Mnemonics and memory games

Make a sentence to help you remember non-decodable words.

e.g. <u>because</u> - <u>Big E</u>lephants <u>C</u>an <u>A</u>lways <u>U</u>nderstand <u>S</u>mall <u>E</u>lephants

What is this word? A Rat In The House May Eat The Ice Cream ... and this - Rhythm Helps Your Two Hips Move.

Make up your own sentence for COULD.

(Mine was : Could Our Uncle Love Dancing?)

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Pairs - A game for 2 or more players

Select about nine spellings to use and make two copies of each word on separate cards.

Mix the cards and then place all the cards face down on the table. Take it in turns to turn over 2 words.

If they match you keep the words and play passes to the next person.

If they do not match turn both words back over and play passes to the next person.

Play continues until all the words are matched.

The winner is the person with the most pairs.

This could be played as a solo game using a timer.

Mnemonics and memory games

Look for hidden words within words e.g sincerely = since + rely island = is + land present = pre + sent other = other OR other Game for KS1 - http://roythezebra.com/reading-games/words-within-words-1.html These can also be made into rhymes:-I sent a present □ Never be <u>lie</u>ve a <u>lie</u>. Emma faced a dilemma. □ A new env<u>iron</u>ment will <u>iron</u> me out. ☐ That <u>liar</u> looks fami<u>liar</u>. ☐ Generally, a general is your best ally. ☐ Mum ate immediately. ☐ An *island* is *land* surrounded by water. 🛮 I a<u>lone</u> felt <u>Eli</u>'s <u>loneli</u>ness. ☐ *Miss Pell* never *misspells*. Delease keep quiet about my diet. ☐ It's better to q<u>ive</u> than **rece**<u>ive</u>. \square There's <u>a rat</u> in sep<u>arate</u>.

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Rhymes

Rhymes to help with spelling patterns.

e.g. I before E except after C - or when sounding like A in neighbour and weigh.

When 2 vowels go walking the first does the talking and it uses its name.

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Kim's game

Write spellings onto individual cards. Read and memorise the words.

The player closes their eyes whilst someone removes 1 of the cards.

The player has to say which word is missing. Extend by asking how to spell the word too.