

How to use the Magnetic Letters







Background to Monster Phonics

Monster Phonics is an award-winning multi-sensory phonics programme. Our approach has received excellent testimonials from professional in UK and international schools. Our wonderful resources give teachers powerful new tools to teach phonics. Indeed, our products are listed by the DfE as effective multi-sensory synthetic phonics resources (2014). Find out more at monsterphonics.com.

Different to any other scheme, Monster Phonics uses colour to consistently code for key graphemes in English. Colour shows children how to pronounce the most difficult aspects of reading. It is unique in that it uses character (monster) phoneme cues and colour coding to represent the long vowel sounds, silent letters and tricky letters. With Monster Phonics, spellings are more memorable and learning to read and spell becomes exciting and fun!

The innovative colour-coding system dramatically accelerates learning to read and spell. It is the only scheme that uses colour-coding for sound and audio-visual cues (monsters) to bring phonics teaching to life.

Monster Phonics best supports children with dyslexia because it is by far the most multisensory scheme available. Visual learners benefit from the visual memory of colour in words. EAL learners have pronunciation support for every word that they learn.

Monster Phonics highlights the existence of the open syllable spelling of long vowels A, E, I, O and U, such as in be, no, apron, open, me which many young learners misspell.

Monster Phonics is fully compatible with all other schemes. We are passionate about changing the life chances of all children.







Yellow I





Brown Owl

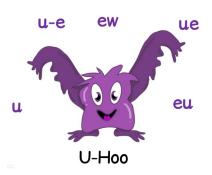


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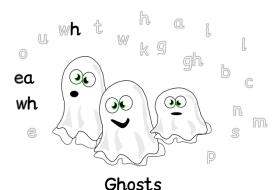














At the heart of this system is the unique application of colour to consistently code for

Long vowels

A (red) E (green) I (yellow) O (pink) U (purple) oo (blue) ow (brown)

Silent letters (white)

Tricky letters (gold) which make a different sound to what has been taught. For example, the 'a' in 'want' makes an 'o' sound. They do not show grapheme-phoneme correspondence.

Phonetic letters (black)

Each sound/colour is also linked to a monster, creating highly effective audio-visual cues. Each monster makes the same sound as the graphemes of the same colour. E.g. Angry Red A says 'Ay, Ay, Ay'. This helps children to remember that the long A graphemes make the long A sound. For the silent white letters, the sound cue is 'Put your fingers to your lips. Ghost letters make no sound.' For Tricky letters, the sound cue is 'Tricky Witch has cast a spell and has changed the sounds which you know well, what is the sound?'

Backed by extensive linguistic research, Monster Phonics makes sense of the peculiarities of the English language. Colour is the key which unlocks the mysteries of the English. However, there is more to this approach.





rain made

day

SO	no	oh
g o	don't	old
to	do	too
you	into	
out	down	now
have	asked	when
your	could	
are what	sõme were	come called
the is	here there	looked Mr
of,	their	Mrs
a š hi š	åll, her	o f
wā <i>s</i>	little	
said	one look	
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First 100 High Frequency Words

_
_
_

a	щÞ	will
in	had	ba <u>ck</u>
it	this	from
on	went	him
for	not	get
at	then	ju <u>st</u>
and	mum	got
but	them	put
that	dad	help
with	big	if
can	it's	off
they	day	make
came	made	
he	be	very
<u>sh</u> e	me	people
we	see	
I	like	time
my	b <mark>y</mark>	⊥ 'm



Green Froggy

happy dream

tree





my time



Multi-sensory Monster Phonics

Spelling can be reinforced by learning whole words through 3D word 'building' using playdough or Monster Phonics Bendy Letters. Writing words in Monster Phonics colours also supports phonics and spelling. Use a variety of media: paint, pastels, chalk, felt-tips, gel pens, iPad drawing apps or whiteboard pens/whiteboards.

We believe children learn best when given an appropriate multisen-

sory learning diet.











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How to use Monster Phonics Colour-Coded Magnetic Letters

Start by using the magnetic letters to build simple words, either high frequency words or phonic patterns. Highlight the features of each word, pointing out the silent letters, tricky letters and long vowels.

Talk about the sound that each grapheme makes, using the monster sounds to support.

Holding, touching and moving physical letters employs multiple senses supporting memory. Encourage learners to say the letters sounds and names and read the word. Make and remake, noticing interesting features about the shape of the word. For example, 'want' has a letter 'a' that is making an 'o' sound; 'friend' has a silent 'i'; 'most' has the long 'O' sound. This also supports the correct pronunciation of words.

After making a word, ask the learner to feel each letter with their fingers (eyes closed). Now ask them to 'see' the word in their head. With eyes still closed and not touching the letters, ask them to verbally recall the spelling.

Children with reading difficulties may confuse letters for their reversed counterparts (e.g. d, b, p, q). This type of confusion is impossible with magnetic letters as they will only be attracted to the magnetic whiteboard one way.



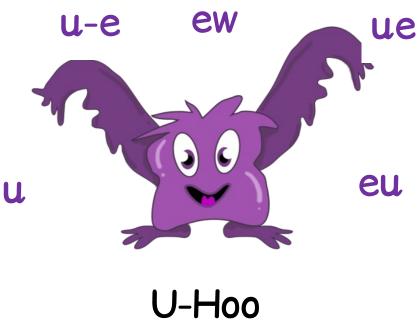
soap note

row only

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cute few

uniform



Black Cats

went and cat

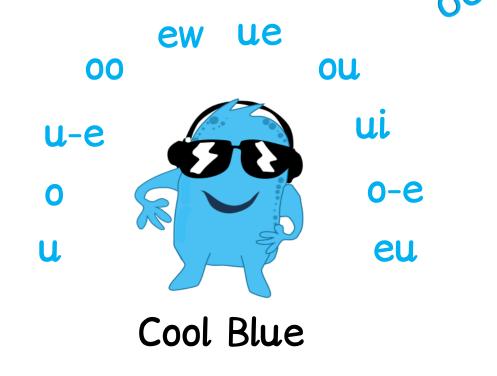


Tricky Witch









room

fruit

group





of wah kghil
wh
ea
wh

Ghosts

down out

when friend know

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