

Thinking while Moving - English

Phoneme/grapheme relay

Syllabus focus area

- Integrated spelling components
- Phonological component

Suggested outcomes

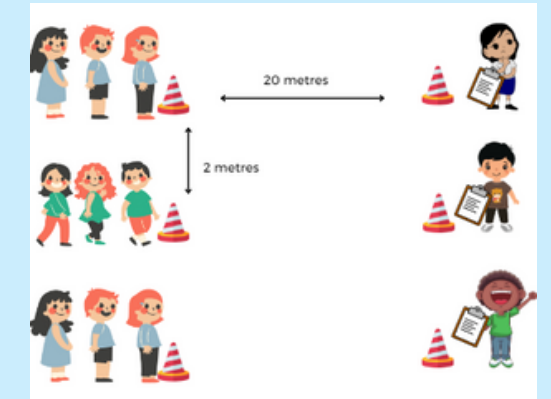
- ENE-SPELL-01
- EN1-SPELL-01
- EN2-SPELL-01
- EN3-SPELL-01

Resources

- White board for each group
- Whiteboard marker for each group
- Cones/markers for each group

Activity set-up

- Place a row of markers 3m apart.
- Set up a whiteboard and marker 10m from each of the markers.
- Students line up in their group of 4 behind marker.



How to play

- Teacher calls out a phoneme.
- The first student in line runs to white board to write a word with a grapheme representing the phoneme said. For example, if teacher said 'f' a student could write a word with the grapheme 'ph, f, fe, ff or gh'.
- Student runs back to line and tags the next student in line who repeats the step above.
- Once all students in a team have run and recorded a word, the team completes a physically active movement (star jumps, tuck jumps, mountain climber, high knees) to signal they are finished.
- Teacher can continue calling out new phonemes to continue playing game.

Variations

The TREE model is a practical tool designed to support teachers and coaches to adapt and modify an activity to be more inclusive of students with a range of abilities. Below are some examples of how this Thinking while Moving activity could be modified.

Teaching style

- Model the activity for students.
- State the phoneme and show students the grapheme needed to represent the sound.
- Provide students with grapheme charts to support spelling strategies.

Rules

- Students can look up words in a dictionary to check spelling before signaling they are finished.
- Adapt required locomotor movement to support student participation in activity.

Equipment

- Students that experience difficulty standing or walking can participate in activities from the floor by throwing a bean bag into the grid.

Environment

- The floor surface allows smooth running of wheelchairs or other mobility aids
- Decrease the length between starting position and whiteboard.
- Create playing areas that have more space between teams to allow for movement.