

Max's Magnificent Phonics Challenge

Learning objective: To recognise and use alternative graphemes for phonemes, specifically focusing on the 'ai' sound (ai, ay, a-e).

Max the monkey has been sorting his word collection. Read the words in the word bank and help him place them into the correct categories. Remember to look for the different ways we can spell the long 'a' sound!

Word bank: play · train · cake · day · wait · snake · stay · brain · plate · spray

1. Max found three different ways to spell the 'a' sound. Write the three graphemes (letter patterns) he discovered in the word bank. (3 marks)

2. Sort the words from the word bank into a table with three columns: words ending in 'ay', words with 'ai' in the middle, and words with 'a-e' (split digraph). (6 marks)

3. Add the correct 'a' grapheme to complete these words: str__n (for a piece of string), m__k (to make something), and pl__ (to have fun). (3 marks)

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4. Write a sentence using one 'ai' word and one 'a-e' word from the list above. (2 marks)

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5. Why do you think the word 'cake' has an 'e' at the end? Explain the role of the 'e' in a split digraph. (2 marks)

Draw: Draw a picture of Max the monkey eating a slice of cake on a train. Label your drawing using at least two words from the word bank.



Extension challenge: Challenge: Can you find and write down three more words that use the 'a-e' split digraph that were not in the word bank?