dog is Ben.



What a big happy dog.



Pip and Ben like to race.

Pip and Ben like to play.

They like to eat... a

lot!



Pictophonics Games

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

Pictophonics characters you will need to know: Thief, Sheep, Earth, Organ, Oyster and Owl.

Sound Match

Draw a line to show which character could fill the blank to make a word.



ANSWER: The Oyster for TOY.

Picture Match

Circle the word that matches the picture.



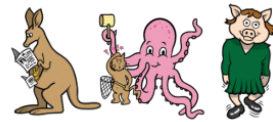
t h u m b

t h e m



s h a r p

s h e e p



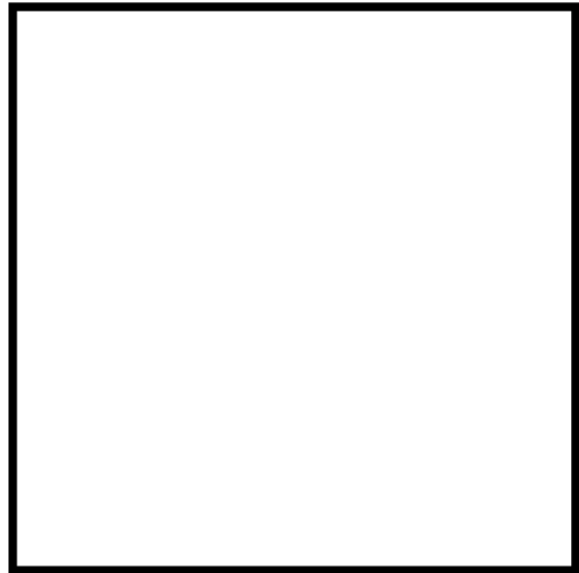
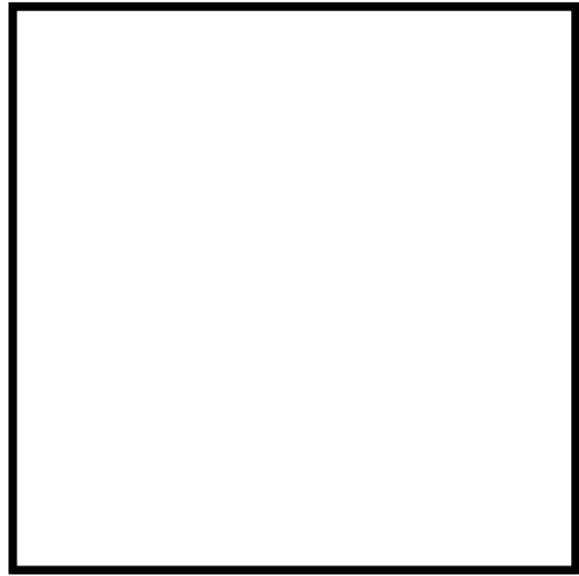
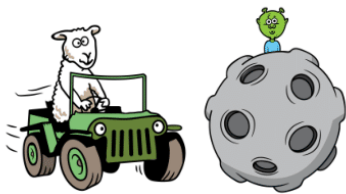
c o w

c o p

ANSWER: thumb, sheep, cow.

Draw the word

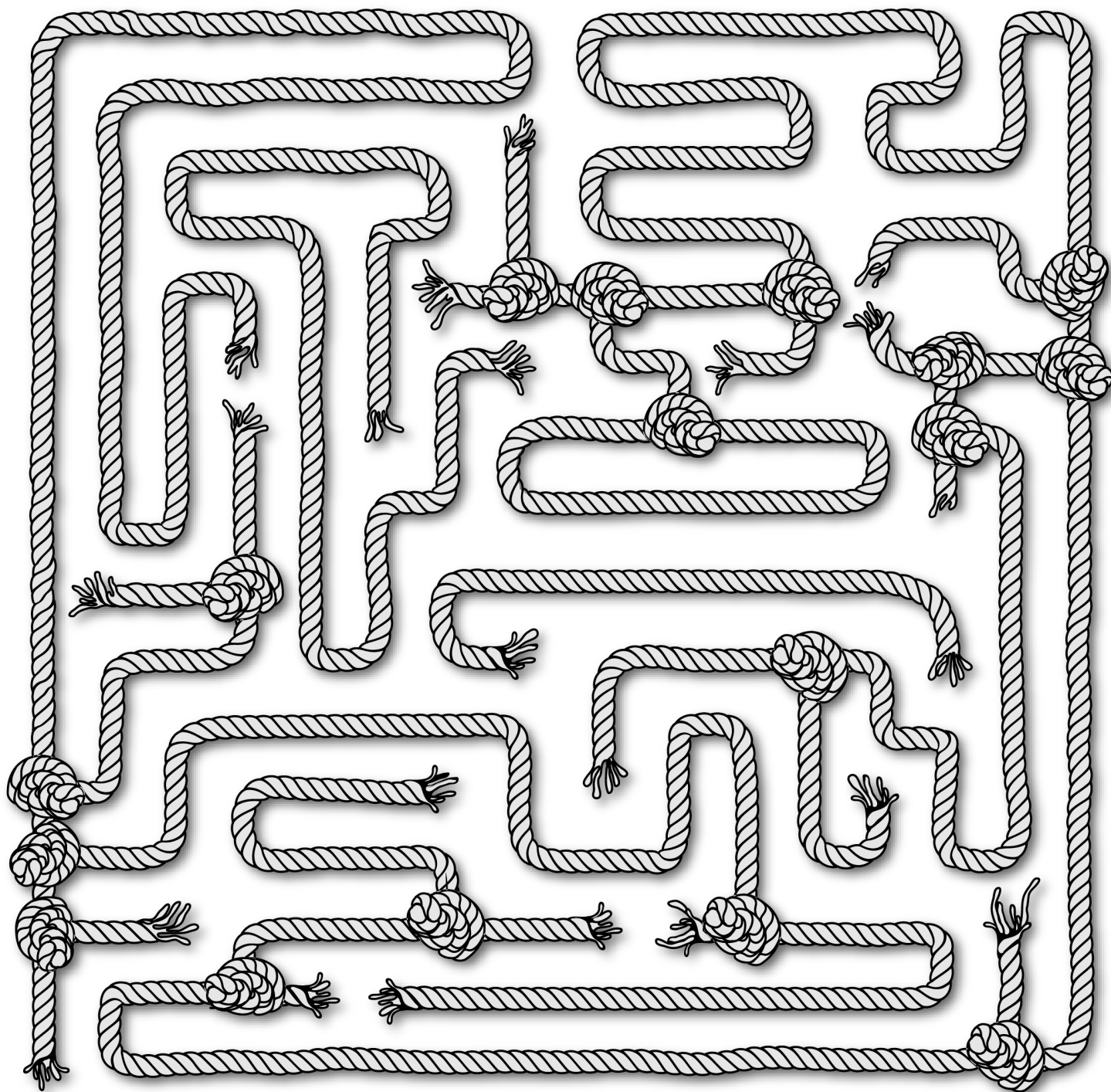
Sound out the following characters, and draw a picture of the word they make in the box.



ANSWER: shoe, bath tub.

Maze

Can you help the Sheep get through the maze? Draw a line from start to finish to show the way!



Grab your crayons!





Word List

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



she



these



more



catch



girl



dinosaur

More words for reading practice: her, were, the, for, oil, boy, toy, wore, join, turn, born, bird, ship, shop, point, enjoy, annoy, hurt, out, around, sound, now, how, show, short, share, push, brown, down, town, horse, morning, person, under, summer, winter, there, start, think, fetch, burst, which, fresh, theme, those, dream, church, coach, mouth, house, school, kitchen, instead, sister, brother, thunder, Thursday

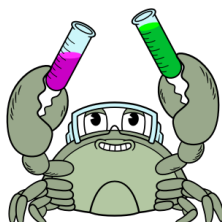
Pictophonics Games

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

Pictophonics characters you will need to know: Crab, Dragon, Triceratops, Scarecrow and Star.

Sound Match

Draw a line to show which character could fill the blank to make a word.



_ a t

ANSWER: The Chick for CHAT.

Word Match

Match the word to the characters!

scar



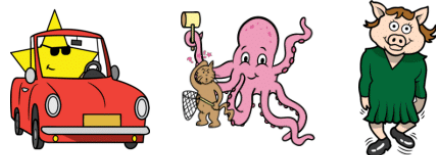
train



stop



drool



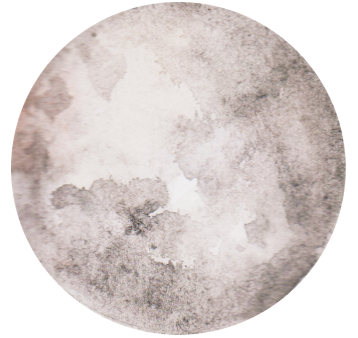
Space Facts

TEACHER NOTES: Encourage your learner to have a go reading the facts below. Guide them to the characters if there is a tricky word and help them decode and blend the sounds together.



It would take 170 years
to drive to the sun!

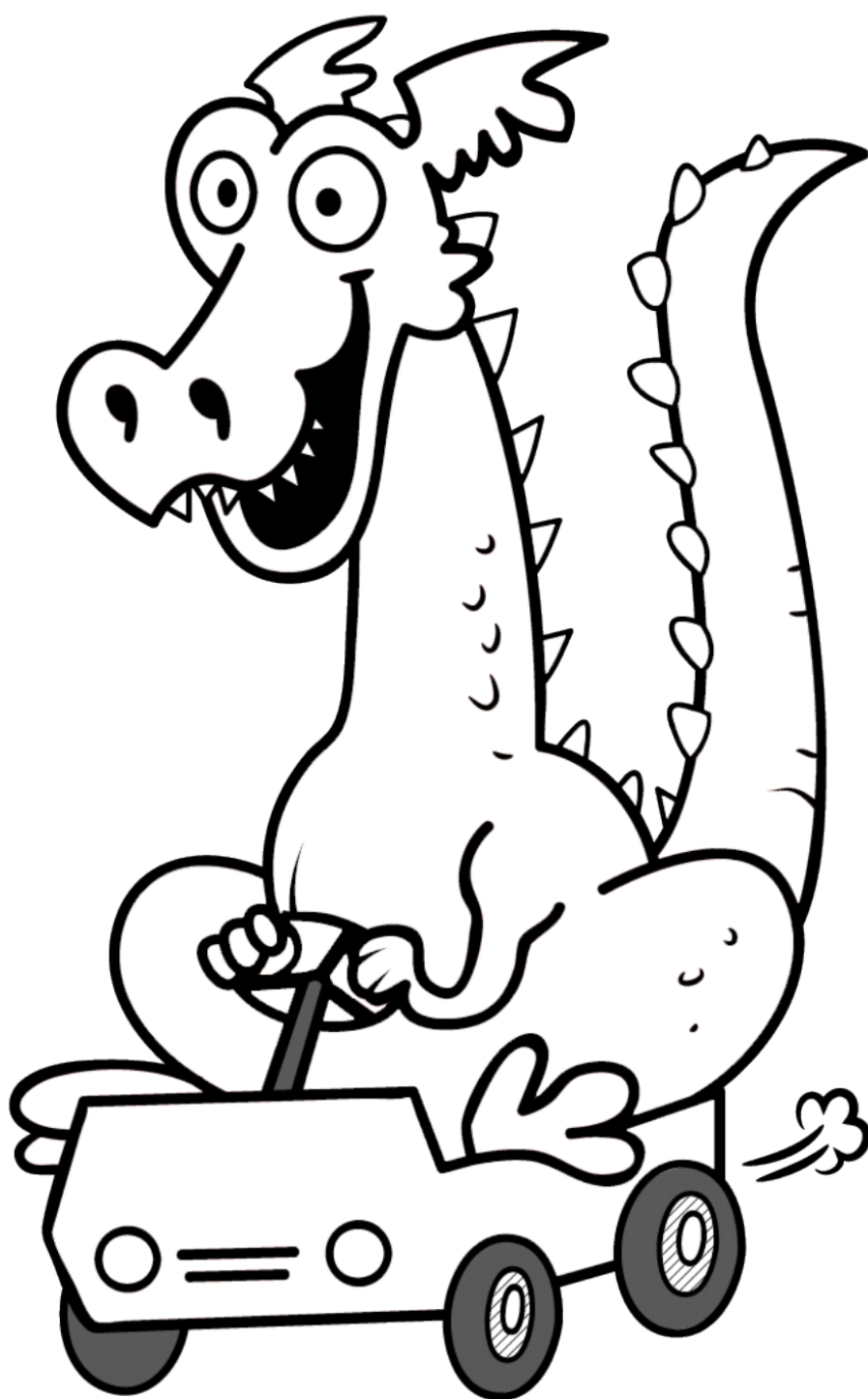
On Mercury, 1 year is
only 88 days.



Venus is so hot that you
could cook a steak in
seconds!

Mars has a volcano
three times larger
than Mount Everest!



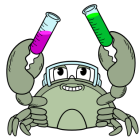


Word List

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



t r e e



c r a b



d r u m



t r u e



s t o p



f i r s t



s c o r e



r e s c u e

More words for reading practice: desk, step, skid, truck, drew, skin, drip, drop, stay, star, tried, cried, frost, dress, scare