

Dear Parent or Guardian,

Your child has take-home access to Reading Eggs/Eggspress, a highly engaging and personalised reading resource that makes learning to read fun for kids. They simply sign-in using any compatible computer or mobile device.

Fast Phonics is designed for students who are learning to read using systematic synthetic phonics as the key strategy, helping them to sound out words. Children explore peaks, full of fun activities and decodable reading books, along with the yeti and friends.

Reading Eggs makes learning to read interesting and engaging for kids, with great online reading games and activities. Children love the games, songs, golden eggs and other rewards which, along with feeling proud of their reading, really motivate children to keep exploring and learning.

Reading Eggspress is designed for the older readers and provides them with a unique and effective learning environment where they can improve their English language and comprehension skills in a way that is both exciting and relevant.



Reading Eggs can be accessed on PC / Mac, and Android devices as well as windows tablets and Chromebooks. Download the free app to access Reading Eggs, out and about, on your phone.



Student Console Map

Blue gems: Words

Students can review all of the new words they have learnt, organised per Peak. This is ideal for revision and for building confidence. Students can feel proud of their achievements.

Yeti shop and coin count

Yeti is the core character in Fast Phonics. Students can use the Yeti coins they have earned to buy a different Yeti. The special purple Yeti is the most exclusive upgrade!

Pink gems: Sounds

In the My Progress area, students can keep track of the letters and sounds they have learnt. They can also replay the videos to watch and enjoy at any time.

Green gems: Books

This screen in the My Progress area shows students the collection of books they have read. Students can proudly watch their library grow, and they can reread any book whenever they want.



Students' Yeti

.....

Students' can purchase different Yetis from the Yeti Shop.

Play

Enter their current peak.

Logout button

Review Peak Progress

This screen lets students see an overview of their progress. It records their average score for End of Peak Quizzes, as well as the total number of sounds and words learnt, and books read. Results are displayed in a simple, colourful format for students to easily understand.

Student's Yeti Cave

Students earn different cave upgrades as they progress through Fast phonics.

Reading @ 9 g s

Student Console Map







My Program

The My Program feature provides more than 350 fiction and nonfiction books that match each students reading level!



Storylands

These 20 lessons contain 140 activities that cover Emergent and Early reading levels 1-10 and build reading, vocabulary and comprehension skills in the land of Clinker Castle. Storylands is available after lesson 60.



Spelling

This section focuses on building students' skills in spelling. To access this area, students must have completed reading lesson 40.



My Lesson

This is the core of the program - the reading lessons.



Driving Tests

This section consists of tests covering sight words, phonic skills and content-area vocabulary. When a student successfully completes a test, they are rewarded with a racing car game. Driving Tests can be accessed after lesson 40 is completed.



Reading Journal

The Reading Journal celebrates and supports reading for pleasure. It automatically records the books (or chapters) read by the student. They are then able to rate and comment on the books they read. Students even get to design their own Reading Journal.



Story Factory

This section opens up a world of story writing with a weekly story writing competition. A student can access the Story Factory after they complete lesson 10.



House

Each child can visit their house and find all their belongings, including any critters collected, and Story Factory stories they have submitted sitting on their bookshelf. This is available after lesson 10.



Awards

This is where your awards are shown on your trophy shelf.



Games

Students can earn Golden Eggs for completing stack up in the Eggy Bank and they can use them to play games. This can be accessed after students' complete lesson 5.



Puzzles

Students complete word puzzles and practise sight word recognition whilst being rewarded with Golden Eggs! Puzzles are available after lesson 40 is completed.



Critters

After each lesson, children are rewarded with a great new Reading Eggs critter to add to their zoo.



Plav

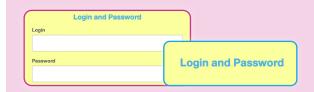
This room consists of seven sections with over 120 fun and exciting activities.



Songs

This is where you can access all of the fantastic songs from within the Reading Eggs lessons, all in one fun spot.

Top 7 Tips for using Reading Eggs at home this summer



1. Make sure you have your child's Reading Eggs username and password.

2. Reading Eggs can be accessed on PC / Mac, iOS and Android devices as well as Windows tablets and Chrome books. Download the free app, to use Reading Eggs on your smart phone, great for when you are out and about or on a long car journey.





- 3. Sign up for a free parent account linked to your child's account. You'll get to see the progress your child has made at school, and as you spend time at home on Reading Eggs, you'll see your child continue to make progress.
- **4.** Encourage your child to earn eggs by completing their lessons. They can use their eggs to shop for their house or Avatar.





- **5.** Visit the Reading Eggs Library with over 3,500 books. Use the age sliders and the search facility to help you choose a book. Don't forget to design your Reading Journal where all your books are tracked automatically! You can even write a review and rate the book.
- **6.** Practising off-line is important too! Use the worksheets below to practise on paper.





- 7. Reading Eggs is full of great additional activities that make learning fun. In the Play, House, Awards, Plaza, Games, and Critters Area, children will enjoy using their rewards to shop and play!
- 8. Celebrate achievements and effort! Certificates can be found in 'My Awards'. If you have access to a printer, print them off and display throughout the house.



Incentive chart for: Colour each one when you have completed work. Day 1 Day 3 Day 4 Day 5 Week Day 2 **Online** Lesson **Worksheets** Done! Notes/thoughts/ideas

Incentive chart for: Colour each one when you have completed work. Day 1 Day 3 Day 4 Day 5 Week Day 2 **Online** Lesson **Worksheets** Done! Notes/thoughts/ideas

Incentive chart for: Colour each one when you have completed work. Day 1 Day 3 Day 4 Day 5 Week Day 2 **Online** Lesson **Worksheets** Done! Notes/thoughts/ideas





Congratulations!





WOO HOO!



Get Ready for Year 1

Reading skills focus

- Hear and identify the sounds **s**, **a**, **t**, **p**, and match each sound to a letter.
- How to break a word into sounds and blend it back together for reading.

Online

Fast Phonics Peak 1

- Letters and sounds focus: s, a, t, p
- Read CVC a words.
- Split a word into its sounds for spelling.
- High frequency and tricky words at, as
 Fast recall of the words: pat, sat, tap, sap, taps
- Read a book and answer questions to build comprehension.



Worksheets

Letter Ss; Letter Aa

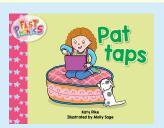
Beginning sounds s, a; Letter Tt

Letter **Pp**; Beginning sounds **s**, **a**, **t**, **p** Sound out. Blend. Read; Full circle

Word at; Read. Draw. Write.

Bonus pages

- Words
- Missing letters
- Roll a word
- Reading record Pat taps



Additional Reading Eggspress library books

1 Go to Library



2 Search for titles



- Tap, Tap
 These books cover additional sounds:
- Pat and Tam
- Mad Fun!
- In the Tin



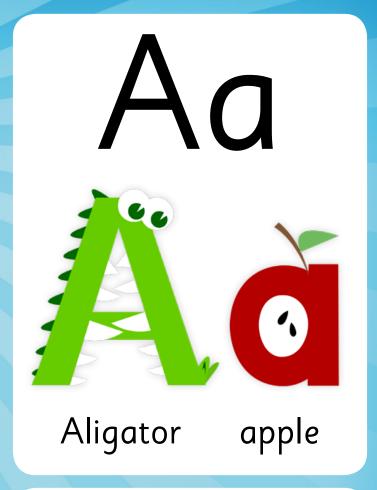


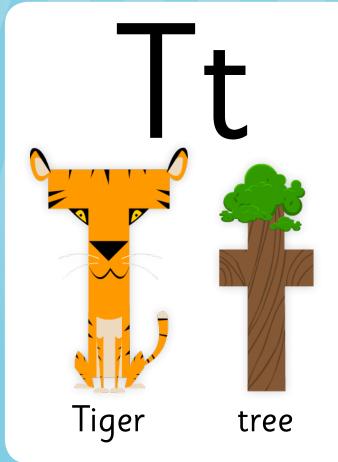


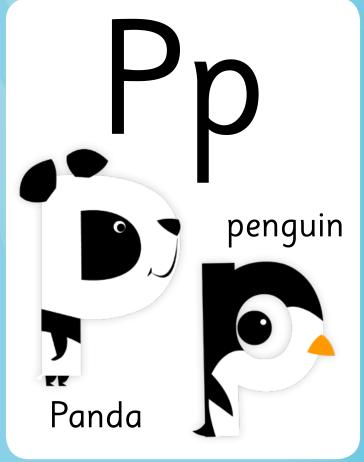


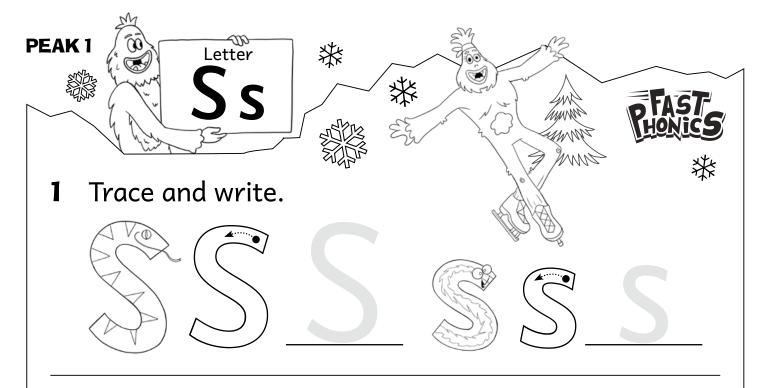












2 Circle every **S**.

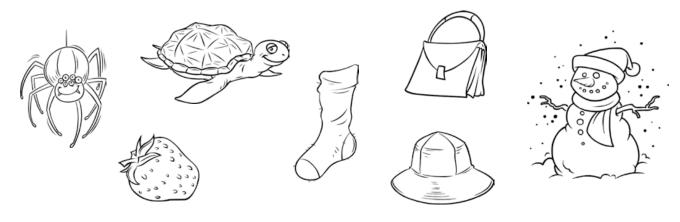
S S C S

J T S S U

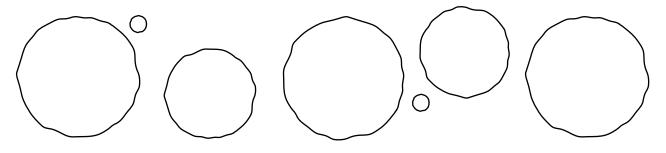
Circle every s.

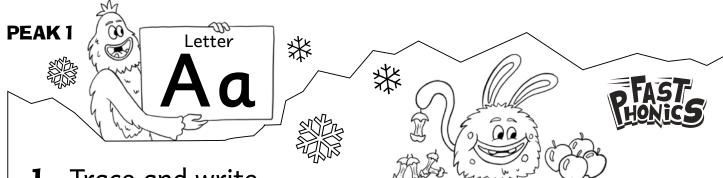
a r s s y

3 Colour things that begin with **s**.



4 Write **S** in each snowball.





Trace and write.

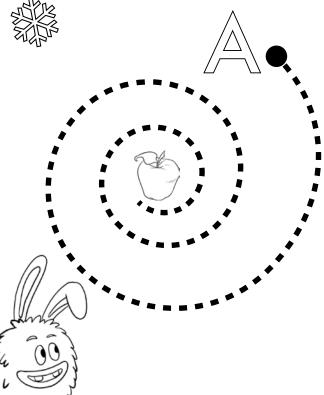


Circle every **A**.

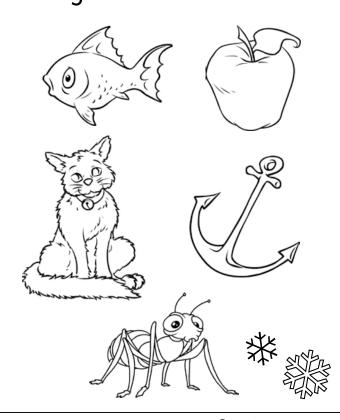
Circle every a.

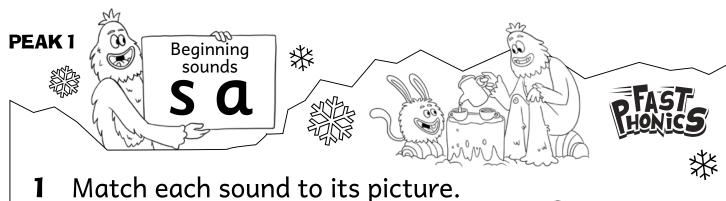
a a

Draw the spiral. Start at the apple.

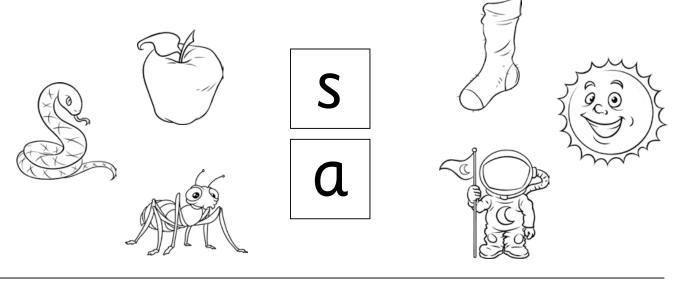


4 Colour the things that begin with the **a** sound.

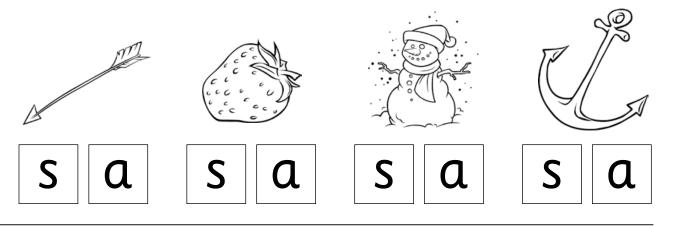




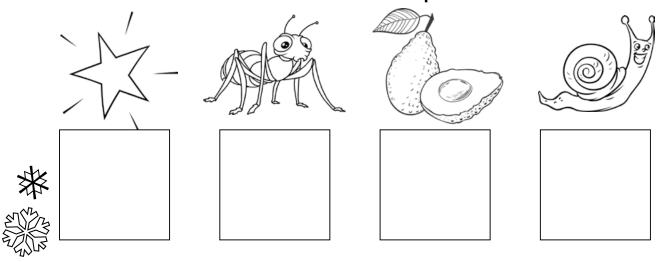
Match each sound to its picture.

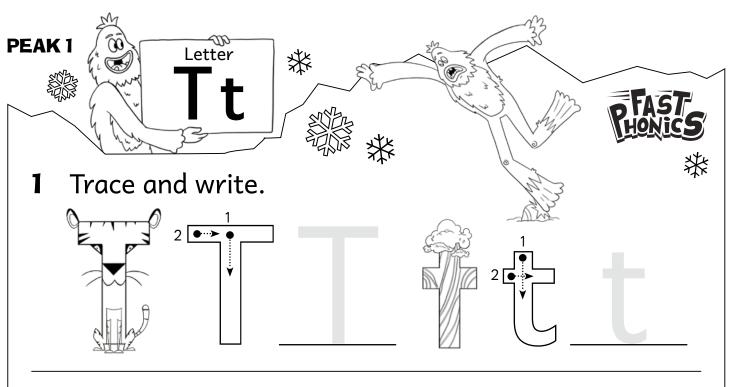


Colour the first sound for each picture.



Write the first sound for each picture.



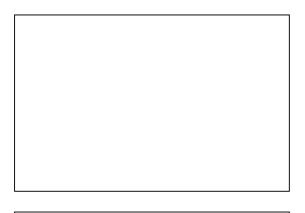


2 Circle every **T**.

Circle every **t**.

t † h e b i † | t t

3 Draw two things that start with the **t** sound.

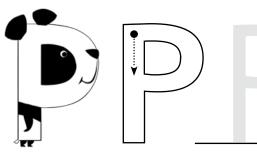


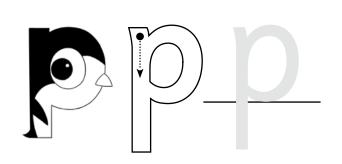


4 Write **t** on each tree.









2 Circle every **P**.

P D P P B

BPDF

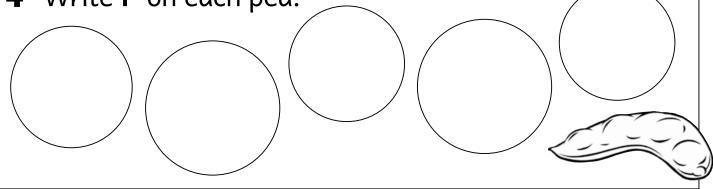
Circle every **p**.

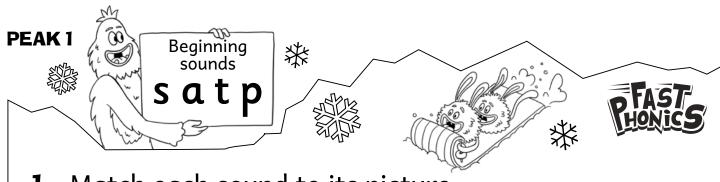
р **р b g** ј **р** а р

3 Colour things that begin with **p**.

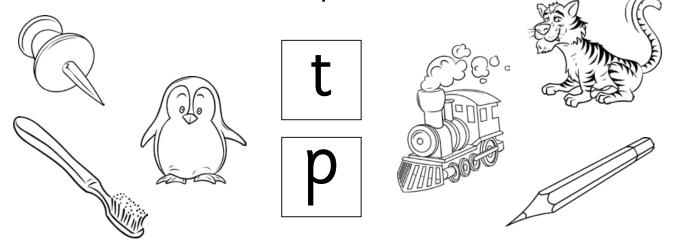


4 Write P on each pea.

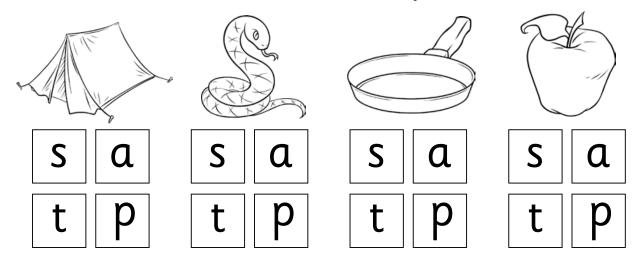




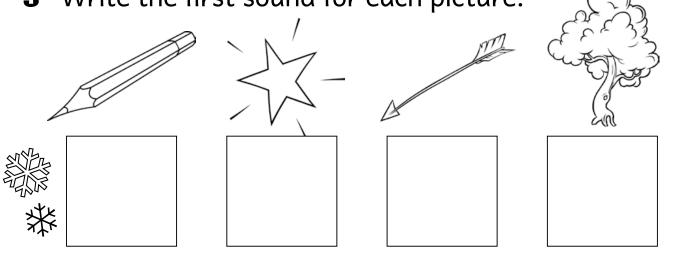
1 Match each sound to its picture.

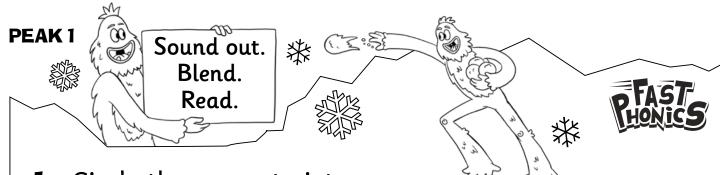


2 Colour the first sound for each picture.



3 Write the first sound for each picture.





Circle the correct picture.









Pat





Circle the correct words.









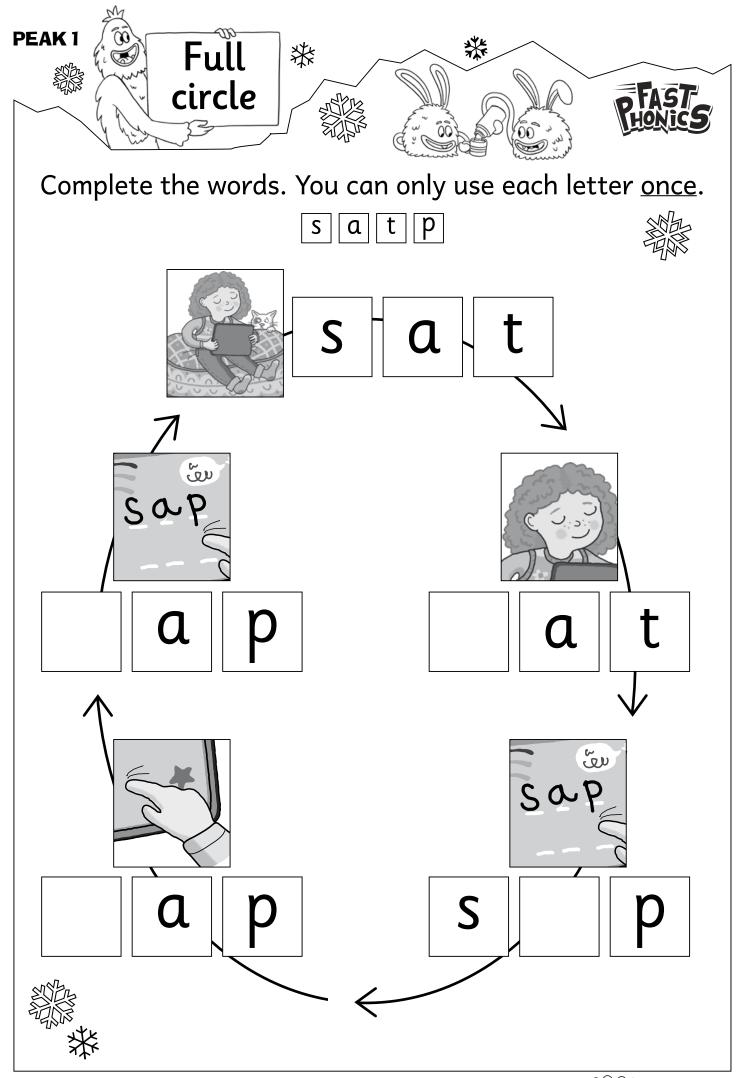
Pat sat

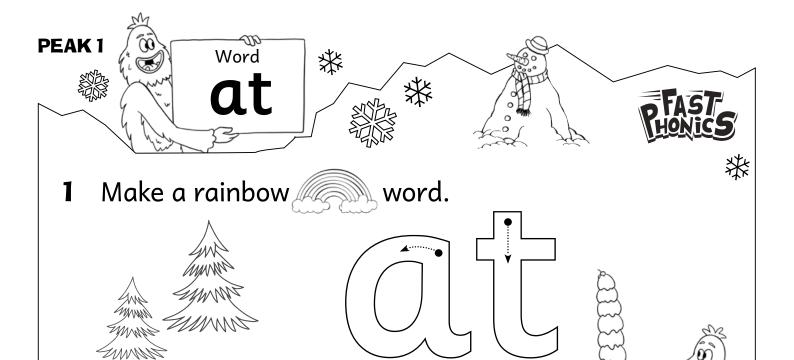


sap Pat



tap sat





2 Read at 3 times.

at

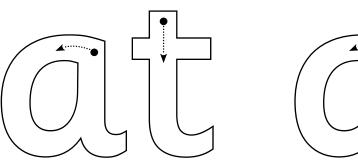
at

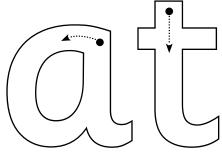
at



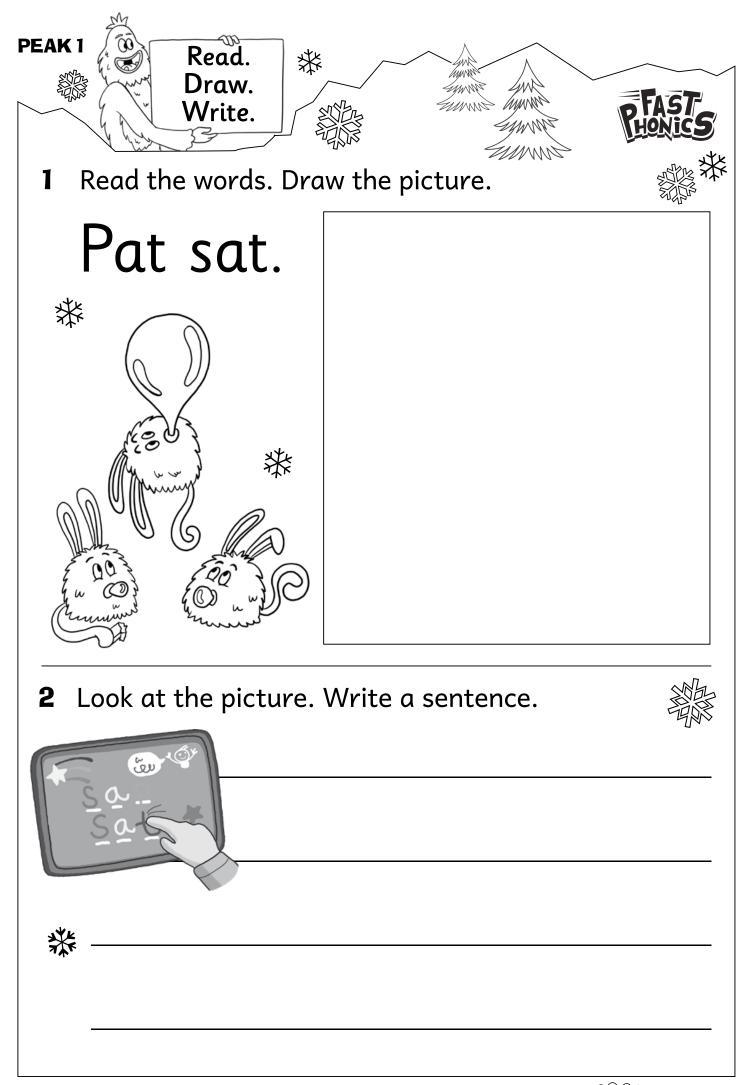
am at am at as at in at in at at at at

4 Write at.

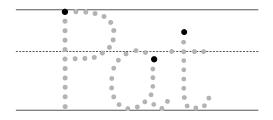


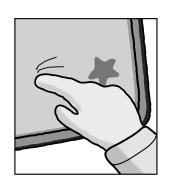


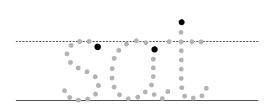




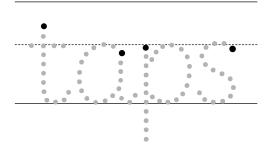
1 Trace the words. Match to a picture.



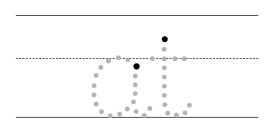








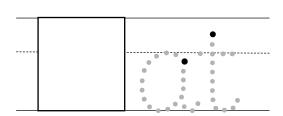




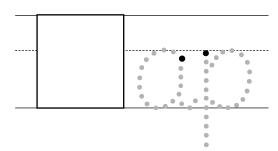




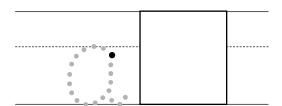
- 2 Write the missing letter. [t] Pass
- **3** Match to a word.



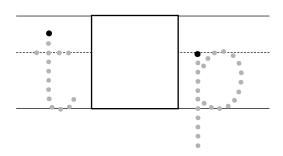
tap



Pat



sap



at





You will need:

2 sets of coloured counters, 1 dice, and a partner.

How to play

- 1 Take turns. Roll the dice. Read the number.
- **2** Choose a word from that column.
- 3 Can you read it? Yes cover it. No miss a turn.
- **4** The person with the most words covered wins!

•	•				
at	tap	sap	Pat	taps	as
sap	pat	tap	as	at	taps
as	at	Pat	taps	sap	tap

Name			Pat taps			
Age						
Page	Text	Errors	Self-correction Meaning/structure/visual clues			
2	Pat sat.					
3	Tap "as."					
4	Тар.					
5	Tap "at." Tap.					
6	Tap "sap."					
7	Pat taps "sap." Tap.					
8	Pat taps "sat." Tap.					
9	Pat taps. Tap, tap, tap.					
	•	Results				
* Addi	tional comments/obser	vations				

Get Ready for Year 1

Reading skills focus

- Hear and identify the sounds **m**, **i**, **d**, **n**, and match each sound to a letter.
- Practise breaking a word into its sounds, then blending the sounds to read the word.
- Read the word the.

Online

Fast Phonics Peak 2

- Letters and sounds focus: m, i, d, n
- Read CVC i words.
- Split a word into its sounds for spelling.
- Read high frequency and tricky words a, and, did, in, is, it, no, the
- Fast recall of the words: and, at, dad, did, in, it, man, map, mat, nap, nip, pan, pin, pip, sad, sap, sat, the, Tim
- Read a book and answer questions to build comprehension.

Worksheets

Letter Mm; Letter Ii

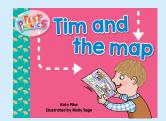
Beginning sounds **m**, **i**; Letter **Dd** Letter **Nn**; Beginning sounds **m**, **i**, **d**, **n**

Sound out. Blend. Read; Making words

Full circle: Word the

Bonus pages

- Words
- Captions
- Race through the snow
- Reading record Tim and the map



Additional Reading Eggspress library books

1 Go to Library



2 Search for titles



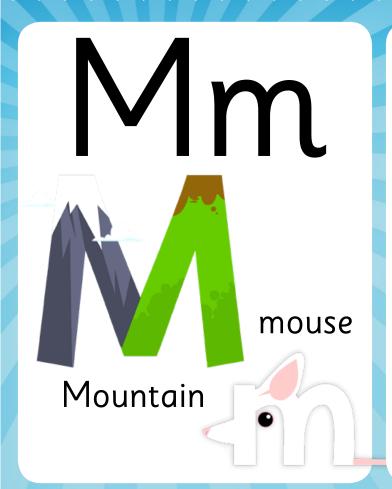
- As Mad as a Nit
- Is It?
- Pam and Sam
 This book covers additional sounds:
- Big Tom

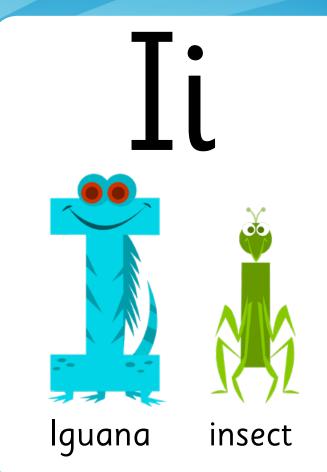






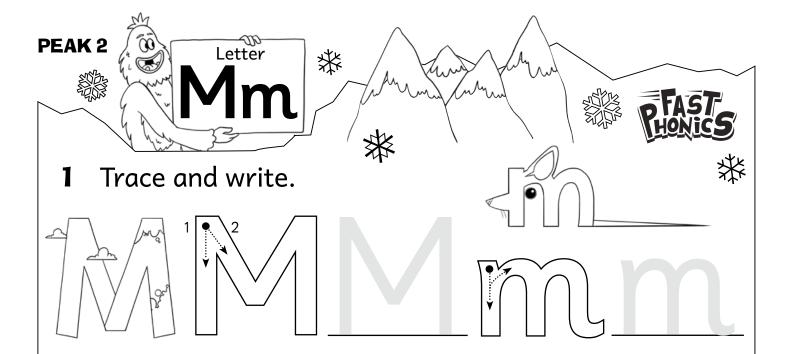








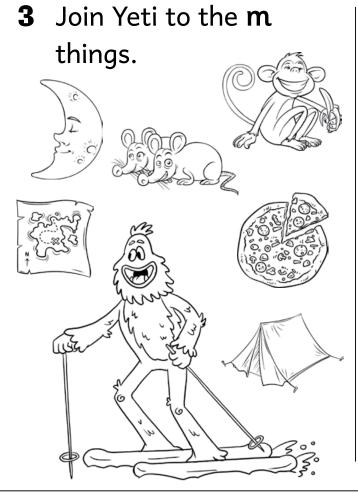


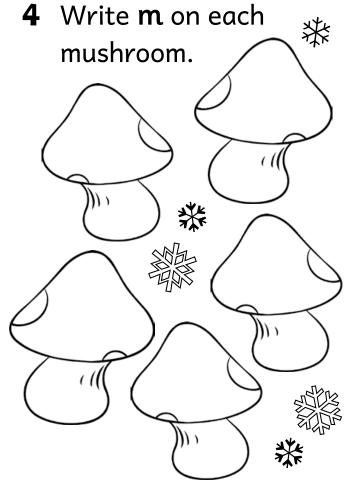


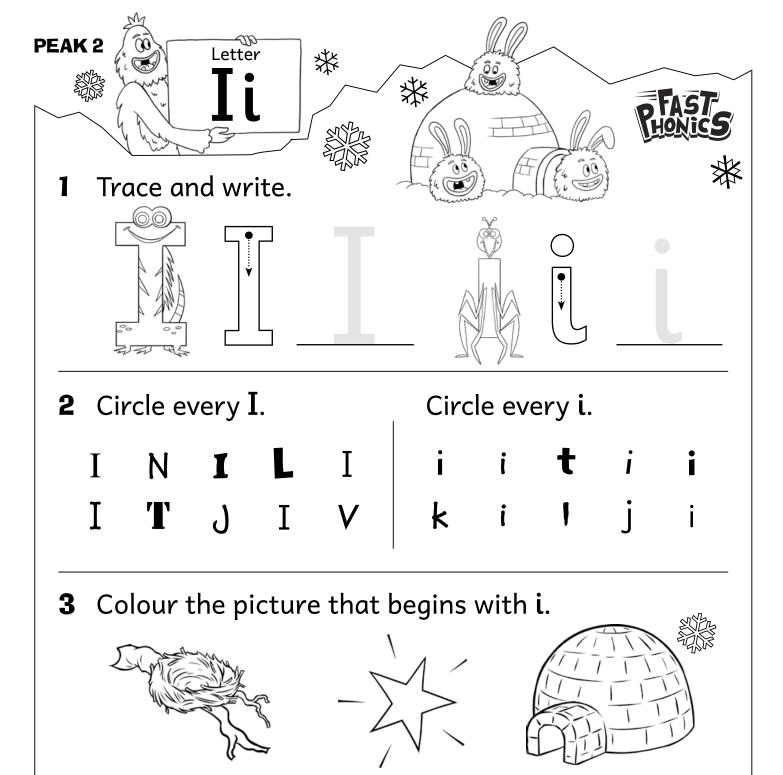
2 Circle every **M**.

M E M R M D M F M Z Circle every **m**.

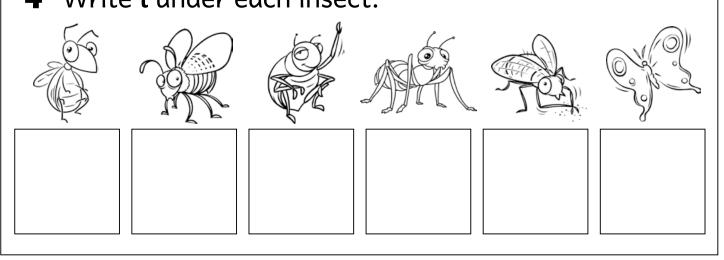
m h m n y m k p m m

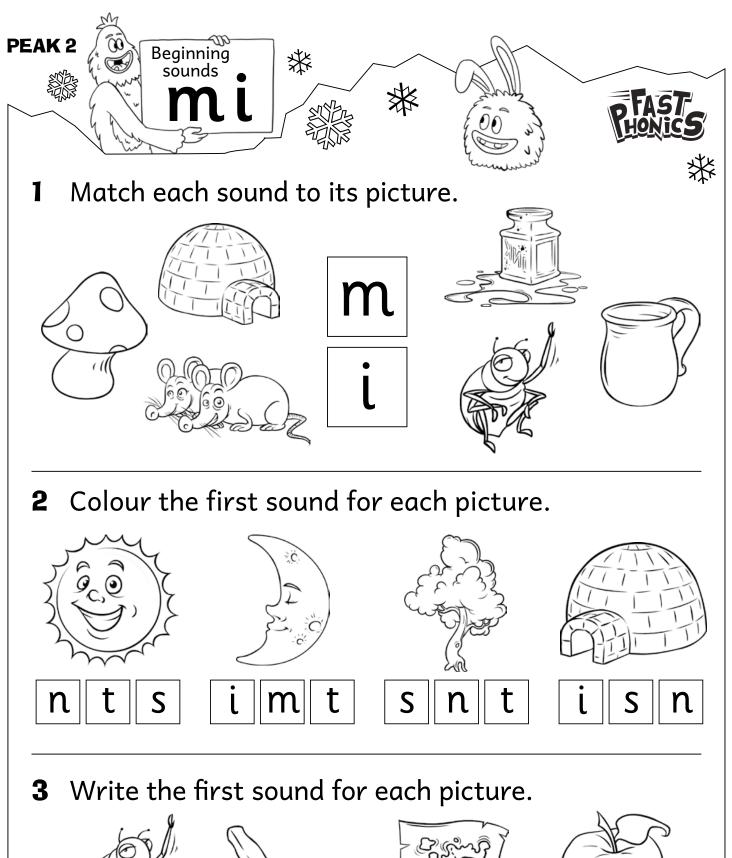


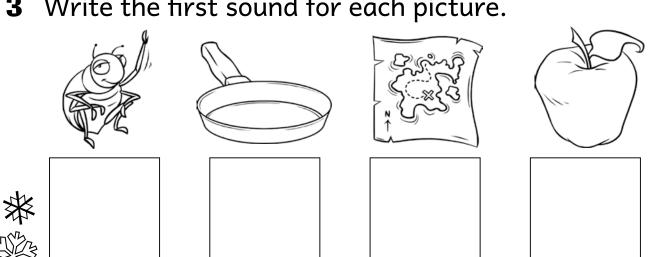


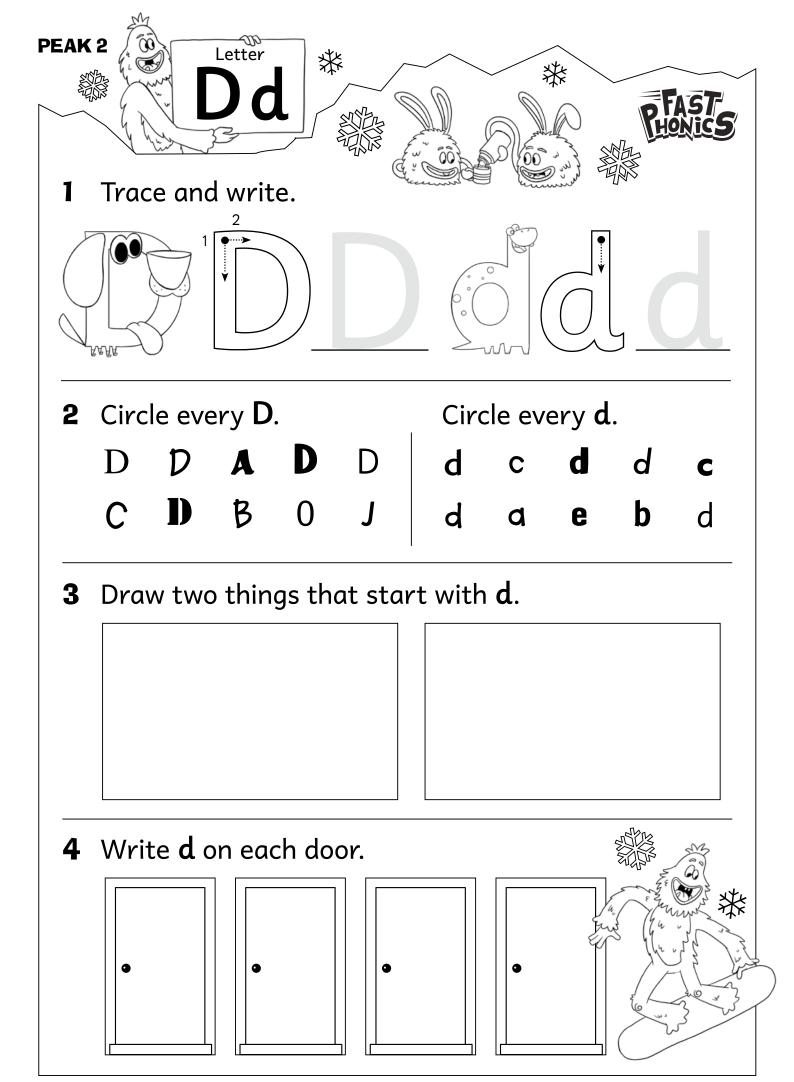


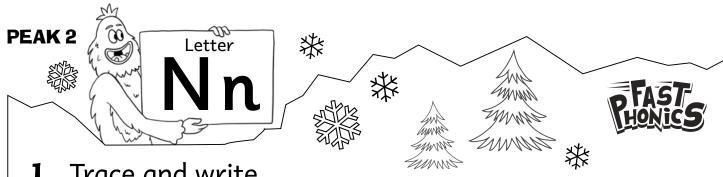












Trace and write.

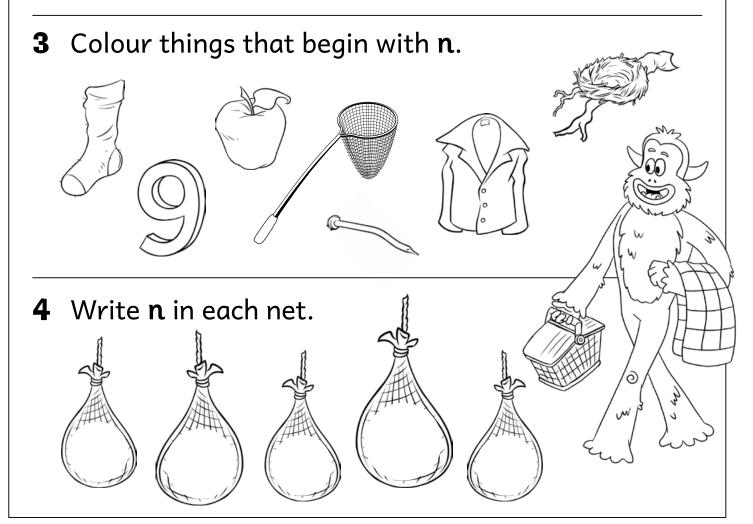


2 Circle every **N**.

Circle every **n**.

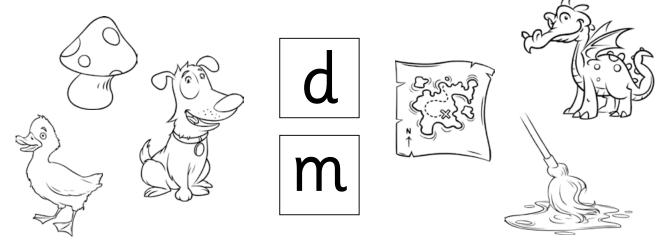
N H M J N

na

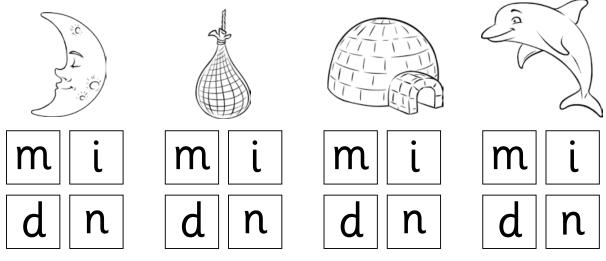




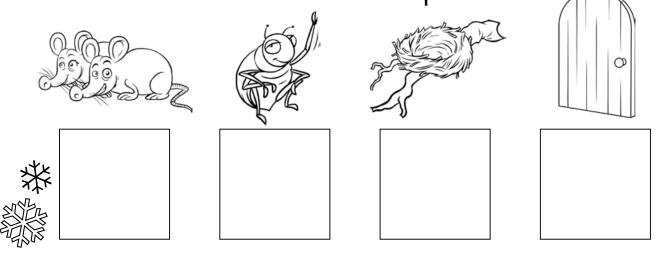
1 Match each sound to its picture.

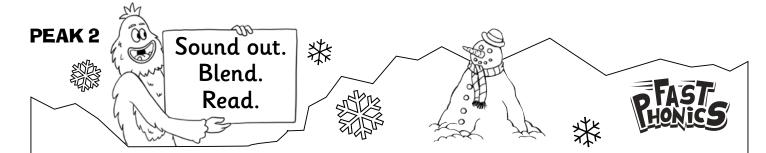


2 Colour the first sound for each picture.

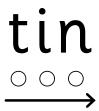


3 Write the first sound for each picture.





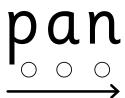
1 Circle the correct picture.













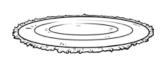












2 Circle the correct words.







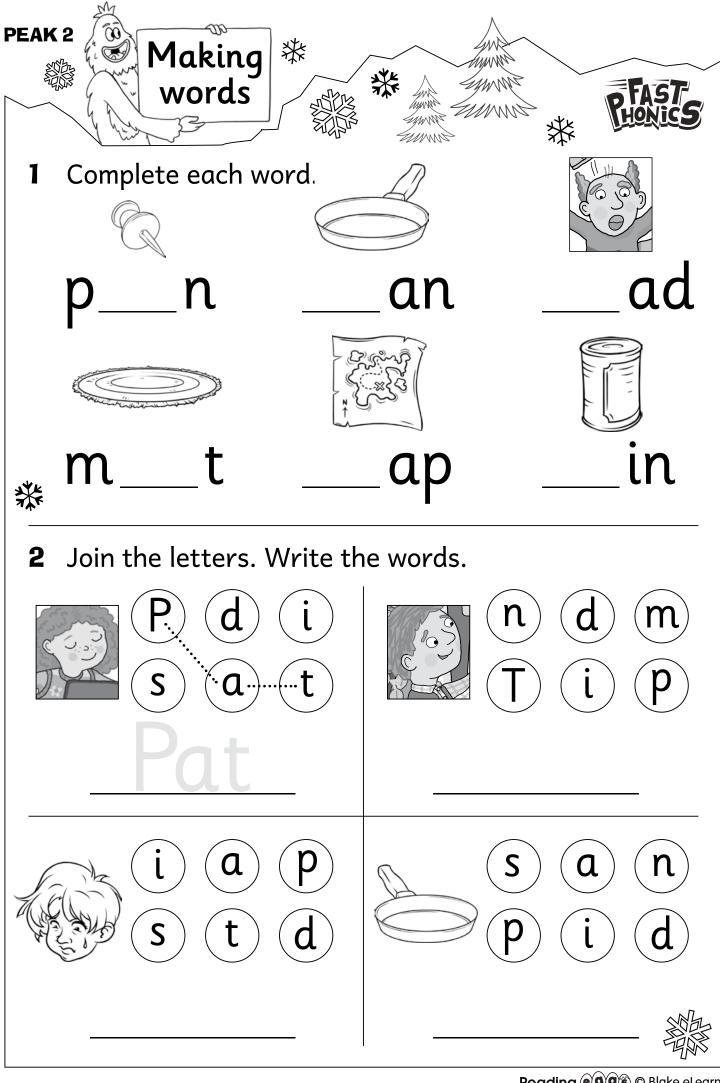


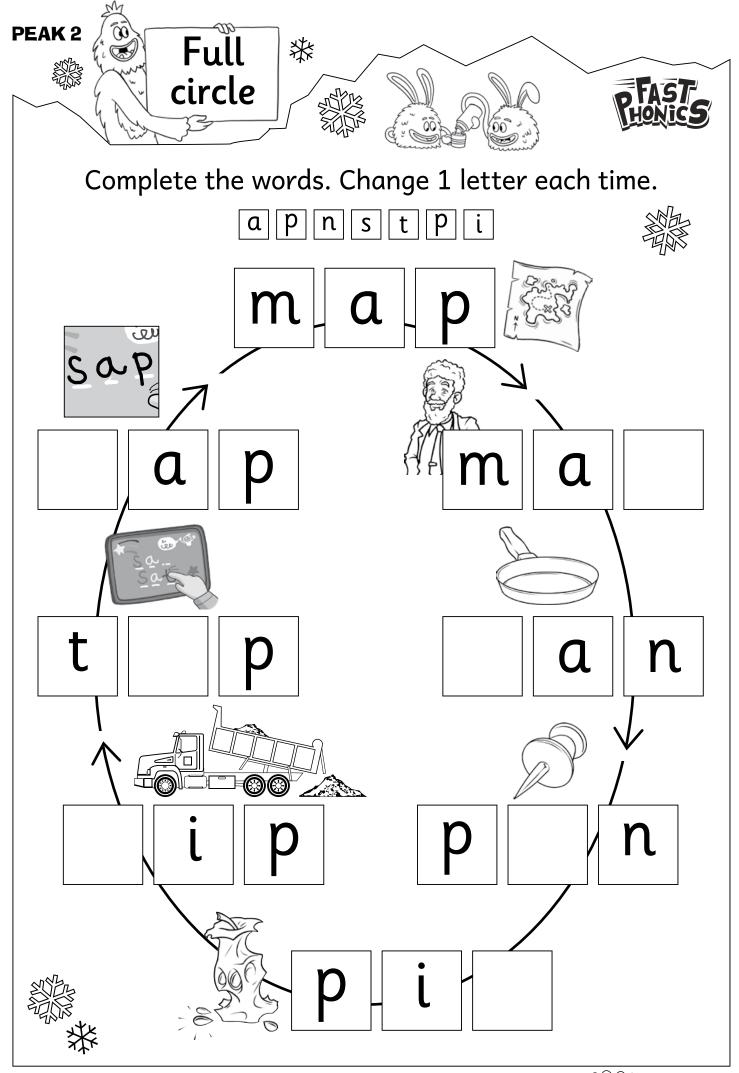


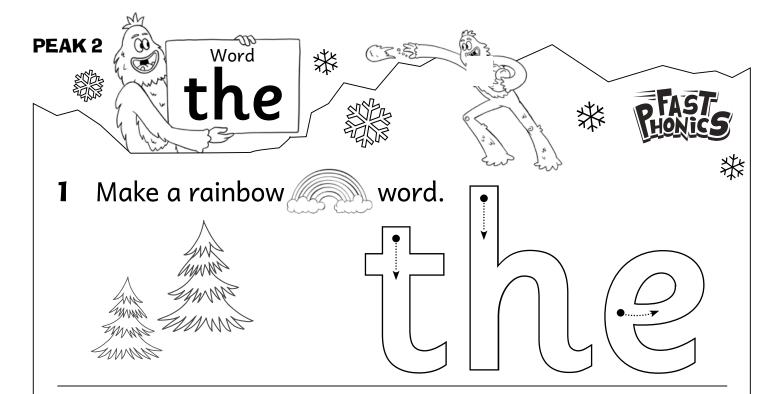
pin the map

0 0

0 0 0







2 Read **the** 3 times.

the

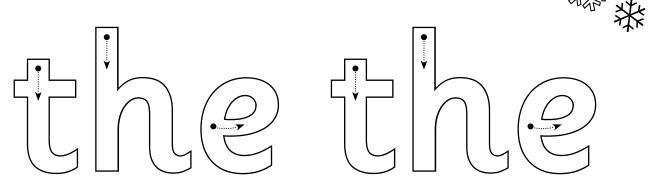
the

the

3 Find the.

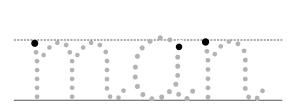
as the it het the the the eth hat the in am tet at

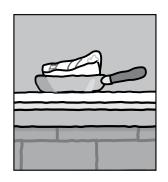
4 Write the.

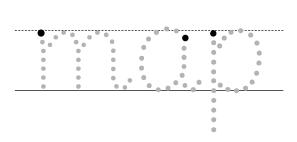




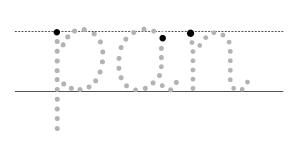
Trace the words. Match to a picture.



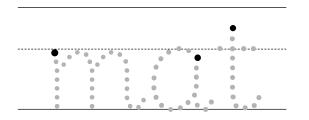


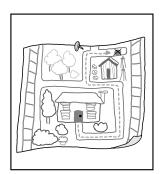




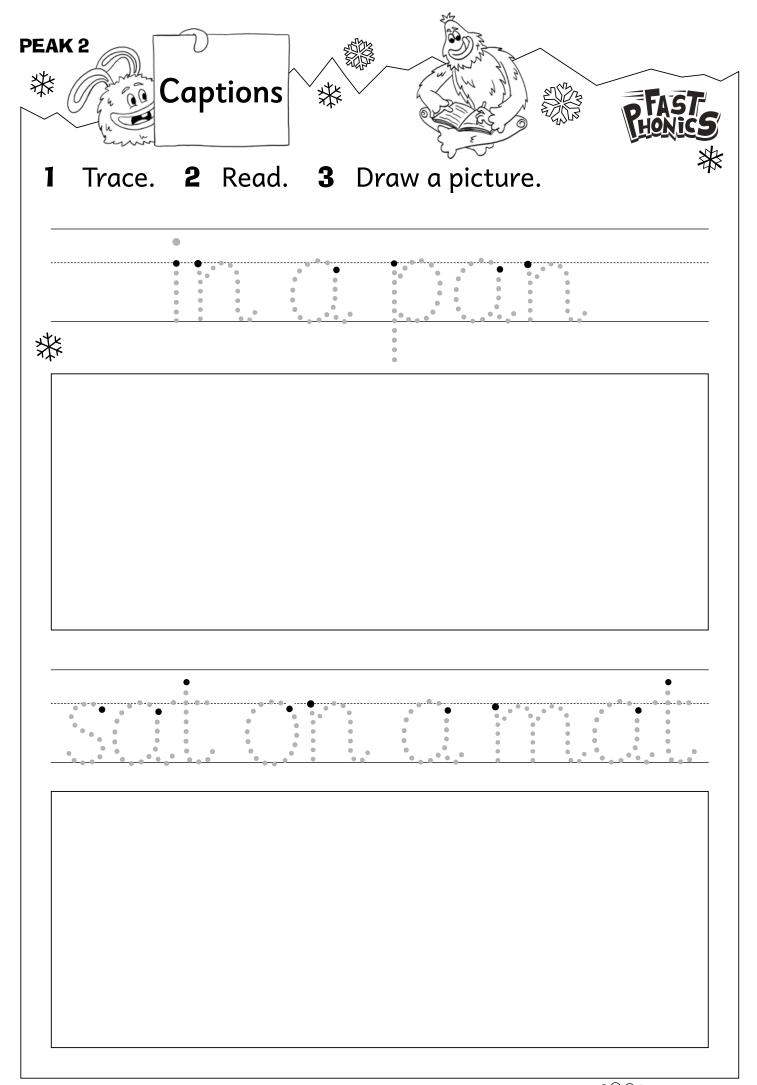


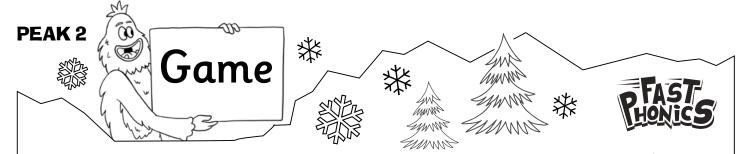












Race through the snow

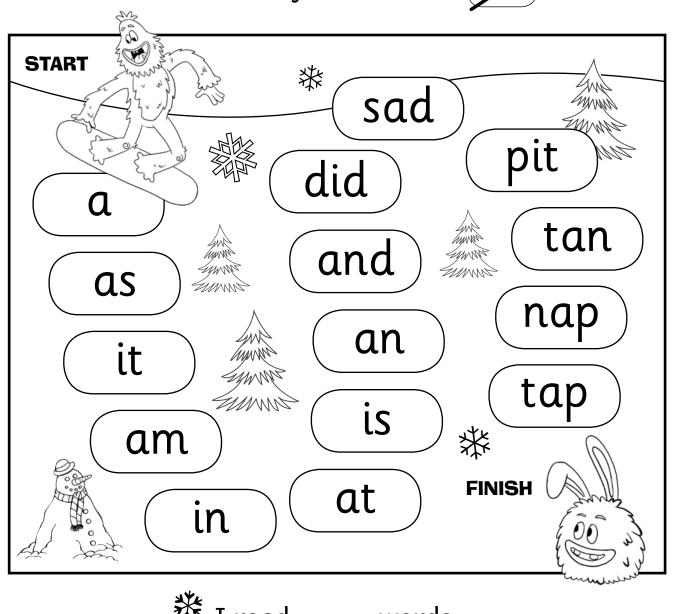


You will need: a pencil, a timer, and a partner.

How to play

- How many words can you read out loud in 1 minute? 1 Get your partner to time you.
- Start from Yeti. Finish at Furball.
- Cross out each word you can read. (and





Page	Text	Errors	Self-correction Meaning/structure/visual clues
2	Tim is a man.		3 , 63, 25, 27, 27, 27, 27, 27, 27, 27, 27, 27, 27
3	Tim and the map.		
4	Tap, tap, tap.		
5	The pin is in the map.		
6	Is the pin in the map? No.		
7	The pin is in the mat.		
8	The map is in the pan.		
9	Dad sat. The pin is in Dad!		
	·	Results	
Addi	tional comments/observat	tions	

BONUS READING RECORD