

HELPFUL HINTS
FIRMING SOUNDS with
PRACTICE CARDS or DISPLAY SOUNDS CARDS

Print out the Sound Practice Card sheets (2-sided) front-to-back so you can see the number which indicates the lesson number when sound was first presented in TEACH YOUR CHILD TO READ IN 100 EASY LESSONS and a key word on the back of the card to help you help your child to correctly pronounce the sound shown on the front of the card. If your printer does not print 2-sided copies, then instead glue sheets together front to back. Use cards only for sounds that have already been taught. Cut out those cards and keep in a bag or other container.) The "quick" sounds (t, d, c, g, h, k, p, ch, b, j) are said quickly with no added vowel sound (for example, NOT "tuh, duh, puh"), but all other sounds should be said for at least three seconds (for example: "mmm").

Print out Display Sounds Cards then cut on dotted lines to use them. They have neither lesson numbers nor key words, but may be easier to handle because their larger size.

You can provide extra practice on sounds for your child by playing various games with either the larger Display Sounds Cards or the Sounds Practice Cards. These games can be played before your lesson time, after the lesson, or at different times during the day. The games should be a positive, fun experience for both you and your child.

Game #1-Shuffle sounds cards from lessons your child has already had. Show first card on top of pile. If child correctly says sound put it in a pile in front of your child-"your easy sounds." If child cannot say sound immediately, tell and ask sound again and then put the card aside in "the hard sounds" pile. When you have gone through all the sounds from lessons you have already taught, go through "hard sounds" again, immediately saying sound that child misses, then asking, "What sound?" Repeat until all sounds in the hard pile are pronounced correctly as you display them. Then shuffle easy cards and hard cards together and have your child say them until all sounds are firm (correcting as needed). Praise working hard and accuracy throughout game.

Game #2-Your Card, My Card. Shuffle cards from lessons your child has already had. Take alternating turns saying sounds. Give your child all the correct sounds cards that (s)he says (in front of child). Correct any errors by providing the sound and then asking the child to say the sound. Put missed sounds at bottom of pile. Repeat until all sounds are correctly identified. Shuffle all cards together and repeat until all sounds are firm (correcting as needed). Praise working hard and accuracy throughout game.

Game #3-Playing Teacher. Shuffle cards. Give whole pile to child. Child shows you cards. You say sounds and sometimes make an obvious mistake, child corrects you. If child doesn't correct immediately, ask-"Is ___ the right sound for this card? No, what sound is it really?"