

A little sound time, together

Five friendly days of hearing, saying, and playing with the sounds in spoken words. Use the routine with a small group or one learner. A grown-up models and listens; no reading is needed.

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Get ready

Open the sound-game hub on a phone, tablet, or computer and choose today's game. In the game, set Adventure level to Little steps. No account is needed. Check the volume, preview the activity yourself, and keep the spoken prompts comfortable for your learner.

One minute: model

Say, "Listen first. I will show you." Model one spoken example without showing its spelling. Say consonant sounds cleanly, without adding an extra "uh."

Three minutes: practice

Try a few words together. Replay the audio or use Hear a hint. Choose Explore the answer if you want to practice an answer together. There is no need to finish the eight-word round.

One minute: reflect

Ask, "Which sound or part did you enjoy?" Celebrate an attempt and mark today's passport circle. Repeat a day, take a break, or stop early if the learner is tired or frustrated. The minutes are a flexible guide, not a timed test.

Sounds, not letters

These are adult speaking cues, not written words for a child to read: ship has /sh/ /i/ /p/ (three sounds); moon has /m/ /oo/ /n/ (three); box has /b/ /o/ /k/ /s/ (four). Here /i/ is the short vowel in ship, /oo/ the vowel in moon, and /o/ the recorded American-English vowel in box. Accents may change a vowel without changing the sound count.

Comfort and support

Replay as often as helpful. If audio is unavailable or the room needs quiet, open Grown-up guide and use its spoken prompt helper; say the prompt softly yourself. Then tap I supplied the spoken prompt to record grown-up support separately. Do not show the spelling as a reading test. In Sound Train, carriage taps check the count only; a grown-up must listen to know which sounds were spoken. Oral marks and one-minute practice are optional and are not needed for this kit.

This is informal practice, not an assessment or a DIBELS score. No learner names, recordings, accounts, or scores are needed for the passport. Choose support that fits the learner; Sound Switch is optional, not the required next step.

Five days of Sound Club

Use one minute to model, three to practice, and one to reflect each day. It is fine to stop early, repeat a day, or finish only a few words. Start with Little steps; a grown-up chooses any change of level.

Day 1: Sound Safari

Model: Say a word slowly, one sound at a time. For an adult-led example, say ship: /sh/ /i/ /p/ - three sounds. **Practice:** Tap Hear word, listen, and choose a basket with one berry for each sound. Replay or use a hint together. **Reflect:** "What helped you hear the little sounds?"

Day 2: Sound Train

Model: Say moon: /m/ /oo/ /n/. Make one small tap for each sound as you say it. **Practice:** Tap Hear word; the learner says the sounds aloud. Use Add carriage for each sound, Undo if needed, then Check my train. A count match does not grade spoken accuracy; listen to the response. **Reflect:** "Can we say one sound at a time together?"

Day 3: Blend Bridge

Model: Say /sh/ /i/ /p/ with short gaps, then join them into ship. **Practice:** Tap Hear the sounds, try saying the whole word, then Listen to the spoken choices and Choose a match. Replay individual sound buttons as needed. **Reflect:** "How did the little sounds join into a word?"

Day 4: Choose and repeat

Model: Revisit a helpful example from Sound Safari, Sound Train, or Blend Bridge. **Practice:** Let the learner choose one of those activities. Use the same level or more support; repeated practice counts. **Reflect:** "Which part would you like to try again?"

Day 5: Your favourite adventure

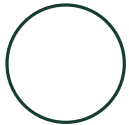
Model: Revisit a favourite spoken example. **Practice:** Repeat any of the first three games. Only if the grown-up judges the learner ready, try Sound Switch together: Hear starting word, Hear the change, say the new word, then Listen and Choose. Keep all other sounds the same. **Reflect:** "Which adventure should we come back to next week?"

[Sound Safari](#) | [Sound Train](#) | [Blend Bridge](#) | [Sound Switch](#)

My sound adventure passport

We tried sounds together! Colour, draw in, or add a sticker to a circle after trying an activity. Replays, help, and shorter sessions count. A blank circle means we can try another day. This is a practice keepsake, not a score.

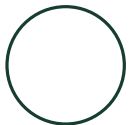
A practice keepsake. No name or score needed.



DAY 1

I listened and counted

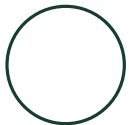
Sound Safari



DAY 2

I said little sounds

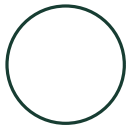
Sound Train



DAY 3

I joined sounds

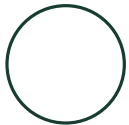
Blend Bridge



DAY 4

I chose and tried again

Choose and repeat



DAY 5

I revisited a favourite

Favourite adventure

Tell a grown-up

Point to one thing you enjoyed: listening to a word, saying little sounds, joining sounds, or trying again. Tell a grown-up which adventure you would like to repeat. You can draw a favourite sound adventure below.

Draw an adventure you would like to try again.

Take a little sound time home

Cut along the middle line. Give one card to a grown-up. Both codes open the existing live games.

Bring Sound Club home

FREE SPOKEN-SOUND GAMES | A GROWN-UP PLAYS ALONG

Try a friendly five-minute sound adventure together. Scan the code or type the link below. Start with Sound Safari and Little steps. Listen to a word and count the sounds you hear; no reading or account is needed.

One minute: a grown-up models. Three minutes: try a few spoken words together. One minute: share a favourite part. Replay, use a hint, and stop early if needed. You do not have to finish a round.

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Grown-up example: say ship as /sh/ /i/ /p/ - three sounds, without showing its spelling. If audio is unavailable, use Grown-up guide to say the prompt yourself, then tap I supplied the spoken prompt to record support.

Informal practice, not an assessment. No child names, recordings, or scores are requested by this kit. Next time, repeat a favourite activity.



Scan for the live games

CUT HERE

Bring Sound Club home

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