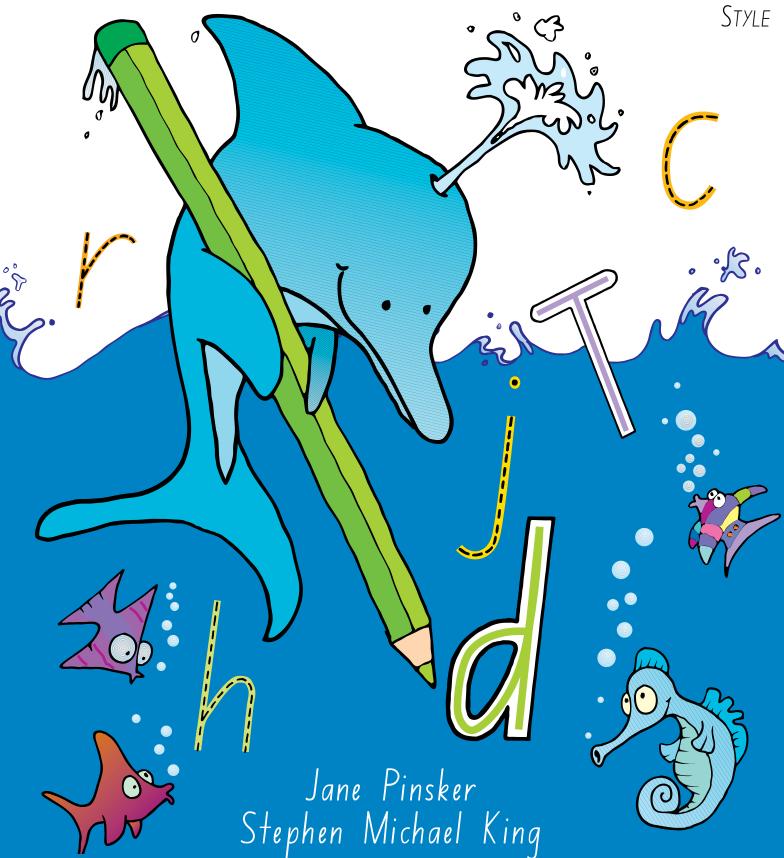
TARGETING

HANDWRITING

Teacher Resource Book

NSW FOUNDATION STYLE



Year 2 Teacher Resource Book

NSW Foundation Style

TARGETING HANDWRITING

Building a solid foundation for handwriting success!



by Jane Pinsker Illustrated by Stephen Michael King



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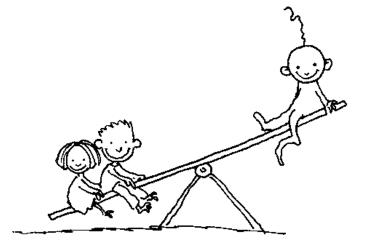
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INTRODUCTION

Writing is a vital, compelling form of communication. As adults, we write every day, for myriad reasons. Even if we're just writing a shopping list or scribbling down a telephone message, our handwriting plays an important part in the effectiveness of our written communication. Children too need to write every day, for a variety of purposes and for a variety of audiences. To be competent writers, their handwriting needs to be fluent and legible. The teaching of handwriting is an essential part of the writing curriculum.

Regular practice, three to four times a week, in fine motor skills and in letter formation will ensure the development of good handwriting habits. The Year 2 Targeting Handwriting Teacher Resource Book and Student Book provide a comprehensive range of fine motor skill and handwriting ideas which will enable consolidation and reinforcement of the skills developed through Kindergarten and Year 1.

THE YEAR 2 TARGETING HANDWRITING BOOKS

The emphasis of the Year 2 program is on reducing students' reliance on scaffolding and providing them with increased opportunities to take responsibility for producing handwriting of a consistent size, shape, spacing and slope. To achieve this, the Year 2 books focus on patterning; practice of both lower-and upper-case letters; practice of like letters; practice of the focus letter within words in sentences, or within clusters of words which have a similar phonic pattern, are often found in Year 2 spelling lists, or are linked by theme; and practice of numerals, number words and punctuation. The handwriting activities include puzzles, sorting activities, poems and rhymes.

THE MECHANICS OF WRITING

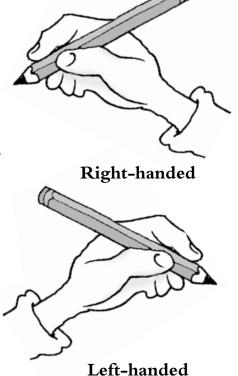
There are a number of factors which should be taken into consideration when developing handwriting skills. Comfort and flexibility of the writing hand, pencil grip, posture and paper positioning will all affect the way the letters are formed and the quality of the final product.

Pencil grip

Developing a comfortable, relaxed pencil grip ensures hands do not get too tired when writing for extended periods of time. The most comfortable and flexible grip for many students is called the dynamic tripod grasp. In this grip:

- The pencil is held with thumb and index finger tips, and rests on the middle finger. The other two fingers are loosely bent or curled.
- **②** The wrist is slightly bent. The fingers, rather than the wrist, control the pencil movement.
- The fingers are placed reasonably close to the point, and a little further back if the student is left-handed, to make it easier for them to see what they are doing. Left-handers may also need to keep their elbow tucked in slightly. This will discourage the development of a hooked wrist when writing.

You could use the following story to reinforce this pencil hold. Demonstrate the pencil hold as you tell the story.



Your pencil is like a car. Only mum or dad can drive the car and they wave as they go past their friends (hold up index finger to show relaxed flexibility). Children are too young to drive cars. They have to sit in the back seat (tuck up the next three fingers loosely), though the oldest one would like to try, so she's always sitting closest to the driver (show the positioning of the middle finger). Here is the steering wheel (hold up the thumb), it steers or guides the car.*

*This very useful story was gathered some years ago from a source which the author has been unable to trace.

Posture

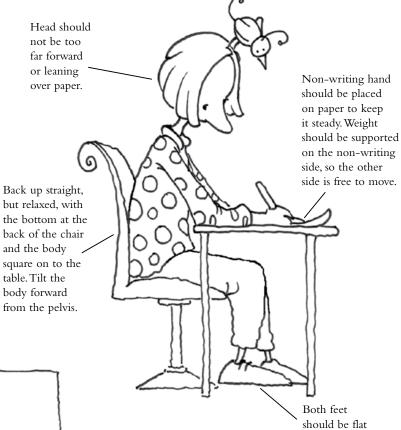
Sitting comfortably is extremely important when writing, to avoid tiredness and strain.

Saying this rhyme before beginning any writing lesson will help students to remember good writing posture:

One, two, three, four — are your feet flat on the floor?

Five, six, seven, eight — is your back up nice and straight?

Nine, ten, eleven, twelve — remember how your pencil's held!



Right-handed





Left-handed

Paper position

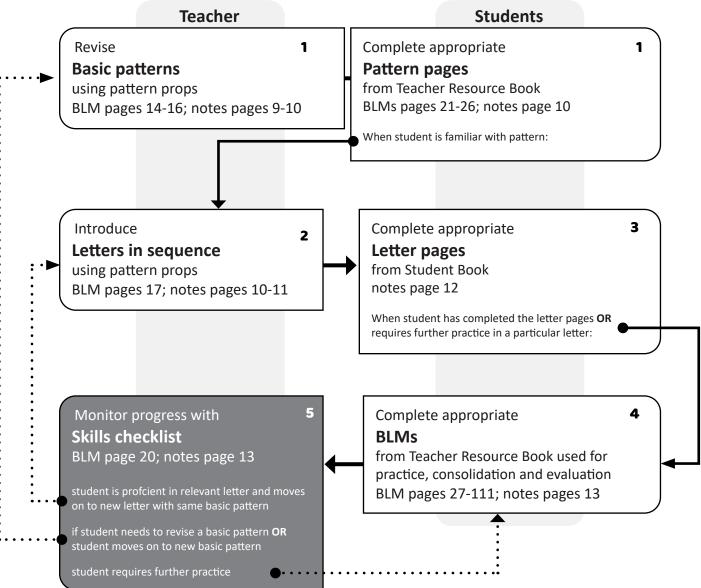
Masking tape on the table can be used as a guide to help students place paper in the correct position. This may be especially useful for left-handed students. Seat left-handed students carefully. You may want to seat left-handers together so that each is provided with a model and support. Placing a left-hander next to a right-handed child can cause a clash of the elbows!

on the floor.

FLOW CHART

How Targeting Handwriting can be used to organise your handwriting program.





Suggested teaching sequence

- 1. Letters that include the downstroke pattern
- 2. letters featuring the **hopping pattern** (clockwise movement)
- 3. letter that feature the wave pattern (anti-clockwise movement)

| Downstroke | Hopping pattern (clockwise movement) | Wave pattern (anti-clockwise movement) |
|---------------------|--------------------------------------|--|
| l, t, i, x, z, f, j | m, n, r, h, b, p, k | u, v, w, y, a, c, o, g, q, d, e, s |

USING THE TARGETING HANDWRITING YEAR 2 BOOKS

A sample handwriting lesson

It is increasingly difficult within a busy school timetable to find enough time to provide daily opportunities for practice and consolidation of handwriting skills. However, a twenty minute lesson three to four times a week is vital if students are to become fluent, legible and proficient practitioners of handwriting.

Here is a suggested sequence of activities within the handwriting lesson:

- **②** a five minute warm-up to strengthen fine motor muscles (see suggestions for specific fine motor skills activities on page 8).
- five minutes' introduction of letter on the whiteboard/Smartboard — when you introduce each letter, reinforce the need for good posture and appropriate pencil grip, provide verbal cues for basic writing movements, and use consistent terminology. This will provide students with a good model.
- ten minutes of student practice have students complete the relevant page in the Targeting Handwriting Student Book or a worksheet from the Teacher Resource Book BLMs, or have them copy your model from the whiteboard/Smartboard.



Warming up: fine motor skills

Throughout the early years of school it is important to continue the development of the fine motor muscles required for handwriting. The Targeting Handwriting Kindergarten Teacher Resource Book outlined a very detailed program of fine motor skills for building up strength and flexibility in arms, wrists and fingers to cope with the demands of writing. However, it is vital to continue this development beyond the Kindergarten year.

Even in Year 2, the warm-up is an important aspect of any handwriting lesson. You are likely to have a broad range of handwriting skill levels within your class, and for some students the strengthening of fine motor muscles will still be an issue. And who doesn't like the opportunity to 'play' for five minutes? Because of our busy schedules, we rarely leave enough time for manipulative play opportunities by the time students reach Year 2 —there always seems to be so many other 'more important' things to do.

Get your students into a good routine early in the year: have the equipment for the play part of handwriting lessons easily accessible. Perhaps monitors could be responsible for putting it out and collecting it again. Change the equipment around often, though — nothing is more boring than using the same equipment for the same purpose day after day. See page 8 for some fun and practical warm-up ideas. You will find additional ideas in the Kindergarten Teacher Resource Book.

It is also still essential to allow for longer periods of activity which integrate fine motor skills within a less structured environment, for example a free play session. A gross motor skills program incorporating activities that strengthen the arms and upper body — for example, climbing on monkey bars, catching balls and skipping — should be implemented in conjunction with this.

The five minute pre-writing warm-up

Wrist strength

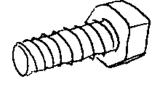
- **1** twisting crepe paper
- plaiting
- **o** constructing with pipe cleaners
- **1** typing on a keyboard
- **1** using a telephone with a circle dial



Opposing finger strength; using thumb and index finger

- **a** using hole punchers
- **1** using pincer grip to sort small objects
- **②** covering a 100s MAB flat with ones blocks
- **a** using wind-up toys
- using big plastic tweezers to pick up cotton wool balls, beads, buttons
- o rolling marbles
- **a** clipping pegs
- (flicking' objects
- **1** using nuts and bolts, locks and keys
- sponge printing hold the pieces of sponge with a peg
- **3** curling paper strips around a pencil





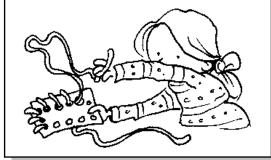
Muscle strength

- **1** playdough, clay or plasticine
- **1** construction toys that 'click' together, eg Mobilo, Lego, Connex, Multilinks
- jigsaw puzzles or 3D puzzles if there is space to leave something set up, a complex one involving many pieces (could be a group effort)
- **1** finger 'aerobics'
- **3** cutting and pasting with magazines
- squeezing and squashing rubber 'stress' balls
- fidget toys, especially the 'popping' ones



Tactile awareness

- sewing cards either commercially made or made from thick card
- sewing using felt and other material scraps — an ongoing project
- French knitting
- making woollen pompoms



The basic movement patterns: refreshing students' memories

By Year 2, students should be familiar with the basic movements involved in the formation of letters in the Foundation handwriting style. However, students will still require opportunities to practise the movements, and reinforcement of the terminology used.



Using the pattern props

First, demonstrate the pattern on the whiteboard/Smartboard using the appropriate handwriting props, and telling a story to go with the action (examples are given below). Print the handwriting props (the tree and smashed egg, girl on pogo stick, and boy on skateboard, which you will find on BLM pages 14-16) onto card, laminate and cut out. Use them to reintroduce the three basic handwriting patterns on which all the letters are based.

Downstroke pattern found in letters 1, +, i, x, z, f, j

Introduce the downstroke using the tree and smashed egg props (BLM page 14). Describe to students how when an egg falls out of a nest, it moves from being up in the tree straight down to the ground and goes splat! Now demonstrate the downward stroke, explaining to students that you start at the top, just like the egg starts inside the nest, and then you go to the bottom, just like the egg falling splat! to the ground.



Hopping pattern (clockwise movement) found in letters m, n, r, h, b, p, k

Introduce the hopping pattern using the girl on the pogo stick prop (BLM page 15). Describe to students how the girl uses the pogo stick to hop. Demonstrate the action of the pogo stick as it hops from the left-hand side of the board to the right. Describe the movement as you do it:

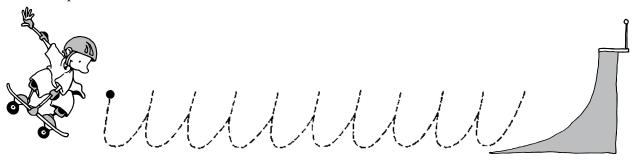
'The pogo stick goes up, makes a quick turn and comes back down, then it bounces up, makes a quick turn and comes back down, up, quick turn and down', and so on.



Wave pattern (anti-clockwise movement) found in letters u, v, w, y, a, c, o, q, q, d, e, s

Introduce the wave pattern using the skateboarder and wave ramp props (BLM page 16). Using Blutack, place the ramp on the right-hand side of the board. Now show students how the skateboarder rides in wave patterns from the left-hand side of the board to rest at the top of the final ramp.

'The skateboarder heads down, makes a quick turn, then comes up again, then heads down once more, makes a quick turn, comes up again, then down, quick turn and up', and so on.



Once you have introduced the pattern verbally, demonstrate the pattern on the whiteboard/ Smartboard. Be consistent with the terminology you use. Reinforce the terminology and the movement once again by manipulating the relevant prop along the pattern, verbalising the actions as you go.

Talk about the pattern, for example the number of waves or hops you have made, the wedges of cake you can see. Ask students to draw the pattern on a piece of paper. For the hopping and wave patterns, they could then colour the wedges of cake.

Using the pattern pages

The blackline masters in the pattern pages section of the Teacher Resource Book provide opportunities for further practice of the downstroke (BLM pages 21-22), the hopping pattern or clockwise movement (BLM pages 23-24), and the wave pattern or anti-clockwise movement (BLM pages 25-26). Use them at the start of the school year to refresh memories, after the patterns have been introduced for the first time, or before the start of each section of letters in the Targeting Handwriting Student Book.

Introducing the letters using the seahorse prop



Print the BLM on page 17 onto card, colour the seahorses, laminate the page and then cut out the two seahorses. Cut the segmented one into the three sections shown.

Welcome the seahorse prop into your classroom.

Perhaps you could have a class vote to give it a name.

Trace the outline of the

whole seahorse onto the board. Remind students that all letters have either a body, like the seahorse (show the separate body piece and overlay it on the seahorse outline), a head and body (once again, show the separate body pieces and overlay them on the outline) or a body and tail (demonstrate again using the individual pieces).

Place the seahorse in a set of lines drawn on the board and demonstrate making the letter you are focusing on for that day. Verbalise all movements and keep the terminology consistent, for example: 'Start at the top,
crash down,
quick turn,
come up again,
crash down to the bottom of the ocean
put out the anchor.'

'Start at the top,
go down,
back up the same way for a bit,
hop,
quick turn,
down the other side,
and back along to the junction.'

Ask students to identify the pattern on which the letter is based. Perhaps a student could demonstrate this to the rest of the class by drawing the pattern on the board and then using a different colour to locate the focus letter. Encourage the student to verbalise the movements using the same terminology you used.

The demonstration could then be repeated, but this time using only the parts of the seahorse which correspond to the type of letter you are writing — for example, for b you would use the head and body only.

Demonstrate the capital letter

Next, demonstrate the capital letter, again keeping the terminology consistent, and pointing out any similarities and/or differences between it and its lower-case counterpart. Point out to students that capital letters are always head and body letters, and always start at the top.

What's today's letter?

Another fun way of beginning a handwriting lesson is to give students some verbal clues to the letter that will be the focus that day, and asking them to try to work out from the clues which letter it is going to be. For example, for the letter u: 'This letter can be found in the wave pattern. It is a body letter. You start at the top, head (or plunge or dive) down, quick turn, come up again and head (plunge or dive) back down.'

Teaching sequence

The suggested teaching sequence for the letters is as follows: first, letters involving downstrokes

(l, t, i, x, z, f, j); then letters found in the hopping pattern (clockwise movement — m, n, r, h, b, p, k); then letters found in the wave pattern (anticlockwise movement — u, v, w, y, a, c, o, g, q, d, e, s). You'll find a summary of this sequence on page 6. F and j have been included as downstroke letters, as this is the major movement involved; but since the letters involve respectively a small anti-clockwise and a small clockwise movement, they can be taught with the other letters that contain those patterns if you prefer. S contains both clockwise and anticlockwise movements, but has been included at the end of the anti-clockwise movement letters. By the time students are focussing on s, they will be very familiar with both movements involved.

Verbal cues & terminology

As when the letters are first introduced in Kindergarten and Year 1, being consistent with sequence, verbal cues and terminology is important. It will assist students to internalise the process of making each letter type and will give them the words for providing their own cues when writing independently.

Student book work

Once the letter has been demonstrated and modelled, have students complete a relevant page in the Targeting Handwriting Student Book. Talk through the various activities on each page with students; for example, discuss the letter and its capital in the box with the seahorse (Where does it sit in the lines? On what pattern is it based? How does the capital differ from the lower-case letter?), discuss the patterning activity, the parts of the seahorse which are highlighted, where to start each letter and in which direction to go, whether students are expected to just trace the letters and words given, or to trace and copy. Do the first few examples together as a class, with you or a student verbalising the movements as everyone else makes the letter or pattern. The Student Book also provides an opportunity for individualised instruction as you move around the class observing students as they write. Check for good posture, pencil grip, slope of page, where students start their letters and the direction they follow.

The Targeting Handwriting Student Book

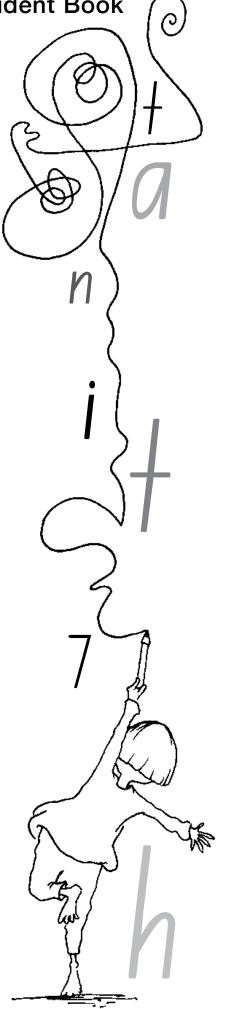
There are two practice pages for each letter in the Student Book. Letters that have the same basic pattern are grouped together, and each section begins with a pattern revision page, and ends with a page you can use to assess students' progress with those letters. Numerals and number words are integrated throughout the book, and there are also pages specifically for numeral and number word practice.

The Year 2 Student Book and the blackline masters in the Teacher Resource Book contain examples of:

- patterning gives students practice with direction, shape and fluency of the essential patterns on which all Foundation letters are based;
- tracking essential in allowing students to internalise direction and shape of letters;
- tracing to help students focus on size and shape; and
- copying allows students to practise and consolidate their skills using a good model for reference. Here they get to put into practice what they have learnt about starting position, direction, size, spacing and location within the lines.

Correctly modelling each letter first, and giving students the opportunity to practise the letter using the verbal cues before they complete practice activities such as those in the Student Book, will greatly assist students in forming the letter correctly when writing independently.

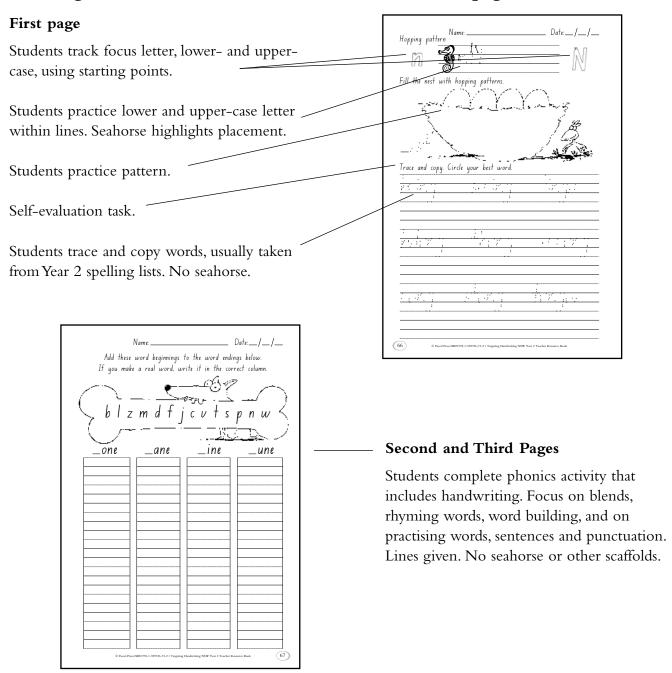
9 W s



Using the letter pages

When the Student Book has been completed, or when you think further practice is necessary, print the relevant letter page or pages from the Teacher Resource Book. These pages can also be used for assessment of handwriting skills, using the handwriting skills checklist on page 20.

Learning features of the Teacher Resource Book letter pages

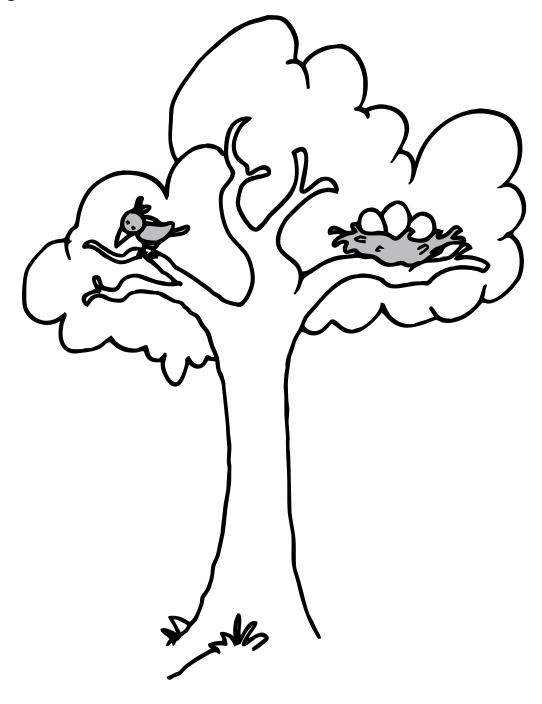


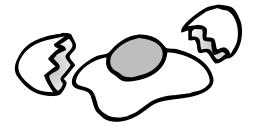
Using the handwriting skills checklist

A copy of the skills checklist on page 20 could be kept for each student as an ongoing record of their progress. The checklist includes the skills and behaviours each student needs to develop as detailed in the Content section of the Stage One Handwriting Outcome. Space has been left for you to add any additional pointers that might help you to develop a detailed profile of an individual student's achievements.

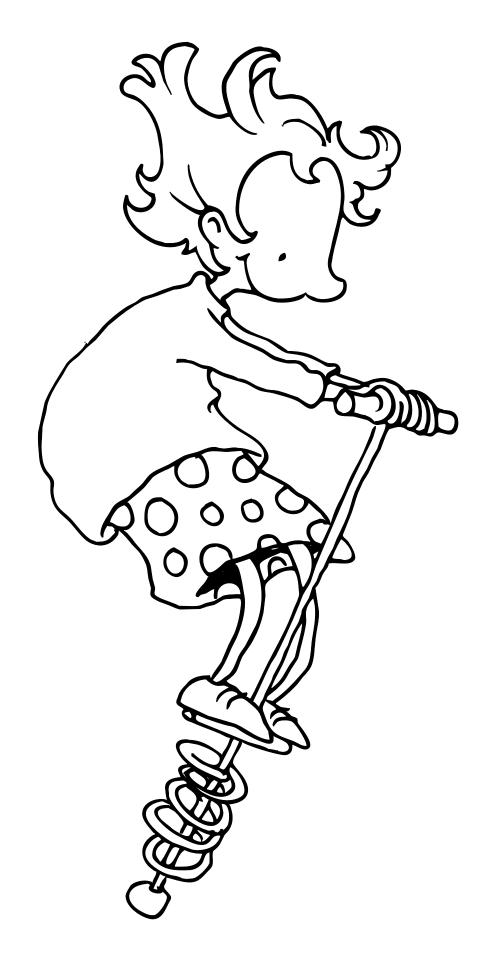
Downstroke pattern props

-see pages 9-10 for instructions



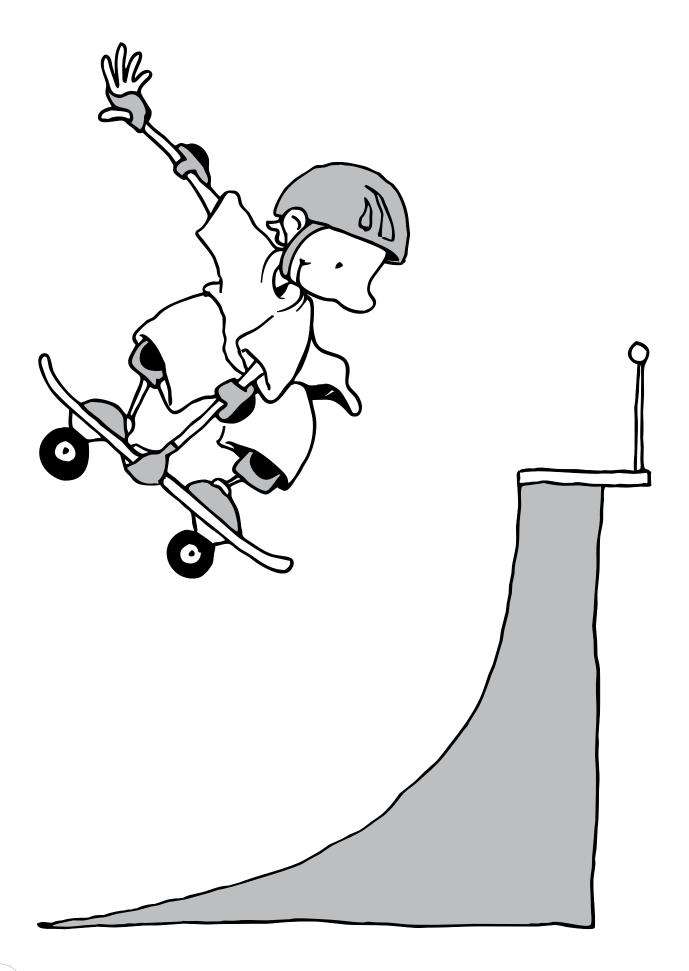


Hopping pattern (clockwise movement) props -see pages 9-10 for instructions



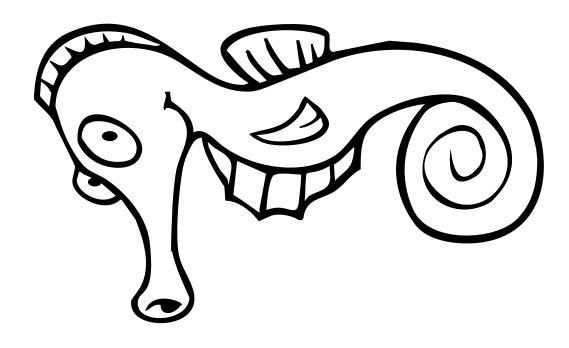
Wave pattern (anti-clockwise movement) props

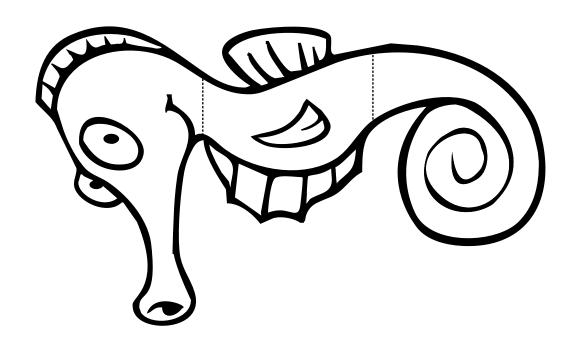
-see pages 9-10 for instructions



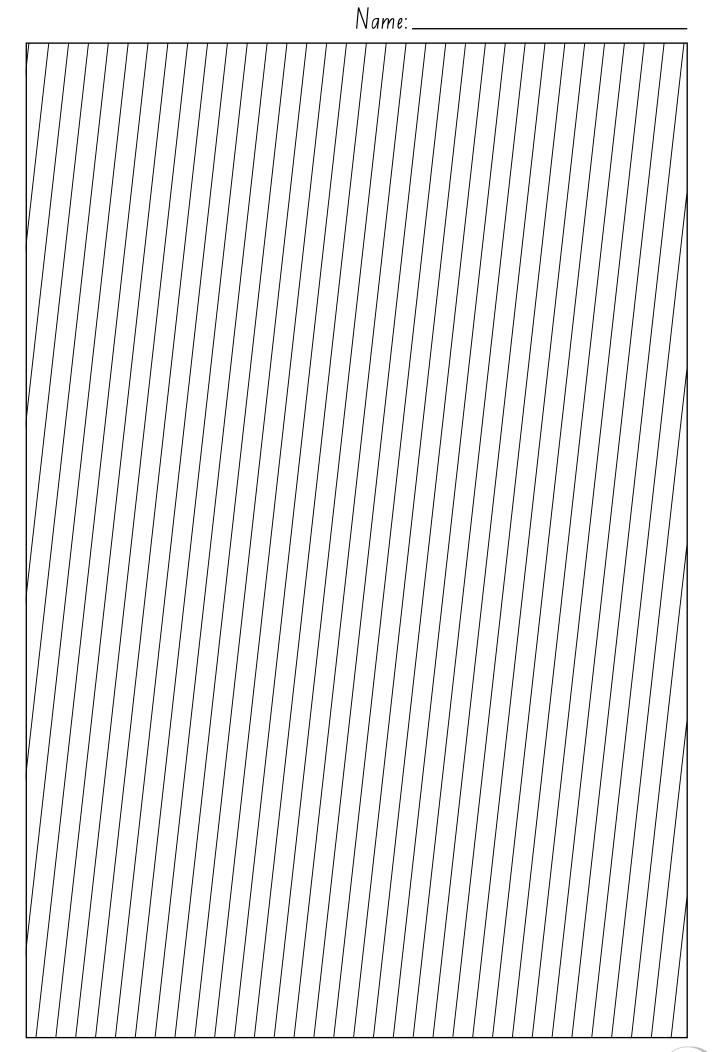
Seahorse props

-see pages 10-11 for instructions





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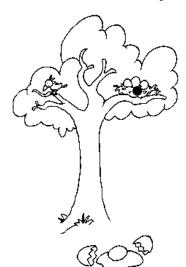


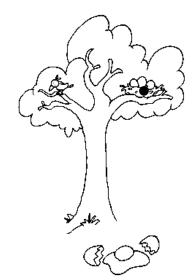
Handwriting skills checklist

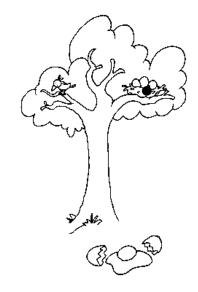
EN1-HANDW-01 Uses a legible, fluent and automatic handwriting style and digital technology, including word-processing applications when creating texts.

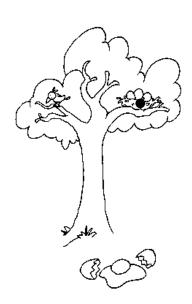
| Name | Term | Term |
|--|------|------|
| Maintains good writing posture | | |
| Feet flat on floor Non-writing arm supporting weight Body tilted from pelvis Head at comfortable angle • | | |
| | | |
| Uses dynamic tripod grip or other acceptable grip Left/right hand dominance Uses appropriate pressure • | | |
| Produces standard handwriting movements and patterns | | |
| Writes clearly in straight lines from left to right Does not lift pencil when forming lower-case letters (except for x, dots on i and j, and crossbars on t and f) Uses finger movements to control pencil while sliding forearm across the page | | |
| · . | | |
| ③ Forms most letters of the alphabet correctly | | |
| Starts at the top of every upper-case letter, lower-case letter and number (except d and e, which start in the middle), and knows that no letter starts from the bottom Knows starting point and beginning direction for each letter and number Knows that lower-case letters have heads, bodies and tails | | |
| Torms all letters with consistent size and slope in NSW Foundation Style from memory. | | |
| Writes letters of uniform size Writes letters of uniform shape Writes letters of uniform slope Writes letters with uniform spacing | | |
| Positions all letters correctly on the line with appropriate spacing between words | | |
| Needs practice with these letters/numerals: | | |
| a | | |
| a | | |

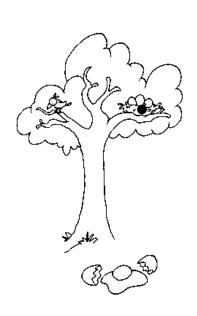
Name: ______ Downstroke pattern | | | |

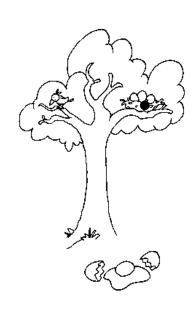


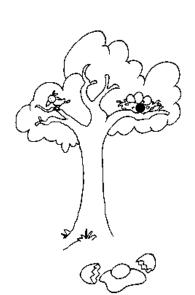


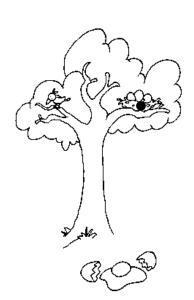


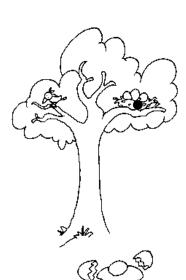




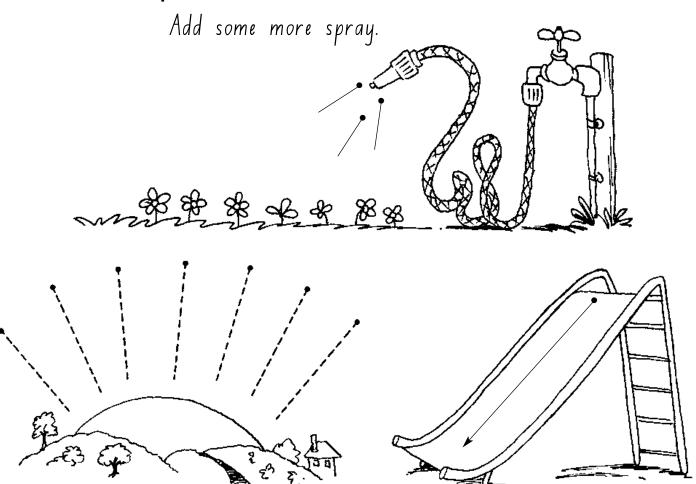




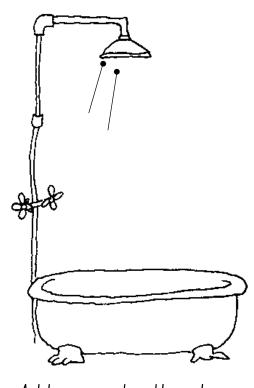




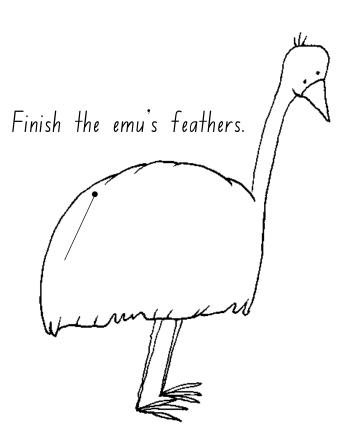
Downstroke pattern | | | |



Go down the slide a few more times.



Add more to the shower.



| | | Ν | lame: | | | | | | _ Date | e: | // | ′ |
|--|--------|---|-------|-----|---|-------|------|-----|--------|----------------|-----|---|
| Hop | ping p | | | | | | | | | · | | |
| THE RESERVE THE PROPERTY OF TH | | | | | - | · / | • | , , | , | , = , | , - | • |
| | | | | | - / / / / / / / / / / / / / / / / / / / | - ,- | · | , , | ,- | 7 · · | ,-, | - |
| | | | | | - | - ,- | | , , | ,-,, | , = , | , - | - |
| | | | | | | - , - | ,- | , - | ,- | , - | , - | - |
| | | | | · / | | | | , , | ,- | , - | ,- | - |
| | | | | | | | | | | , - | | - |
| | | | | | | | | | | | | - |
| | | | | ·- | - | | • ,- | - | - | , • | , - | - |

| N I | D^{T} | / | / |
|-------|---------|-----|---|
| Name: | Date: | / / | ′ |

Hopping pattern $\uparrow \uparrow \uparrow \uparrow \uparrow \uparrow$





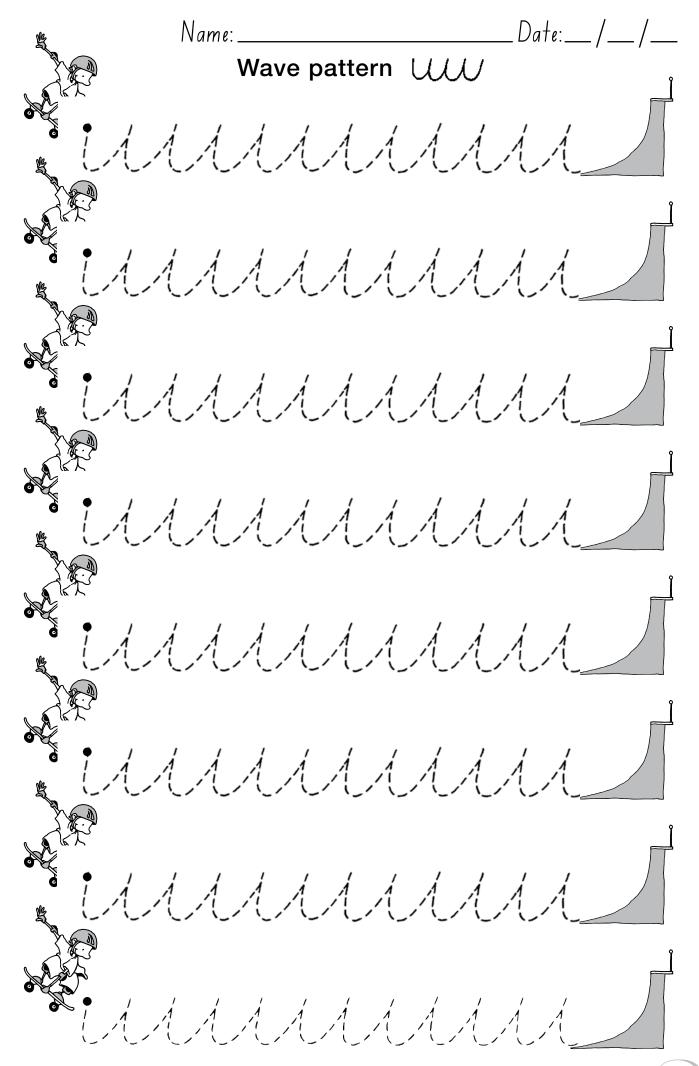












Name: _______Date:__/__/_
Wave pattern UU

IAAAAAAAAA idd Didddadd INAMANANAN IAAAAAAAAAA idddddddddddd idddddddd iaaaaaaaaa IAAAAAAAAA

| Wave pattern | Name: | _ Date:// |
|------------------|------------------------------------|------------------------|
| | | |
| Trace the bounce | es and springs. Do some of your ow | n around the acrobats. |
| 150 | _crob_t | S |
| Trace and copy | y. Underline your best word. | |
| recall | stall smal | |
| shallo | w swallow | Tinally |

| N I | \cap 1 | 1 | 1 |
|-------|----------|-----|---|
| Name: | Date: | / , | / |

Finish the sentence by writing the correct sound into the words.

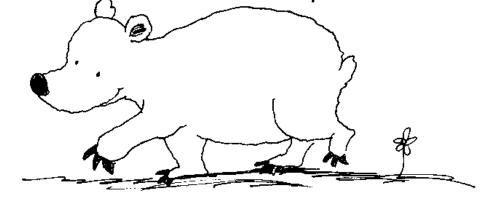
aW

OG

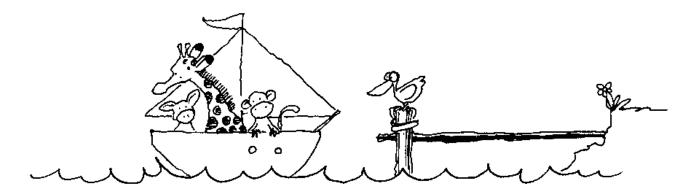
e a

A/p

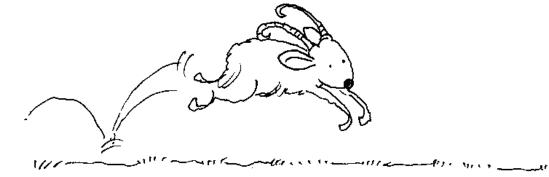
The b__r has sh__p cl__s.



The b__t is n__r the wh__f.



The $q_{-}tl_{-}pt$ across the $l_{-}n$.



| Name: | Date:// |
|---|---|
| Rewrite the sentences below adding an appearance the words that need one. Colour the weak | |
| I bucha Dada mua | J. C. |
| I broke Dads mug. | |
| This mugs cracked! | |
| My brothers skates are great! | |
| Aardvarks eat ants. | |
| Annas apple was sweet. | |
| | |

| Nam Hopping pattern | 2 | Date:// |
|------------------------|------------------------|-------------------------|
| Fill the bat's wings | with hopping patterns. | |
| Trace and copy. Color | ur the wedges in the b | 's. Circle your best b. |
| blurb | suburb | disturb |
| bib bo | b bub | bubble |

| Name: | Date: | / | / |
|-------|-------|---|---|
| | | | |

Write a bea word for each clue. One has been done for you.

Tick them off as you go.

beads beach bread bean beagle beard bear beautiful

A green vegetable.

Sand on the seashore.

A type of small hound dog.

Lovely to look at.

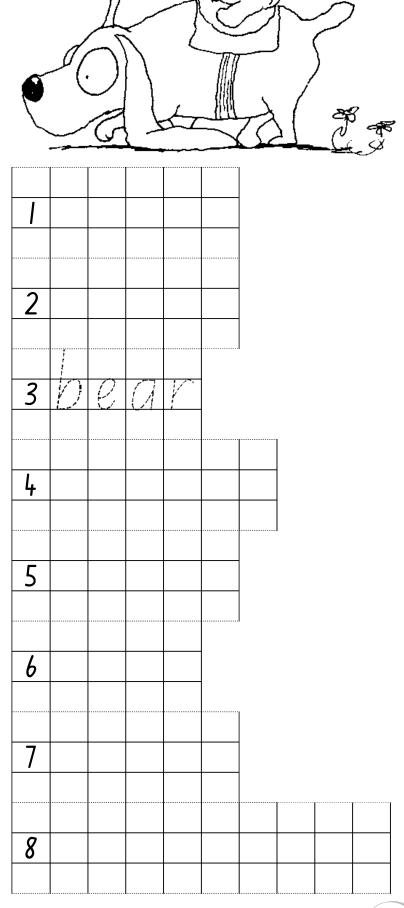
Growth of hair on the face.

A child's toy.



Food made of flour, water and yeast.

A necklace can be made of these.



| Name: | Date:// |
|---|--------------|
| Write the b word under the word it rhymes | with. |
| Q ₃ | - S |
| buriu Burii | oat brain |
| bread block | or airi |
| Sto - Even | |
| sock | train |
| (00) | |
| | 3 |
| goat | path |
| Siine | |
| tread | hand |
| | |
| LANGE CONTRACTOR | - |

| Name: | Date:// |
|---------------------------------|---------|
| Wave pattern | |
| Fill the curtains with waves. | |
| Trace and copy. Urtains Urtains | 100 |
| crumb crumbly cr | umbled |
| CUNVE CUNVY CU | rved |

| Name: | Date:/ |
|-------------------|-----------------------|
| | to the right columns. |
| recover place sec | ret mice dance |
| came centre | corner |
| cry becau | |
| soft c as in city | hard c as in carrot |
| | |
| | |
| | |
| | |
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| _ | |
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| | |

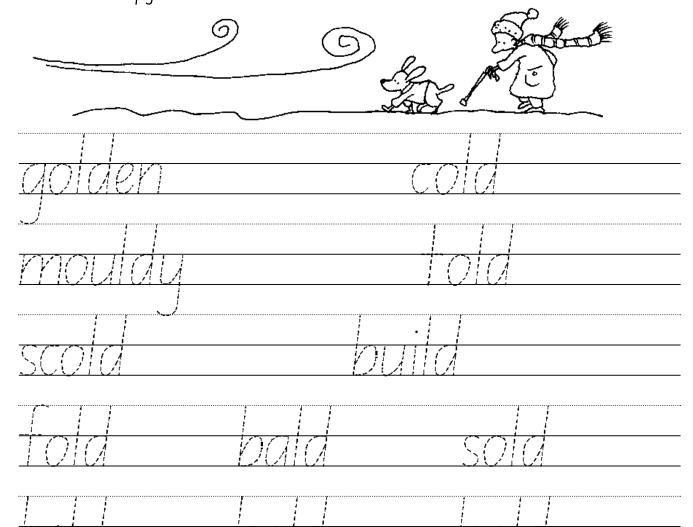
| Name: | _ Date:// |
|---|-----------|
| Commas mark a pause or tiny rest in a sentence. They are also used to separate items in a list. Copy the sentences in the lines below. Remember to add the commas, capitals and full stops. | |
| i've been to cairns colo and cooma | |
| cod clams carp and catfish live in the sea | |
| my cousin colin likes chips corn chicken carrots a | nd cheese |
| | |

| Wave pattern Name: L |)ate:// |
|---|---------------------------------------|
| | |
| Fill the dancers' tutus with wave patterns. | |
| _ancers " Lugary Lugary | |
| Trace and copy. | · · · · · · · · · · · · · · · · · · · |
| <u>Jood wood</u> S | 1000 |
| could would s | hould |
| herd bird wor | |

| Name: | Date:/ |
|----------------------------------|--|
| Add d or ed to make new word | s. |
| Use two of the new words in a se | ntence. FUO. |
| Circle your best d. | |
| | |
| tove+a=lovea | pull |
| 1 . 1 | |
| tike | help |
| | |
| TISP | took |
| | |
| hoav | +ano |
| | 14pe |
| | |
| | <u>4611 </u> |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| Take care with | 1 1 |
| this tricky pattern. | in Ain Ain |
| pattern. | N UN UN |

| Name: | Date: | / | / |
|-------|-----------------|---|---|
| | - ···· , | | |

Trace and copy these words, then find them in the wonderword below.

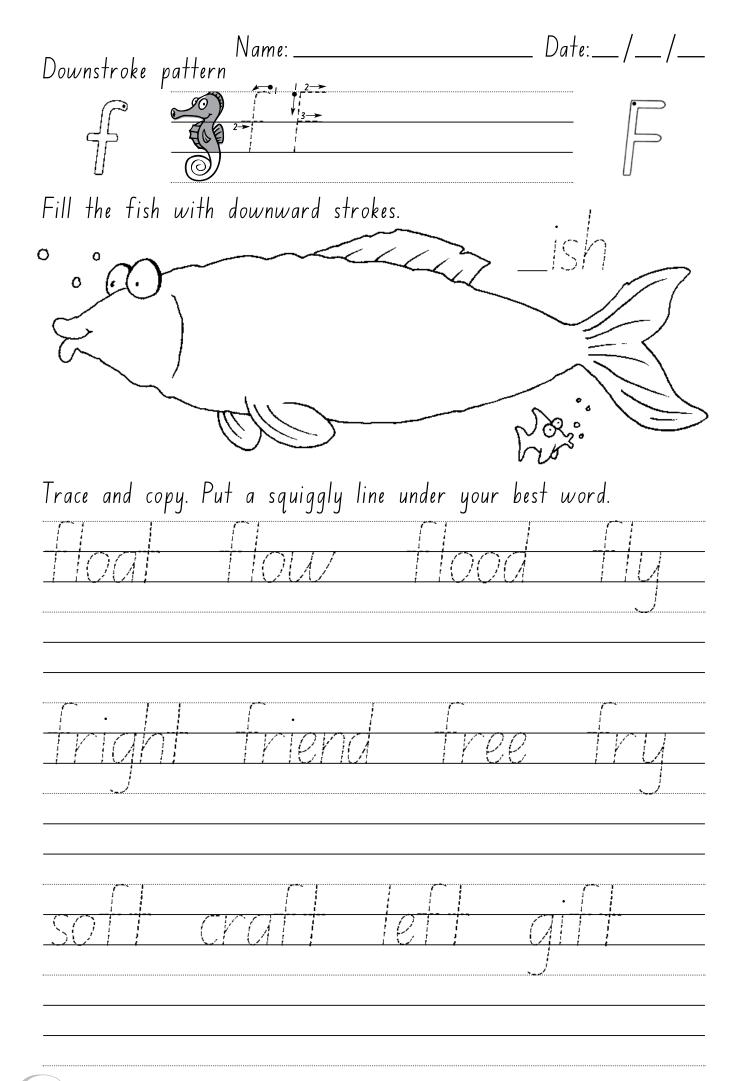


| 1 | 0 | | d | 9 | r | 9 | a |
|---|-----|----|---|---|---|----|----|
| C | (+) | J | S | | n | 0 | d |
| 0 | 0 | a | C | | S | ~ | 75 |
| 7 | | n | 0 | U | | C5 | |
| d | TS | TS | ~ | • | | 90 | a |
| h | e | ~ | | ~ | 0 | n | d |
| | 9 | 0 | | | | 通 | m |
| m | U | S | 0 | | d | m | a |

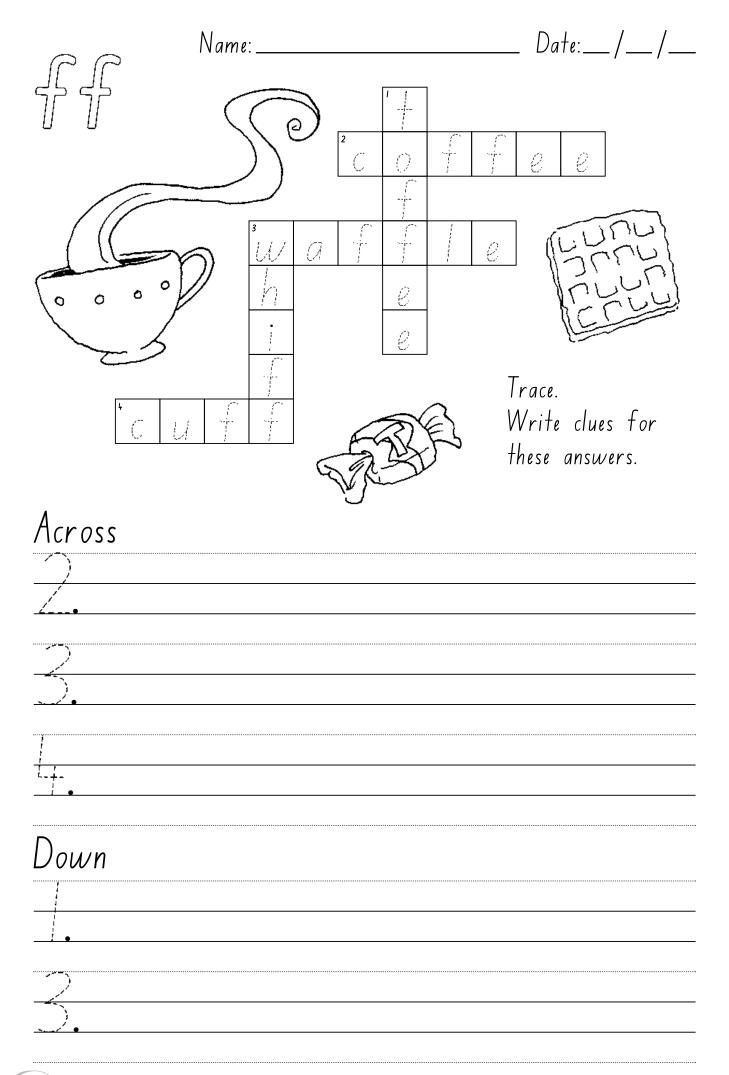
| Wave pattern | Name: | | Date:/ |
|-----------------|----------|----------------|-------------------------|
| | | 3→ | |
| _l_phai | | Fill the eleph | ant with wave patterns. |
| \{\frac{2}{3}\} | | | |
| | | | |
| Trace and copy. | | mn | 26 |
| deat | de | ad h | ead |
| | | | |
| spread | | ready | heavy |
| | | | |
| reath | <u> </u> | weather | nealth |
| | | | |

| | Name: | | Date:// |
|-------------------|------------------|---------------------|-------------|
| Homophones are | words which sour | nd the same but a | ire usually |
| | and have differe | | 426 |
| Change these 'ee' | words to ones w | hich are spelt with | h 'ea' Con |
| | for one of each | | N'SZ |
| | | , | |
| see | tlee | been | reed |
| J. J. J. | | | |
| sea | | | |
| steet | reel | deer | meet |
| | | | |
| Long a | e î o u | - add e | |
| tap r | pet fi | r rod | <u>tub</u> |
| | | | |
| IUPE | | | |

| Name: | Date:// |
|---|---------|
| Rewrite the sentences, adding the exclamation marks | , |
| Oh, don't do that | |
| | |
| Robert, dinner time | |
| | |
| Clean up this mess, right now | |
| | |
| That was delicious | |
| | |
| I can do that | |
| | |
| | |
| Quickly, hold the ladder still | |
| J | |
| | |



| Name: | Date:/ |
|---|---------------------|
| Sort the words below into the right of flea himself | golf bookshelf |
| 10 100 | J DOOKSHELL |
| flight elf | myself flood |
| flourish | self |
| \mathcal{D} |) ^{(/} ¶) |
| flask flee | floor gulf |
| tlee | floor |
| | |
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| - <u></u> | |
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| Name: | |)ate:// |
|------------------------|--|--|
| | | |
| | Fill with | the gumnuts wave patterns. |
| | | innnuts |
| Underline the hard g | 's, like the 9 i giraffe. | in goat. |
| imagine | urg | ent |
| grow | girl | huge |
| gem Jem | give | magic |
| | Underline the hard g g)s, like the g in g | Fill with Underline the hard g's, like the g in giraffe. |

| Name: | | | | | | _ [|)ate: | <u> </u> | / | / |
|--|--------------|-------------|------------|-----------|-------------------|-----------|------------|----------|-------|----------|
| Write the name of an animal One has been done for you. | al w Tick | hich the | beg m o | ins ff | with as y 2 | g ou g | for 10. | eac | ·h cl | ue. |
| gecko goose greyhound garfish gazelle | | ć | | | | | XX N | | Ŋ | |
| gorilla goanna guineapig | 1 | | | | | | | | | |
| A tall, slender dog. | 2 | | | | | | | | | <u> </u> |
| A short-eared, short-tailed pet. | 3 | | | | | | | | | |
| A large Australian lizard. | 4 | | | | | | | | | |
| A web-footed bird. | | | | | | | | | | |
| A large ape. | 5 | | | | | | | | | |
| A fish which lives in the sea or estuaries. | 6 | g | 0 | 0 | S | 0 | | | | |
| A small antelope. | 7 | | | | | | | | | |
| A small nocturnal lizard. | 8 | | | | | | | | | |

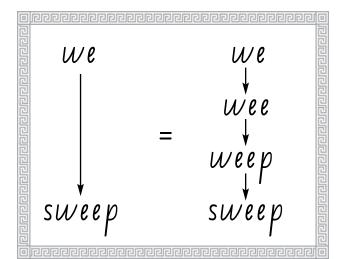
| Name: | Date:/ |
|--|---|
| Sometimes qh says 'f'. But wh | hen a t follows these letters the solutions to below into the two groups. |
| gh is silent. Sort out the word | s below into the two groups. 🔊 |
| Lough bought rough | 4 laugh |
| Lought caught enough | daughter daughter |
| brought caught enough cough taught fou | thought thought |
| gh = f | ght $ght=t$ |
| y / | y 11 1 = 1 |
| | |
| | |
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| Name: Hopping pattern | Date:// |
|---|----------------|
| Show how these animals can hop across the page. | |
| Trace and copy. Circle your two best words. | <u>Leather</u> |
| nourish flourish | |
| why what w | here |

| Name: | Date: | / | / |
|-------|-------|---|---|
| | | | |

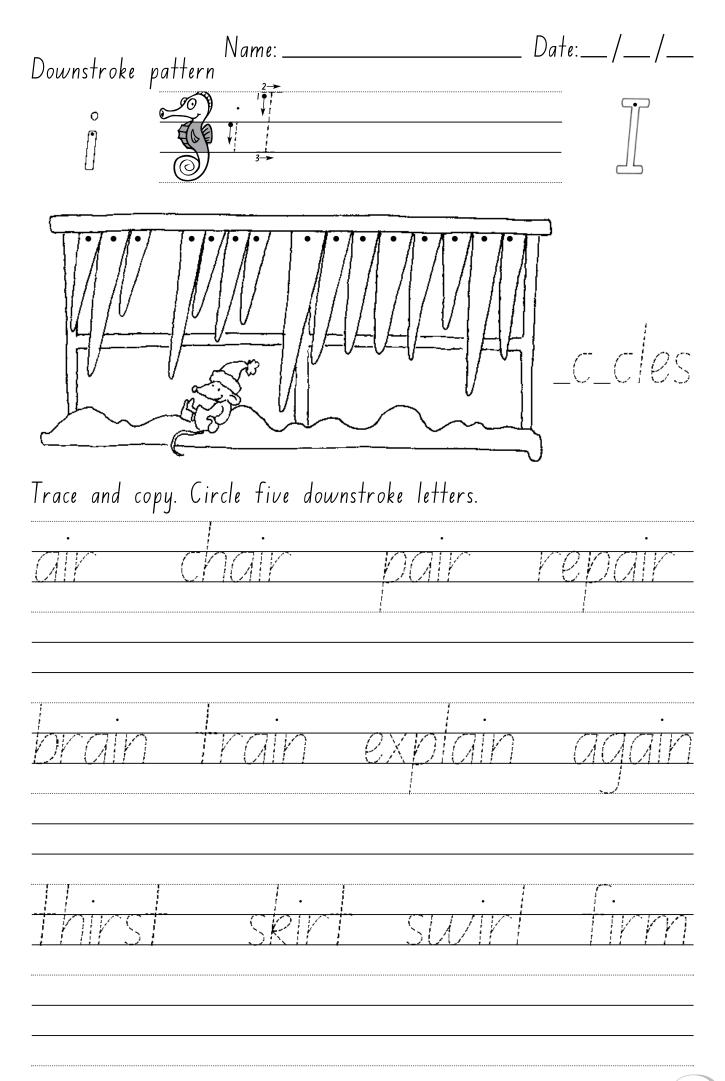
Build on the words given to make new words in the number of steps shown.

Look carefully at the example to see how it is done.



| 1050 | | Nad |
|----------|--|--------|
| chosen | | heard |
| <u> </u> | The state of the s | |
| | 06 | |
| shoes | | hearty |

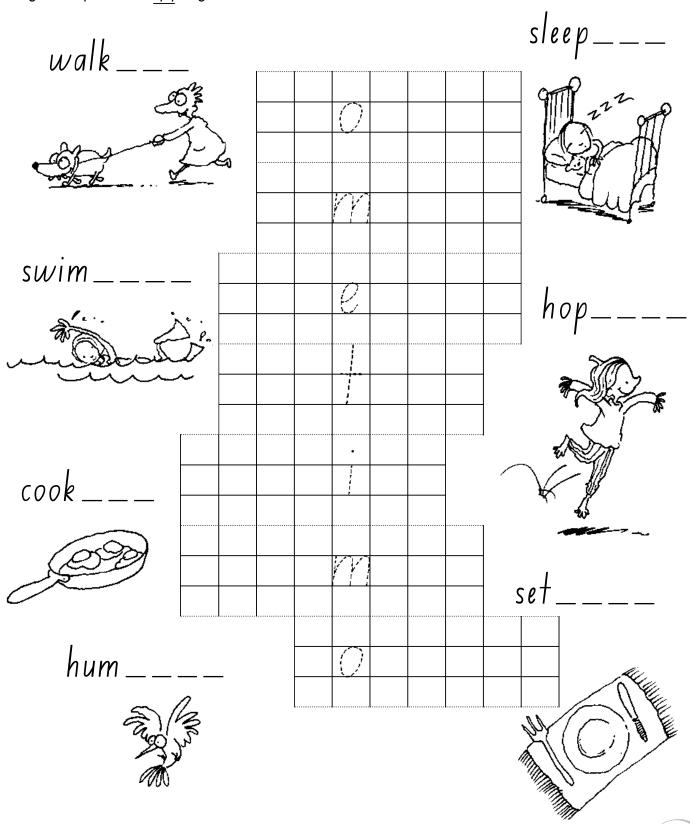
| Name: | Date:/ |
|---|---|
| e a | Je ji U · o o |
| dd a vowel to these _tc. race, then copy them. D | $\frac{h}{h}$ words. Fraw a \heartsuit under your three best h 's. |
| | m tch |
| scr tch | WICh |
| p Ich | p Ich |
| | sk tch |
| sw tch | |
| sn Ich | SICh |
| W Tch | WICh |
| | |



| Name: Date:/ | _ |
|---|---|
| Find ten things in the picture that have the letter $oldsymbol{i}$ somewhere in | |
| their spelling. | |
| | |
| | |
| | |
| 19 49 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 | |
| Q 2000 3 701 | |
| E O O O O O O O O O O O O O O O O O O O | |
| | |
| | |
| Write the words here. Use two of them in a sentence. | |
| Underline your best word. | |
| | |
| | _ |
| | |
| | _ |
| | _ |
| | _ |
| | _ |
| | |
| | _ |
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| | _ |
| | _ |
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| | |

| Name: | Data | / | / |
|-------|-------|---|---|
| Name: | Date: | / | / |

Add 'ing' to these words. Use the new words to complete the puzzle. Don't forget, if a word ends in a short vowel and a consonant, you must double the consonant before adding 'ing', e.g. stop—> stopping.

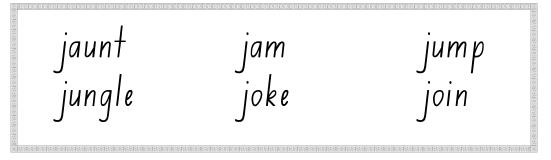


| Name: | Date:// |
|---|---------|
| Downstroke pattern | , , |
| | |
| Fill the jeep with downward strokes. | |
| _000 | |
| Trace and copy. Tick your two best words. | |
| joy join joint | joints |
| | |
| jaw jaunt jau | nty |
| jubilee jamboree | |
| Jubliee Jamboree | |

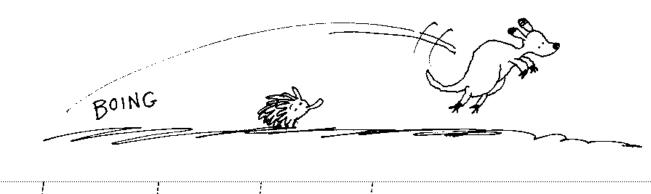
| Name | • | Date:/ |
|---|-----------|------------------------------|
| Make up a tongue-tw Write it on the lines. | | he j words below. to try. |
| | jellyfish | . 1 |
| jolly | | jesters |
| jam (| | jump |
| joking | jumping | juggle |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

| Name: | Date: | / | / |
|-------|-------|-----|---|
| | | , — | |

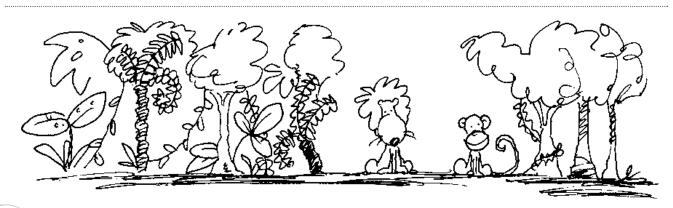
Write each word from the box under the correct rhyming word.



ham yolk pump



haunt bungle coin



| Nan | ne: | Date:// |
|-----------------------|------------------|---------|
| Hopping pattern | | |
| Fill the koala with h | opping patterns. | 1 |
| Trace and copy. | | _oala |
| iaceol | nocket | rrirbal |
| | | |
| DUCRET | Packet | |
| socket | rocket | docket |

| N | D -1 | / | / |
|-------|-------|-----|---|
| Name: | Daie: | ′ — | ′ |

| $b = \frac{1}{2} + \frac{1}{2} ask$ | Make new words. | • | _ |
|---|-------------------|--------|----------|
| t = ask $t = ask$ | Write them below. | 1 | |
| $\frac{1}{1}$ | h. | D C | 0 |
| $t \longrightarrow ook \qquad t \longrightarrow sh$ | c li- | t——ask | h |
| $m \sim 10^{-311}$ | took | +1// | ch . The |
| | 1/2 | m | |
| h p ark | | | p — ur k |
| | | T. E. | a – |
| m/ | (Tab) | | m/ |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| Trace. | | N | ame: | | | | | | . D | ate: | _//_ |
|----------|------|---------|----------|----------|------|----------|--------|----------|----------|-----------|----------|
| duk | 20 | ļ | I.I. | 2 | | br | OK | <u> </u> | | CC | ike |
| Dak | 20 | į |) DIR | e | | | TRE | <u> </u> | | · - [C | ke |
| hik | 2 | | ΝC | R | e | | | JR (| <u> </u> | | |
| Rewrite | the | words | from | the | list | above | that | have | an | oke | patterr |
| Rewrite | the | words | from | the | list | above | that | have | an | ake | patterr |
| Rewrite | the | words | from | the | list | above | that | have | an | ike | pattern. |
| Rewrite | the | words | from | the | list | above | that | have | а | uke | pattern. |
| Trace th | 1ese | pattern | s. Foll | ow | the | directio | on arr | rows | car | efully. | |
| | | | | <i>)</i> | Z | | | | <u>-</u> | | |

| Downstroke pattern | Name:ket with downward strokes. | Date:// |
|---------------------|---------------------------------|---------|
| _aunary | | |
| Trace and copy. Und | erline the downstroke letter | |
| Castle | ghastly | rascal |
| COUID | Would | should |

| Name: | Date:// |
|--|-----------------------|
| Find ten things in the picture that have the | letter I somewhere in |
| their spelling. | |
| | |
| Write the words here. Then use two of them Underline your best word. | in a sentence. |
| | |
| | |
| | |
| | |

| Name: | Date:// |
|---|-------------------|
| You will need to do some research to find the ansu | , , |
| Lismore Lizard I. | sland |
| Longreach Launce | ston |
| Lord Howe Island | |
| Which of these places is found in Tasmania? Underline any downstroke letters. | |
| In which place do big goannas live? Underline any do | wnstroke letters. |
| Which two places are part of New South Wales? Underline any downstroke letters. | |
| All these places are part of which country? Underline any downstroke letters. | |

| Nam Hopping pattern | ne: | Date:// |
|--|---------------------|---------|
| market in the second se | | |
| Fill the monster with | n hopping patterns. | onster |
| Trace and copy. | | |
| mask | mast | master |
| mould | mild | milk |
| jump | STUMP | grumpy |

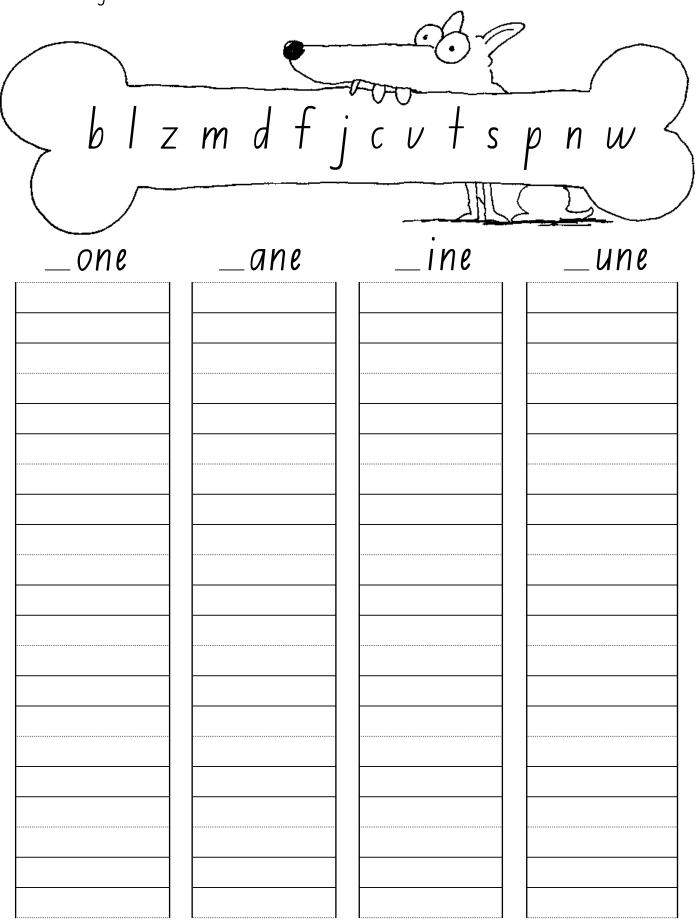
| Make new words. Write them below. Underline the m's. thing one times how where cr | Name: | | Date:// |
|---|--|--------------------|----------|
| some times how thu where cru | Make new words. Write thei | m below. Underline | |
| some times how thu thu cru where cr | thing | TO THE | la S |
| how thu where cru | | | co F |
| where cru cru | some times | | d climb |
| cr cr | | 1 2 3 | thu |
| (on outhere) | where | cr- | cru |
| SCI () | Somewhere | scr—eam | الريخي ا |
| dr b | ann de la constant de | dr/ b/ | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | <u> </u> |

| Name: | Date:// |
|--|--------------|
| Trace and copy the sentences. Underline the capital Colour the wedges in the lower-case m 's. | <u>M</u> 's. |
| On Mondays Mum | makes |
| me marmalade mu | ATTIVIS. |
| Mrs Smith climbea | <u></u> |
| mighty mountain | before |
| midday! | |

| Nam | ne: | Date:// |
|-----------------------|--------------------|---------|
| Hopping pattern | | |
| Fill the nest with ho | opping patterns. | |
| Z | | La 3 |
| _est | | |
| Trace and copy. Circl | le your best word. | |
| bring | swing | Tinger |
| belong | Thong | Wrong |
| rung | STUNG | Tongue |

| Name: | Date | / | / |
|-------|------|--------|------|
| NUMME | Duie | ′ —— / | ′ —— |

Add these word beginnings to the word endings below. If you make a real word, write it in the correct column.



| | Name: | | Date:// |
|---------------|------------------|-------------------|--------------|
| Trace these _ | nk words, then u | se four of them i | n sentences. |
| | 0 | | } |
| | | | |
| • | | | |
| cinb | ninb | rink | clinb |
| | | | <u> </u> |
| bank | sank | tank | honk |
| bunk | dunk | iunk | drunk |
| | | J | <u>-</u> |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
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| | | | |
| | | | |

| Wave pattern | Name: | Da | te:/ |
|------------------|--------------------|-------------------|-------------|
| | | | |
| Fill the ocean a | round the map of A | ustralia with wav | e patterns. |
| | | | |
| | | | _cean |
| Irace and copy. | ✓ your two best w | ords. | <u> </u> |
| storm | port | nort | h |
| | İ | | |
| | | | |
| float | boat | SOAK |) |
| | | | |
| blow | below | row | Touz |
| | | | |





00

OW

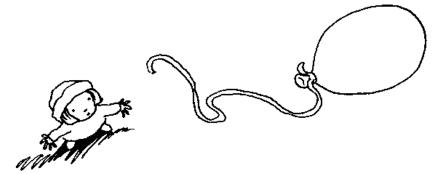
0 U



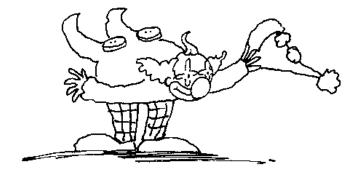
Finish the sentences by writing the correct sound into the words.

The b__'s ball__n has bl__n

away.



The cl_n b_ed to the cr_d.



The cl__ds blew across the m__n.



| N 1 | D^{T} | 1 | / |
|-------|---------|---|---|
| Name: | Date: | / | / |
| | | | |

Write this knock knock joke in the lines below.
Check carefully that you have included all punctuation.

Knock, knock. Who's there?

| Boo. Boo who? Don't cry! | The state of the s |
|--------------------------|--|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

| Hopping pattern | Name: | Date:/ |
|--------------------|---------------------|-----------------------------|
| | | |
| Fill the pineapple | e with hopping patt | erns. |
| | | |
| _inea | _1e ~ | |
| Trace and copy. | Put a polka dot on | top of your three best p's. |
| camp | stamp | damp |
| <u> </u> | Crisp | Whisper |
| Rept | SIEDT | Wept |

| Name: | Date:// |
|--|----------------|
| Trace and copy these words. Colour the wedges in | the p's. Then, |
| in the space below, draw an office and include som | |
| things. Label them. | |
| | |
| computer telephone | peris_ |
| | <u> </u> |
| | |
| | • |
| tamp paperctips | orinter |
| | |
| | |
| • • | |
| paper pencils pot | plant |
| | |
| | |
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| 6 | |

| Name: _ | Date:/ |
|-----------|--|
| | oancakes in the lines below. 1 4 cups milk 1 cup plain flour 1 egg |
| | Sift flour into bowl. Add egg and mix. Stir in milk. Pour batter into hot, greased pan. Flip and cook on other side. |
| Ingredien | |
| Method: | |
| | |
| | |

| Wave pattern G Fill Robin Hood | Name: | _ Date:// |
|----------------------------------|----------|---------------|
| | _uiver | |
| Trace and copy. | queue qu | 25 |
| racque | T aqua a | auarium L |
| squeal | SQUEAR S | <i>QUeeze</i> |

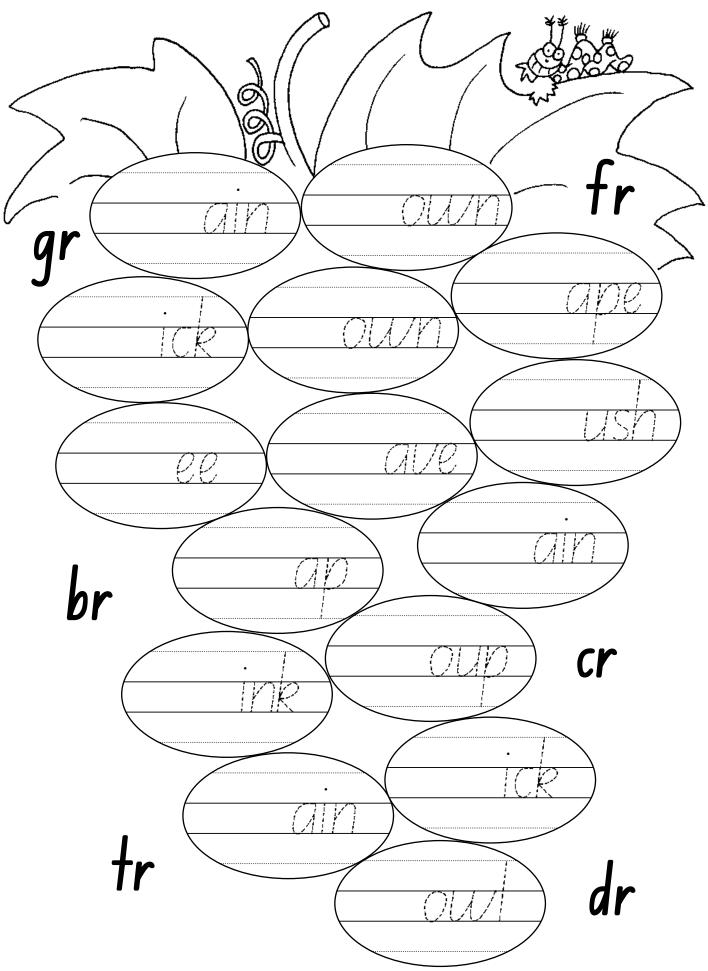
| Name: | | Date:// |
|--|---|---------|
| Sort the words into to quench quake quarter quarrel quick quince | quiet quartet jueasy quack quiz | |
| qua | q u e | qui |
| | | |
| | | |

| Name: | Date:// |
|---|---------------------------|
| Rewrite the sentences below. Add a question mark that need one. Add a full stop to the other senter | to the sentences nces. |
| ???? quac | R |
| Which duck quacked | |
| Quincy made a cake for tea | |
| Why is the queue so long | |
| Who likes quince jelly | |
| What will quench your thirst | |
| Circle your best 'qu' word. | |

| Name: | Date:// |
|--|-------------|
| Hopping pattern | |
| Fill Gran's rug with hopping patterns. | 9 Uq |
| G_an | |
| Trace and copy. | |
| mother father | brother |
| | |
| weather shephe | rd |
| Dr Mrs Mr | |
| | |

Date:__/__/__ Name: _

Use these blends to make words. Circle the r's.

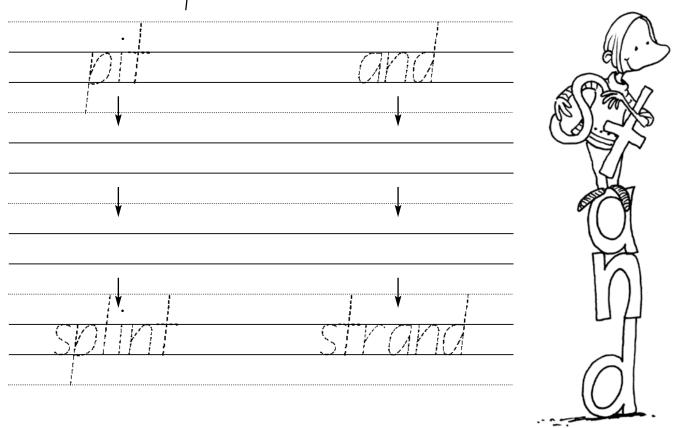


| Name: | Date:// |
|--|-------------------------|
| Write this rhyme in the lines below. Check included all punctuation. | carefully that you have |
| OOEY GOOEY | |
| Ooey Gooey was a worm, | |
| And what a worm was he; | |
| He sat upon a railway track, | |
| The train he didn't see | |
| OOEY GOOEY! | 1400 |
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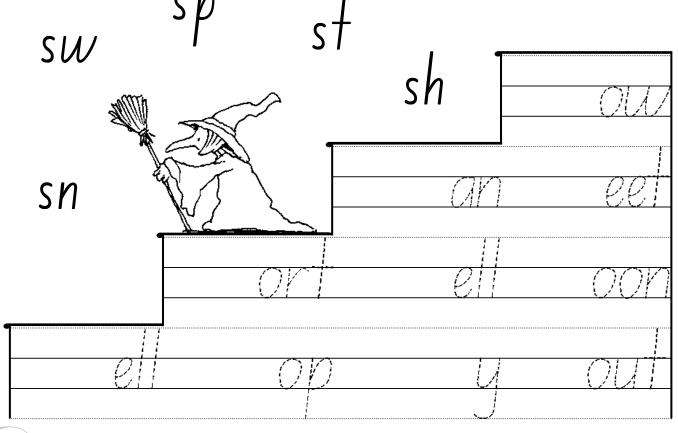
| Name: _ | | | Date:// |
|--|-------------|------------------|-----------|
| Wave pattern S Complete the surfer's u | Values . | | _ S |
| complete the surfers d | aves. | A LUNT | Per / (1) |
| Trace and copy. Underling Television | e your best | word. OMCIUSION | |
| decision | pe | rmissio | |
| Tashion | N/Is | N/Irs | IVIISS |
| | | | |

| Name: | Date: | / | / |
|-------|-------|---|---|
| | | | |

Build on the words given to make new words in the number of steps shown.



Use the blends to make words. Underline the S's.



| Add S or es to make these words plural. Write them in the lines below. Use your favourite in a sentence. |
|--|
| glass dress bush shirt horse |
| nurse |
| shell bus |
| sausage () ? ? wasp |
| |
| |
| |
| |
| |
| |
| |

Name: _____ Date: ___/___

| Downstroke pattern | Date:/ |
|---------------------------------------|------------|
| | |
| | |
| Trace and copy. Underline your best u | S_ars Ard |
| tast vast l | ast past |
| dusty rusty | Crusty |
| port sort st | nort snort |

| Name: | Date:// |
|--|----------------|
| Find ten things in the picture that have the letter their spelling. | t somewhere in |
| Write the words here. Use two of them in a sente Underline your best word. | ence. |
| | |
| | |
| | |
| | |

| | Name: | | Date:_ | _// |
|------------|---------------------|--------------|--------|-------|
| Sort the w | ords below into the | right column | | • |
| | art trap | court | cart | trot |
| train | track | 70 | sport | skirt |
| start | chart 6 | | tram | try |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
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| | | | | |
| | | | | |
| | | | | |

| Name: | Date:// |
|---|---------|
| Wave pattern | |
| Fill the barramundi with wave patterns. | |
| | 7 |
| Trace and copy. DAYY | ram_nd+ |
| | |
| thumb dumb c | rumb |
| | |
| numb humble | Tumble |
| | |
| | |
| | ~~ |
| mumble stumble | Z |
| | |
| | |

| | | | Nam | e: | | | | | | Dat | e: | /_ | _/ |
|----------|----------|------------|----------|--------|------|------|---------------|--------|----------|------|--------|-----|---------|
| Trace | and | сору | these | words, | then | find | them | in | the | wond | lerwo | ord | below. |
| SA | UC | e | | | | Ca | WQ | | | | | | |
| he | <u> </u> | | e | | | | | | | | | | |
| | | | | | | | | ۱ - مر | | | | | |
| au | ' | | Y | | | ; | au. | 4 | | | | | |
| ha | W | | | | | lal | JQ | | | | | | |
| <u> </u> | | S <i>e</i> | | | | 7U | Tu Tu | N | <u> </u> | | | | |
| | | 1 | | | | | | | | | | | |
| ap | 0 | al | 1Se | | | | | | | | | | |
| <u>i</u> | .[| n | n | | | | | | _ | | | | Mill Na |
| a | | <u>r</u> | <u> </u> | | | a | u | | S | | ℓ | | 37 (5) |
| C | | h | а | а | | U | <u> </u> | | h | | 0 | | r |
| h | | a | U | n | | + | $\mid n \mid$ | | ℓ | | + | | C |
| b | | e | С | а | | U | S | | е | | а | | а |
| r | | i | d | 9 | 4.27 | m | а | | S | | И | | И |
| И | | а | p | i | | n | и | | (1) | 12 | 9 | | 9 |
| | | а | U | 9 | | h | C | | k | | h | | h |
| Wid . | | p | а | И | | S | е | | е | | 7 | | + |

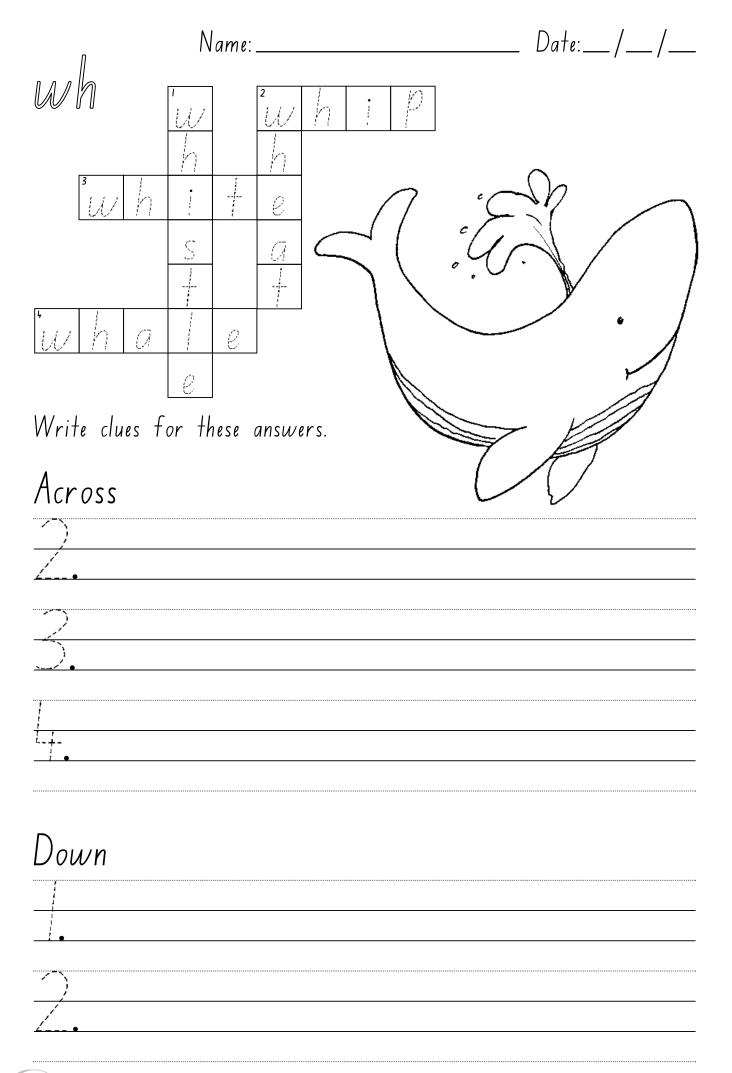
| | Name: | | Date:// |
|------------|-------------|----|---|
| | | 2. | Add e to make new words. Write a sentence using two of the new words. Circle your best word. |
| cut cub | → cule → | | |
| Tub hua | | | |
| Shut | | | LAUNDRY |
| | | | |
| | | | |

| Wave pattern | Date:// |
|--------------------------------------|-------------------|
| Draw the wavy sea around the Viking | longboat. _iking |
| Trace and copy. Put a wavy line unde | r your best word. |
| Tavour Hau | /OU/ |
| river over | oven |

| Trace and copy Find the five | Name: the sentences. V's in each sen | tence. Underlin | Date: e them. | _// |
|---------------------------------|--|-----------------|------------------|------------|
| | | | | |
| Leave | The | heavl | STOL | 7 <u>e</u> |
| TON | Veville | | move. | |
| The | Van o | rove | past | The |
| vast | CONVOL | 101 | vehic | les. |

| Name: Trace. Say the words. | Date:/ |
|---|----------------------------|
| tove move sh | ove dove |
| wove above r | ove prove |
| stove hover | COVE |
| Rewrite the words from the list which ha | ave an U sound as in mUg. |
| Rewrite the words from the list which hav | re an 00 sound as in m00n. |
| Rewrite the words from the list which ha | ve an O sound as in hOme. |
| | |
| Trace these patterns. Continue them. | |
| | P.D. |

| Name | g: | Date:// |
|----------------------|----------------|---------|
| Wave pattern | | |
| Fill the wombat with | wave patterns. | ombat |
| | | |
| Trace and copy. | | |
| SWap | SWeep | SWIII |
| Throld | - L RNOW | 11011/ |
| | | |
| window | Willow | Wallow |
| | | |



| Name: Date: Date: | ′ |
|---|----|
| Find six things in the picture that have the letter $oldsymbol{w}$ somewher | е |
| in their spelling. | |
| Write the words here. Colour the wedges in the \boldsymbol{W} 's. Use three the words in sentences. Underline your best word. | of |
| The words in sentences. Underline your best word. | |
| | |
| | |
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| Downstroke pattern Name: | Date:// |
|--|---------|
| | |
| Draw six boxes. Re-trace the downstrokes in red. | es es |
| Trace and copy. Circle your best word. | |
| wax fax Max fa | X axe |
| extra extract ex | Xacl |
| extreme xylophone | |

| Nar | ne: | | | Date:/_ | _/_ |
|----------------------|---------------|-------------|-----|------------|----------|
| Trace and copy these | words, then f | ind them in | the | wonderword | l below. |
| SIX | extre | | | | |
| exclaim | | a | Xe | | |
| Tax | COAX | | | OX. | |
| examine | | (| 2XI | | |
| mixture | | | | | |
| Toxic | | Tix | | | |

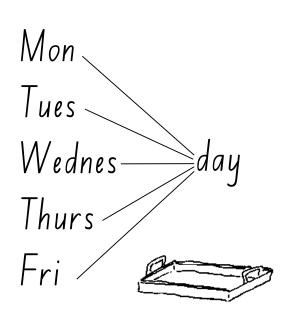
| e | Х | а | m | i | n | е |
|---|---|---|---|---|---|---|
| X | f | 2 | i | S | i | Х |
| С | 0 | а | Х | j | 6 | + |
| | Х | + | + | а | Х | r |
| а | Х | e | И | r | S | e |
| i | K | Х | r | f | p | m |
| m | W | i | е | i | | е |
| И | k | + | 0 | X | i | С |

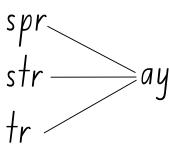
| Name: | Date:// |
|---|-----------------------|
| Write the missing words in the lines. Choos which all contain the letter X. | |
| exclamation six sixty extremely examine | |
| sixteen examine | √ √ 2 |
| To look at something carefully is to | it. |
| | |
| Three number words which contain the let | ter X are |
| If you win six thousand dollars, you are_ | |
| | <u> </u> |
| What is this called?! | |
| | mark |
| Write three words which rhyme with pac each one must have an X. | ks. Don't forget that |
| | |

| Wave pattern | Vame: | | _ Date:// |
|------------------|-------|------------|-------------|
| | | | |
| Look at this fly | fly! | \bigcirc | 0 |
| 7-40 | | -X() | |
| | | 521 | |
| | y Tyt |) fi d | 7 |
| Trace and copy. | | | |
| hou | | | |
| | | | |
| | | | |
| annou | en io | U O | les trou |
| | | | J |
| | | | |
| roual | Toual | VO | <i>даае</i> |
| | | | |
| | | | |

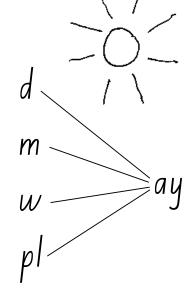
| Name: | Date: | / | / |
|---------------|-------|---|---|
| 1 1 31111 0 1 | | | |

Make new words. Write them below.

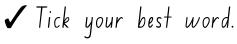








| | |
|------|--|
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| | |



| Name: | Date:// |
|--|---|
| Who, what, when, where and why are all unquestions. Copy these questions. Don't forget Colour the wedges in the y's. | vords used to start the question mark. |
| Who is always home by four? | (1 |
| | |
| | |
| What day was it yesterday? | |
| When will your family arrive? | |
| Where is the heavy box? | |
| | |
| | |
| Why are you yelling? | |
| | |
| | |

| Name: | Date:// |
|--|---------|
| Downstroke pattern | |
| Fill the zebra with downward strokes. | |
| _ebra | |
| y | |
| Trace and copy. Circle your best word. | |
| shooze ooze | maze \ |
| | |
| Tazy doze zipy | oer |
| | |
| zoom zap zuc | chini |
| | |

Name: _ Date:__/__/__ \mathbb{Z} or \mathbb{S}

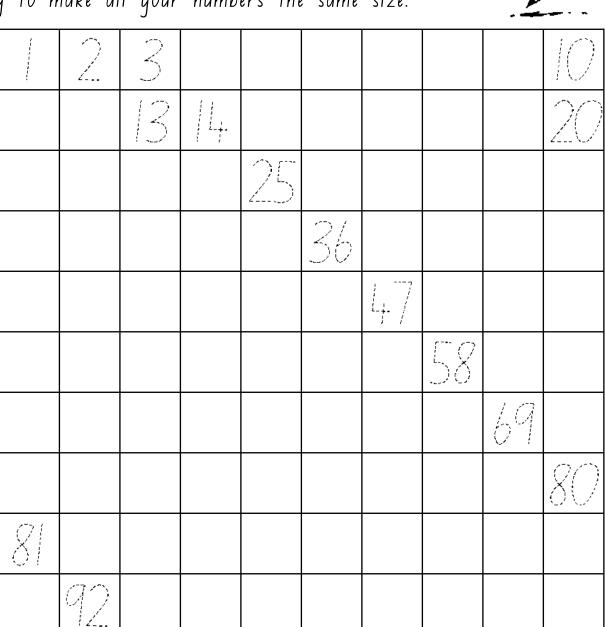
| Name: | Date:// |
|---|-------------------|
| You will need to research to find out the answers | to the questions. |
| Zimbabwe zither | |
| zilch Zaire zi | nnia — |
| Zambia New Z | z land |
| What is another name for zero? Write both word | 's below. |
| Which three words are place names for countries t | Found in Africa? |
| The kiwi is a native bird of which country? | |
| Which word is the name of a flower? | |
| | |

On the back of this sheet, draw a cartoon person asleep.

What would be written in a speech bubble to show they are asleep?

| | | Name: | | | D | ate: | _// |
|----|-----|-------|------|-------|----|------|-----|
| | | 34 | 5 (| | 8 | 9 | 10 |
| | 2/2 |) | 1516 |) / | 18 | 19 | 20 |
| 30 | | 150 | 760 | | 2 | | 90 |

Fill in the missing numbers from the hundreds board. Try to make all your numbers the same size.



| Date:// |
|---------|
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| Name: | Date:// |
|--|--------------|
| Trace the numerals and number Copy the words one to ten. | words. |
| lone | ll eleven |
| 2100 | 2 twelve |
| 3 Three | 13 Thirteen |
| H-TOUR | 14 fourteen |
| 5 five | 15 fifteen |
| / O SIX | 16 sixteen |
| / /seven | // seventeen |
| 8 eight | 18 eighteen |
| a Anine Inine | 19 ineteen |
| 10 Ten | 20 Twenty |
| | J |

| Name: | _ Date:// |
|---|-----------|
| Trace and copy the numerals 5 and number words. | 50 |
| O zero | |
| 10 Ten | |
| 20 Twenty | |
| 30 Thirty | |
| HOTH | |
| 50 1114 | |
| 60 sixty | |
| 70 seventy | |
| 80 eighty | |
| 90 ninety | |
| j | |

| Name: Fill in the numerals that are missing. | _ Date:// |
|---|-----------------|
| | |
| Trace the numerals. Write the number word next | to the numeral. |
| 11 eieveri 12 | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

| Nam | ne: | |
|--|--|----------------|
| Count the objects. W | rite how many there are, as | a numeral and |
| as a number word. | | ©0 20 |
| , © 2 | | |
| | | ©0 20 00 |
| | | and a |
| | | |
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| , | × | |
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| (a) (a) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c | (a) (a) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c | @ OL @ OL |
| | | ? .a |
| | | |
| | | |

| | No | ame: | | Date | :// |
|--------|---------------|-------------|---------------|----------------|-----|
| Can yo | ou turn these | numerals i | nto something | g interesting? |) |
| | | 2 | 13 | | 15 |
| | | 7 3 | 3 | 9 | 20 |
| Trace. | Match the n | umeral to t | he number w | ord. | |
| | Tille | ren | | nirtu | 18 |
| | Thir | Leen | eic | hteer | |
| 5 | eleve | 2 <u>1</u> | ni Ni | ne Leer | 120 |
| -+- | Ture | lve | | zenty | 30 |
| | SIXTER | 2n o | ine hi | indre | 110 |
| 10 | sever | Teen | | forty | 50 |
| | four | Teen | | | |
| | | | | | |

USING COMPUTERS

This unit on computer skills has been designed to cover the computer skills element of outcome EN1-HANDW-01 Uses a legible, fluent and automatic handwriting style, and digital technology, including word-processing applications, when creating texts.



PARTS OF THE COMPUTER

Ensure that students are familiar with the components of the computer, and that they can name and identify the basic components that they will be using, that is: computer/hard drive, monitor or screen, keyboard, mouse, laptop, iPad, tablet. (Some computers will have a separate hard drive and monitor, and some will have an internal hard drive, and a screen.)

CORRECT POSTURE AT THE KEYBOARD

It is important that, from the beginning, students learn the correct posture while using a keyboard. A diagram of the correct posture for keyboarding can be found on BLM page 116. This diagram could be enlarged, glued onto card and laminated to make a wall poster. Encourage students to check their posture against the chart each time they sit down to use the computer.

BECOMING MORE FAMILIAR WITH THE KEYBOARD

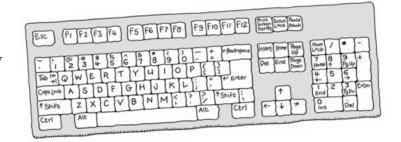
The activities below are designed to familiarise students with the layout of a keyboard. Letter and numeral key recognition was explored in the Kindergarten and Year 1 Teacher Resource Books, and some function keys were also introduced. The activities which follow revise this knowledge, and also introduce new functions and skills.

BLM pages 114 and 115 features two computer keyboards. By this stage, students are much more familiar with a computer keyboard, and can translate what they see on the actual keyboard to a pictorial representation of one. Therefore, one of the keyboards on this BLM has blank keys. The students themselves will be filling in the details. The keyboard diagrams can be enlarged or used at original size by individual students in a one-to-one, group or whole class lesson. Note that the configuration of the keyboards that are used with your school's computers may vary slightly from the keyboard shown. However, the letter keys, numerals, space bar, shift keys, delete/backspace key and enter/return key should be in a uniform position. Talk through any variations with the students.

Revising the function keys

(Students will need copies of the keyboard with blank keys from BLM page 115.)

- **3** Write in the letters of the home row with a red pencil.
- **2** Put a small green dot on each of the letters of the home row that would have a raised bump.
- **3** Label
 - the two shift keys
 - the caps lock key
 - the enter/return key
 - the backspace (PC) or delete (Mac) key
 - the space bar
 - the four arrow keys.



The punctuation keys

(Students will need copies of the keyboard with labelled keys from BLM page 114.)

Locate and colour these keys:

- **3** exclamation mark colour it green
- **②** full stop colour it red
- **②** comma colour it blue
- **2** question mark colour it yellow
- the two round bracket keys colour them purple
- 3 speech marks colour it pink.

The numeral/symbol keys

(Students will need copies of the keyboard with blank keys from BLM page 115.)

- **②** Write the numerals on the correct keys.
- All the numeral keys have a symbol above them. If you want to use the symbol above the numeral, you must press the shift key as you press the symbol key. The symbols cannot be made by using the caps lock key. Colour the shift keys green.

Add any symbols you know above the correct numeral.

Using the labelled keyboard on BLM page 114 as reference, help students fill in the other symbols above the numerals which are accessed by using the shift key.

Right- and left-hand keys

(Students will need copies of the keyboard with labelled keys from BLM page 114.)

- On the keyboard diagram, use a ruler to draw a line down between the 5 and 6, the T and Y, the G and H and the B and N.
- **②** Colour green all the letters and numerals you type with your left hand.
- Ocolour purple all the letters and numerals you type with your right hand.
- ◎ If left-hand keys are coloured green and right-hand keys are coloured purple, what colour would you use for these keys: caps lock, enter/return, backspace/delete, the shift keys? Colour them appropriately.

THE TASK CARDS

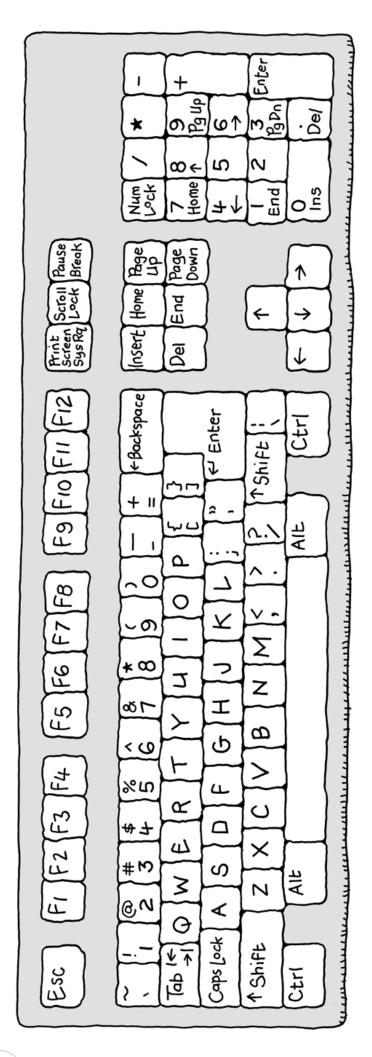
The task cards on BLM pages 118-127 can be printed onto card and laminated. They are designed to be used by individual students or student pairs. Some of the task cards have a self-assessment component, and answers have been included on BLM pages 128-129. These can be copied, cut out and stuck to the back of the relevant task cards.

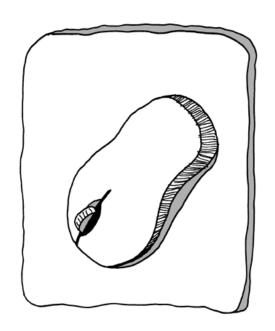
The activities are designed to help students familiarise themselves with the keyboard and its functions, learn good keyboarding practices and begin to develop typing skills. It is assumed that the students have prior knowledge and the skills for turning the computer on, finding the appropriate word processing program or locating their file, saving their work, quitting/exiting the program and shutting down the computer. These skills will need to be taught in a one-to-one or small group situation before the task cards are introduced to allow for maximum independence of task completion. Alternatively, you or a parent helper could complete those steps for the student until they are able to do this for themselves. You may also need to select an appropriate font and font size until students are able to do this.

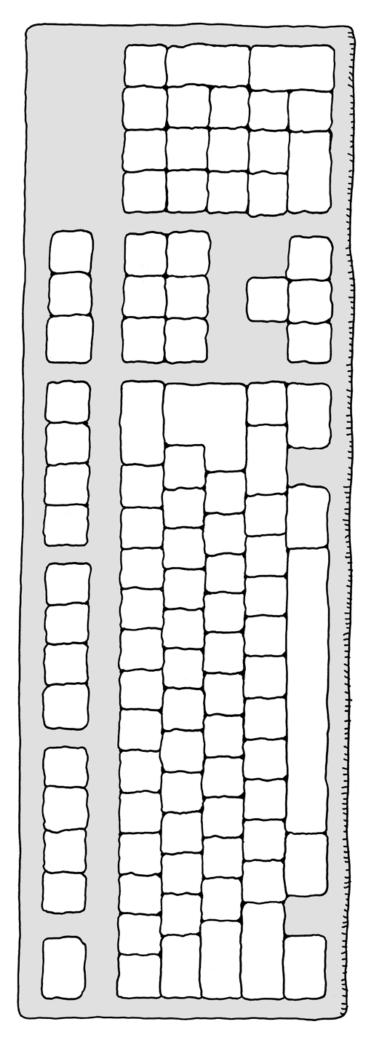
The activities on the task cards are designed to be a starting point. Revisit them, adapt them to suit your current themes, and modify them to support the students' developing skills.

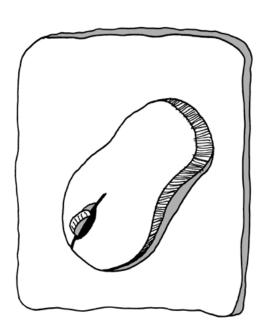
COMPUTER SKILLS CHECKLIST

The Content suggestions for Outcome EN1-HANDW-01 have been used as the basis of the computer skills checklist on BLM page 130. Students can be observed as they complete task cards or do further work on the computer, and this checklist used to keep a record of their skills and progress.



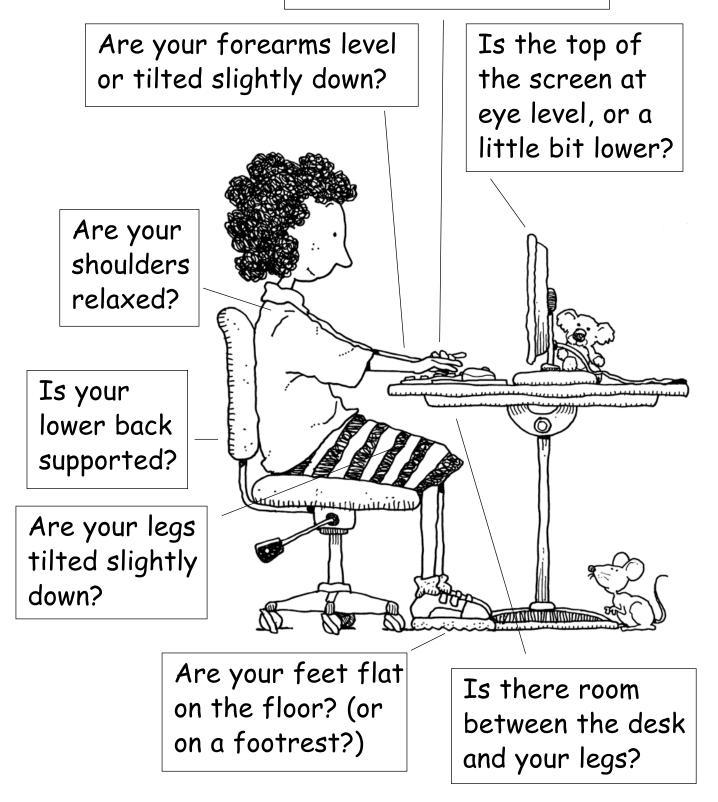




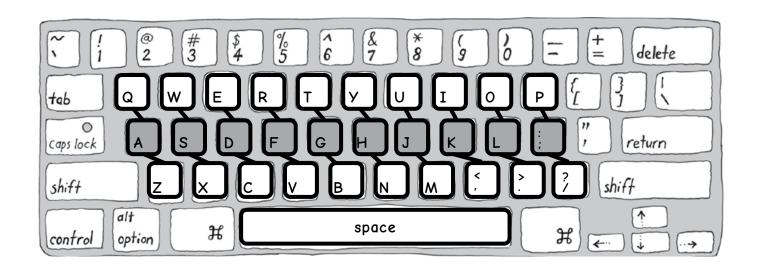


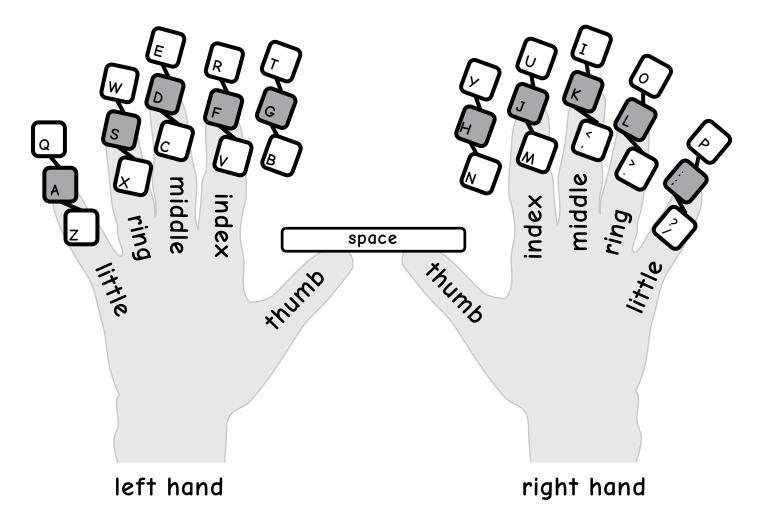
How to sit at the computer

Are your forearms and hands in a straight line?



Go through this checklist with students before they begin work at the computer, and assist them in making any necessary adjustments. Encourage students to get into the habit of checking their own posture when they use a computer.





Using the Index Fingers

1. Place your fingers on the home row keys.



Type these letter patterns using your **index fingers**.





- 2. Make up your own patterns using \mathbf{f} and \mathbf{j} .
- 3. Keep your other fingers on the home row.

 Type this pattern by reaching with your left index finger.

4. Type this pattern by reaching with your right index finger.

5. Make up patterns using these letters. Here are two to get you started.

6. **Save** your work.

Type a useful file name such as Index Finger Practice.

- · try not to look at the keyboard
- press the space bar with your **thumb** to make a space between the groups of letters
- press the enter/return key with your right hand little finger to start a new line.

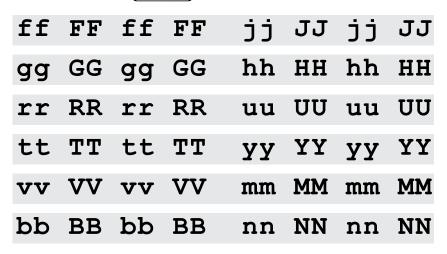
Index Finger and Shift Key

1. Place your fingers on the home row keys.





Type these letter patterns using your index fingers. S-t-r-e-t-c-h to type **r**, **t**, **y** and **u**. Really tricky! See if you can use your little finger to press the correct shift key.





- Make up your own patterns.
 Use only the keys you press with your index fingers.
 Use the key to make some of them capitals.
- Save your work.
 Type a useful file name such as Index Finger and Shift Key.

- · try not to look at the keyboard
- press the space bar with your thumb to make a space
- press the shift key with the closest little finger to make a capital letter
- press the enter/return key with your right hand little finger to start a new line.

Home Row

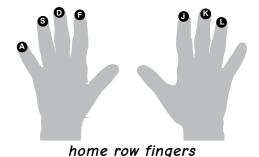
Task Card 3

1. Place your fingers on the home row keys.



Type these letter patterns using the correct fingers.

ffff jjjj fffff jjjj dddd kkkk dddd kkkk ssss 1111 ssss 1111 aaaa ;;;; aaaa ;;;;



2. Type these letter patterns using the correct fingers.

ffff dddd ssss aaaa
jjjj kkkk llll ;;;;

3. Type this pattern without looking!

ffjj ddkk ssll aa;;

- Make up your own patterns.
 Use only the keys on the home row.
- Save your work.
 Type a useful file name such as Home Row Practice.

- try not to look at the keyboard
- try to use the correct fingers for each key
- press the space bar with your thumb to make a space
- press the enter/return key with your right hand little finger to start a new line.

Typing with Two Hands

1. Place your fingers on the home row keys.



Type these two-letter words using the correct fingers on both hands:

go me do so us is ma an it if

2. Type these three-letter words using the correct fingers on both hands:

pot got hot lot dot cot
pig jig big dig rig wig
sap hap cap lap map nap

3. Each of the four-letter words below uses two keys you type with your left hand and two you type with your right hand. Type them using the correct fingers on both hands:

wish sold neck park kite

What other four-letter words have two keys from each side of the keyboard? Type them now.

4. **Save** your work.

Type a useful file name such as Typing with Two Hands.

- try not to look at the keyboard
- try to use the correct fingers for each key
- press the space bar with your thumb to make a space
- press the enter/return key with your right hand little finger to start a new line.

Numerals and Symbols

1. Place your fingers on the home row keys. Stretch up and type the numerals from 1 to 5 using your **left** hand fingers.

2. Stretch up and type the numerals from 6 through to 9 and then 0 using your **right** hand fingers.

3. Hold the **right** key with your **right** little finger. Type these symbols:

```
!!! @@@ ### $$$ %%%
```

4. Hold the **left** shift key with your **left little finger**. Type these symbols:

5. There are lots more symbols on the right side of the keyboard. Find and type these symbols:

6. Type these text emojis. Use the shift keys to type symbols on the top of a key.

- 7. Create your own text emojis using symbols.
- 8. **Save** your work.

Type a useful file name such as Numerals and Symbols.

Numerals and Symbols in Sentences

1. Type the sentences below:

I ate 13 chocolate biscuits! Can you?

My Cat, Josie, caught 4 mice today.

Our plane to Fiji leaves at 3 o'clock.

My favourite book is 'Drama Llama'.

2. Type some sentences of your own.

CHALLENGE: Include one or more of these numerals and symbols in your sentence:

| sentence | numerals | symbols |
|----------|----------|---------|
| 1 | 3 5 8 | + = . |
| 2 | 1 7 9 | , ? . |
| 3 | 9 | () ! |
| 4 | 2 4 6 8 | , . \$ |
| 5 | 1 2 3 4 | , / . |

3. Save your work.

Type a useful file name such as Numerals and Symbols 2.

- try to use both hands to type the keys you need
- use the shift key to make capital letters or the symbols at the top of a key
- use your little fingers for the shift keys
- press the space bar with your thumb to make a space
- press the [enter/return] key two times to make a double line space between sentences.

Using Symbols and Signs

1. Type the sentences below:

Claire likes books about horses
Is Japi good at Minecraft
It's nearly seven o'clock
When can we go



Eva bought a cake candles and a card
Dominic screamed There's a snake
What time is it asked Tran
Hey Eli it's recess yelled Mia

- 2. Go back and add a full stop, question mark or an exclamation mark to each sentence. Some of the sentences may need speech marks or commas as well.
- 3. Save your work.Type a useful file name such as Using Symbols and Signs





- try to use both hands to type the keys you need
- use the shift key to make capital letters or the symbols at the top of a key
- · use your little fingers for the shift keys
- press the space bar with your thumb to make a space
- press the enter/return key two times to make a double line space between sentences.

Correcting Mistakes / Editing

1. Read the rhyme below. Can you find the four words that have been spelt incorrectly?

Peter, Peter, punkin eater,

Had a wife and couldn't keap her.

Put her in a pumpkin shell.

And their he kemt her very well.

- 2. Type the rhyme as it is. Use the arrow keys to move where the first mistake is.
- 3. Check to see if you have a backspace or delete key on your keyboard. If you have both, use the backspace key. Press the backspace or delete key to delete the letter that is wrong. This key gets rid of letters behind the cursor.
- 4. Type in the other correct letters. Check your work against the answers on the back of the card.
- 5. Type a rhyme you know or write your own. Check it for mistakes. Use the **cursor** and **backspace** or **delete** keys to correct any mistakes.
- 6. **CHALLENGE:** If your keyboard has backspace AND a delete key can you discover how they are different?
- 7. Save your work.Type a useful file name such as Editing.

- try to use both hands to type the keys you need
- use the shift key to make capital letters or top symbols
- use your little fingers for the shift keys
- use the backspace or delete key to delete letters behind the cursor.

Editing

Task Card 9

1. The sentences in the box have a LOT of mistakes! Retype them and fix all the mistakes. This is called editing. When you have finished, go back and check your editing. You might have missed some mistakes the first time.

Everyone seems to like ice-cream, except me. if you go shopping at the suppermarket, you will see lots of peple buying ice-cream. What do they give children at birthday parties? Ice-cream! What do you see people eating at the movies Ice-cream But what do I like to eat chocolate cake!

- 2. Check your edited piece of writing against the answer on the back of this card.
- 3. Now, type out one of your own pieces of writing. Check it for errors and edit it as you go.
- 4. **Save** your work.

Type a useful file name such as **Editing**.

Editing checklist: Spaces: A space between each word A space between each full stops of a new sentence Spelling: Correct spelling Punctuation: Capital letters Fullstops Commas Commas Commas Exclamation marks Speech marks

Fun with the Keyboard!

- 1. Look! All of these messages are in code!
 - A) 23,8,1,20 9,19 25,15,21,18 14,1,13,5?
 - B) 8,15,23 15,12,4 1,18,5 25,15,21?
 - C) 23,8,1,20 8,1,22,5 25,15,21 7,15,20 6,15,18 12,21,14,3,8 20,15,4,1,25?
- 2. Place your fingers on the home row keys. Now, without looking at any of the keys, type the letter that matches the number in the code below.

So in message A), the first number is 23, so type \mathbf{W} . The second number is 8, so type \mathbf{H} .

If the message asks you a question, type your answer underneath.

$$1 = A 8 = H 15 = O 22 = V$$

$$2 = B \quad 9 = I \quad 16 = P \quad 23 = W$$

$$3 = C \quad 10 = J \quad 17 = Q \quad 24 = X$$

$$4 = D$$
 $11 = K$ $18 = R$ $25 = Y$

$$5 = E$$
 $12 = L$ $19 = S$ $26 = Z$

$$6 = F \quad 13 = M \quad 20 = T$$

$$7 = G \quad 14 = N \quad 21 = U$$

- 3. Check your work against the answers on the back of this card.
- 4. Make up a coded message for a friend to solve. Try it out first, to check that it works.
- 5. **Save** your work.

Type a useful file name such as **Typing Code**.



Teachers — print these answers, cut them out and stick them on the backs of the relevant task cards. Students can use them to self-evaluate their work once they have completed the activity on the front of the card

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Answers to Task Card 7

Claire likes books about horses.

Is Japi good at Minecraft?

It's nearly seven o'clock.

When can we go?

Eva bought a cake, candles and a card.

Dominic screamed, 'There's a snake!'

'What time is it?' asked Tran.

'Hey Eli, it's recess!' yelled Mia.

× ------

Answer to Task Card 8

Peter, Peter, pumpkin eater, Had a wife and couldn't keep her. Put her in a pumpkin shell, And there he kept her very well.



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Answer to Task Card 9

Everyone seems to like ice-cream, except me. If you go shopping at the supermarket, you will see lots of people buying ice-cream. What do they give children at birthday parties? Ice-cream! What do you see people eating at the movies? Ice-cream! But what do I like to eat? Chocolate cake!

Teachers — print these answers, cut them out and stick them on the backs of the relevant task cards. Students can use them to self-evaluate their work once they have completed the activity on the front of the card.

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Answers to Task Card 10

- A) 23,8,1,20 9,19 25,15,21,18 14,1,13,5? WHAT IS YOUR NAME?
- B) 8,15,23 15,12,4 1,18,5 25,15,21? **HOW OLD ARE YOU?**
- C) 23,8,1,20 8,1,22,5 25,15,21 7,15,20 WHAT HAVE YOU GOT
 6,15,18 12,21,14,3,8 20,15,4,1,25?
 FOR LUNCH TODAY?

Don't forget to type the answers to the questions!

CHALLENGE: When you have typed your answers, can you change them into the code? For example, if you are eight years old, type **5**, **9**, **7**, **8**, **20**



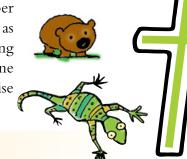
Computer skills checklist

EN1-HANDW-01 Uses a legible, fluent and automatic handwriting style, and digital technology, including word-processing applications, when creating texts.

| Name | Term | Term |
|--|------|------|
| Accurately uses computer terminology eg. keyboard, screen, cursor, mouse, space bar, save, save as, delete, open, print, menu. | | |
| Types words, numerals and sentences without assistance. | | |
| ② Types short words. | | |
| Types up to 5 familiar words per minute. | | |
| Recognises and uses keys to show more complex punctuation when creating digital texts. | | |
| ② Uses word-processing functions when editing digital texts eg. space bar, shift key, caps lock, backspace or delete key, arrows or mouse. | | |
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TARGETING HANDWRITING

HANDWRITING is one of the most crucial skills students will develop in primary school. Targeting Handwriting covers the handwriting curriculum in a clear and structured way, with content directly linked to NSW syllabus outcomes. Each Teacher Resource Book provides useful information on the mechanics of writing (for example, posture, pencil grip and paper position) and on the teaching of handwriting, as well as photocopiable handwriting pattern props and a handwriting skills checklist. Each book also contains over 100 blackline masters, giving students plenty of opportunities to practise their writing skills.



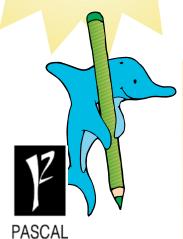
- o ideas for lesson warm-ups
- over 100 blackline masters, including three practice pages for each letter
- tracking, tracing and independent writing activities for lower- and upper-case letters
- **letter practice using clusters of words which are linked by theme, have a similar** phonic pattern, or are often found in Year 2 spelling lists
- practice of numerals, number words and punctuation
- fun puzzles and sorting activities that incorporate handwriting practice
- a focus on reducing students' reliance on scaffolds and increased student responsibility for producing handwriting of consistent size, shape, spacing and slope.

THE YEAR 2 TEACHER RESOURCE BOOK FEATURES:

Targeting Handwriting contains all you need to ensure your students establish and develop a solid foundation for handwriting success!

ALSO AVAILABLE! TARGETING HANDWRITING STUDENT BOOKyear 2

The Year 2 Student Book focuses on lower- and upper-case letters, letters in words and sentences, numerals and punctuation. Some patterning exercises are included, to refresh students' memories, and an assessment page is featured at the end of each section. There are two pages of tracing, tracking and independent writing exercises for each letter, and the seahorse character is featured on some sets of lines only, as the handwriting scaffolding is slowly removed. Students trace and copy words that have a common phonic element or are commonly found in Year 2 spelling lists, and also trace and copy sentences containing the focus letter. Self-assessment exercises are included.



PRESS

EACH TEACHER RESOURCE BOOK FEATURES A BONUS USING COMPUTERS SECTION:

- of fully linked to Writing curriculum outcomes
- clear teaching notes
- keyboard and posture diagrams
- task cards for students
- easy-to-use computer skills checklist.

