

Rocket Phonics
PO Box 1411
Vista CA 92085-1411
Phone and Fax: 888-Dr Phonics (888-377-4664)
Email: DrPhonics@rocketphonics.com
Web: www.rocketphonics.com

Rocket Phonics Word-Find Treasure Hunt Game Sample

This sample shows you just two of the eight pages of words you'll get in your Rocket Phonics Word Find Game. Some of the words are much easier for beginning readers, some are more difficult. In the complete game, your child has **much** more practice with words of varying levels of challenge.

Notice that using the sounds of English as helpers allows your child to easily read words that otherwise could be frustrating. And games are great, for several reasons.

A 2009 article in *Spirit* magazine (by SW airlines) noted that 70% of companies now use games to teach skills to their employees, from customer service to production steps. Why? Because the employees are EAGER to do them, and their learning is *accelerated* and *deepened* because of the engaging game experience. Just like with Rocket Phonics!

In Rocket Phonics, your child gets lots of practice reading simple phonetic words and phrases. As your child progresses, we introduce our unique Rocket Phonics helpers. The helpers are one key why Rocket Phonics works so well: you tell your child, "You have helpers in Rocket Phonics. When these 36 letters are printed in blue or under the letter, they *always* have the same sound." No more guessing, no more questions, no more frustration. (See *table* or *window* in Word-Find Game). These can be hard words for a beginning reader to read –but not with Rocket Phonics. (From the beginning reader's point of view, why wouldn't the first part of *table* be *tab*, like in *tablet*?)

*Note: I tutor in reading, and I see two common reasons why kids struggle with reading. One is they will read, read, read and get to the end of the sentence, and I'll say, "What did you just read?" and they have no clue. Most often, this is because they are not picturing what they read. With Rocket Phonics, whether they are **running** to what they read, or **acting out** what they read, or **talking about** what they read, they are picturing what they read, and developing the habit of doing so.*

*Another reason they often struggle is they will look at the first couple letters of a word and just **guess** at it. This is not a good habit! But to give them credit, you can see why they would guess: in traditional reading, we teach the child a rule like "the silent e makes the vowel long, or say its name." And this is fine when they see a word like five. But then they see a word like give. No wonder they guess!*

Rocket Phonics gives decoding cues, just like Mom would. But kids are independent. They don't want to keep asking, "What's that word?" And they don't want to guess and be wrong. That frustrates them too. Rocket Phonics gives them the pleasure of reading right away. We are basically able to immerse your child in reading beyond what they would otherwise be able to read. As they progress we gradually drop off the helpers. At the same time, we teach them very thorough phonics, from all the simplest sounds and patterns, to how Greek and Latin roots, and accented and unaccented syllables, affect pronunciation.

Note: When I tutor, I often see it's often the bright kids who struggle in reading. Why? The same skills that help a reader learn in other areas, like math, or building, work against him in English. These bright, logical children want English words to be consistent, and they often are not. Also,

*these bright kids are used to learning everything **quickly**, which works against them as well—these are the readers who will often guess at a word because they want everything to come fast for them. Plus they have no tolerance for being wrong. These kids pride themselves on being right. Well, they love Rocket Phonics, because they get to be right. And our helpers provide consistency and independence to these bright children. In addition, they get to learn at an accelerated pace—as they are ready to progress, Rocket Phonics goes with them.*

So to play the Word-Find Game, you hide a bingo chip (included) on the table, then give your child the paper with the word (he can go at his pace comparing the word with or without helpers). He reads the word, then runs off to find the chip, and comes back to you. He'll want to play over and over (repetition); you're incorporating all three learning styles at once – he sees the word (visual), hears the word (auditory) as he uses the helpers to say the word, and he runs to that object (kinesthetic), so his learning is maximized! And he **quickly** learns the written word, since he runs to the couch when he reads *couch* – so much better than reading a list of words!

Your child will enjoy practicing reading single words and running off to find the bingo chip you have hidden. When he has found all the chips he has won the game. You might reward him with 10 minutes of playtime (his choice of game) or read a story aloud to him or some other treat he would enjoy. Or you can hide a small prize with the last chip.

This game helps your child develop skill in reading from left to right, recognizing and producing the sounds of letters, and blending. And, of course, any time your child practices reading words he is beginning to learn words that will become part of his sight word vocabulary.

Here's how to play:

1. Cut the prompted words apart. If you haven't already, show your child how to use the Rocket Phonics helpers to make every word phonetic, and easier to read.
2. Help your child practice reading as many of the words you feel is appropriate for his level of skill and interest. For example, a 6-year old just learning to read words may start with 5 or 6 words at a time.
3. Go as slowly as needed so your child understands how to use helpers to read words. If this is a difficult concept for him, you could try writing the phonetic spelling of the word (using the helpers) *beside* the word.
4. Before you have him begin to read and hunt, place or hide a bingo chip at or on each object you will be using. For example, if *window* is one of the words you are using, tape a chip to one of your windows, or place a chip on the window sill below a window.
5. To begin we recommend keeping the hunt in one area or room. Be sure to hide the chip enough so he needs to read the word to know where to look.
6. Explain that in this game he will get to read the word so he can run around the house to find the bingo chips you have hidden.
7. Give him a slip of paper with one of the words. Have him read the word aloud to you. When he has done this, he can run off to find the chip.
8. When he returns with the chip, give him the slip with the next word to read.
9. When he has found all the chips for your game, he has won, and it is time for the reward you have chosen. Good for him!
10. As your child progresses, you can add variety and increase the challenge and fun by combining words, such as *big bicycle*, *red dress*, and so on.

Varying the Game:

1. You can make this hunt easier or harder, depending on what your child will enjoy: you can keep the chips all in one room or spread the hunt all over the house.
2. Notice since you have probably more than one of each of the items in this game you can vary the hunt by hiding the chip in a different sink (or on a different bed, and so on) each time you play.
3. You can use word cards from our phrase game for variety and reading practice.

Words with helpers

<p>couch k <u>ow</u> <u>ch</u></p>	<p><u>ch</u>air <u>ay</u></p>
<p>sink</p>	<p>table <u>ay</u> ul</p>
<p>window <u>oa</u></p>	<p>mirror u</p>
<p>te♦le♦phone f <u>oa</u></p>	<p>book <u>ou</u></p>
<p>te♦le♦vis♦ion <u>zh</u></p>	<p>back door <u>oa</u></p>

Words without helpers

couch	chair
sink	table
window	mirror
telephone	book
television	back door