

A Minute-A-Day

by Sheila Crompton

A set of 27 Precision Teaching Games
for
Parents
and
Teachers



another book in the original...

"timesavers" *...series*

Introduction

Since its inception in 1964, more and more teachers have come to recognize the value of precision teaching. As an aid to the development of children's learning by simultaneous monitoring of speed and accuracy on a daily basis, its success is indisputable in both mainstream and special education.

Its value lies in identifying an area of need for the child, followed by a daily period of teaching, testing and evaluating progress. One could reasonably expect this to take 10-15 minutes of completely undivided attention for a particular child. A short enough period to offer any child, it must be admitted, but when maybe a dozen children within a large class require similar help and encouragement, to a teacher without ancillary help, the task can seem insurmountable:- Unless, that is, we can discover a method which would enable teachers to offer their pupils systematic practice and monitoring of progress on a daily basis i.e. of retaining the flavour of precision teaching, whilst reducing drastically the amount of teacher involvement.

With a possible solution in mind, this book is compiled. It is not an attempt to tell teachers what they should teach, or when they should teach it. It simply acknowledges that teachers are busy people, who recognize the need for individual attention for their pupils but with classes of 30+, often feel unable to fulfil this need.

So many teachers battle stoically on, alone, and yet there is a vast and frequently untapped source of support in the form of parents who are invariably eager and capable of participating in their child's education.

Often, there is insufficient time to set homework on a regular basis for primary school children, and still less time to check it. If, therefore, there is some way in which teachers could direct parents to an area of need for their child, which they would practise for no more than 10 minutes a night, all that is required of the teacher is a minute-a-day to monitor the child's progress.

Parents want their children to learn. Let us show them how they can help, but, LET IT BE FUN - not with tedious lists of words, but with games. Above all let us ensure that homework at primary level is a shared experience for parent and child.

Children love competition - provided that the pressure is not too great. Let them compete against themselves. If they can read 6 words one night, make sure they can read 8 words the next, and so on. It does not matter where you begin, - it's how much you improve that counts. Often the slowest children are able to enjoy the most success because they have the room for the greatest improvement.

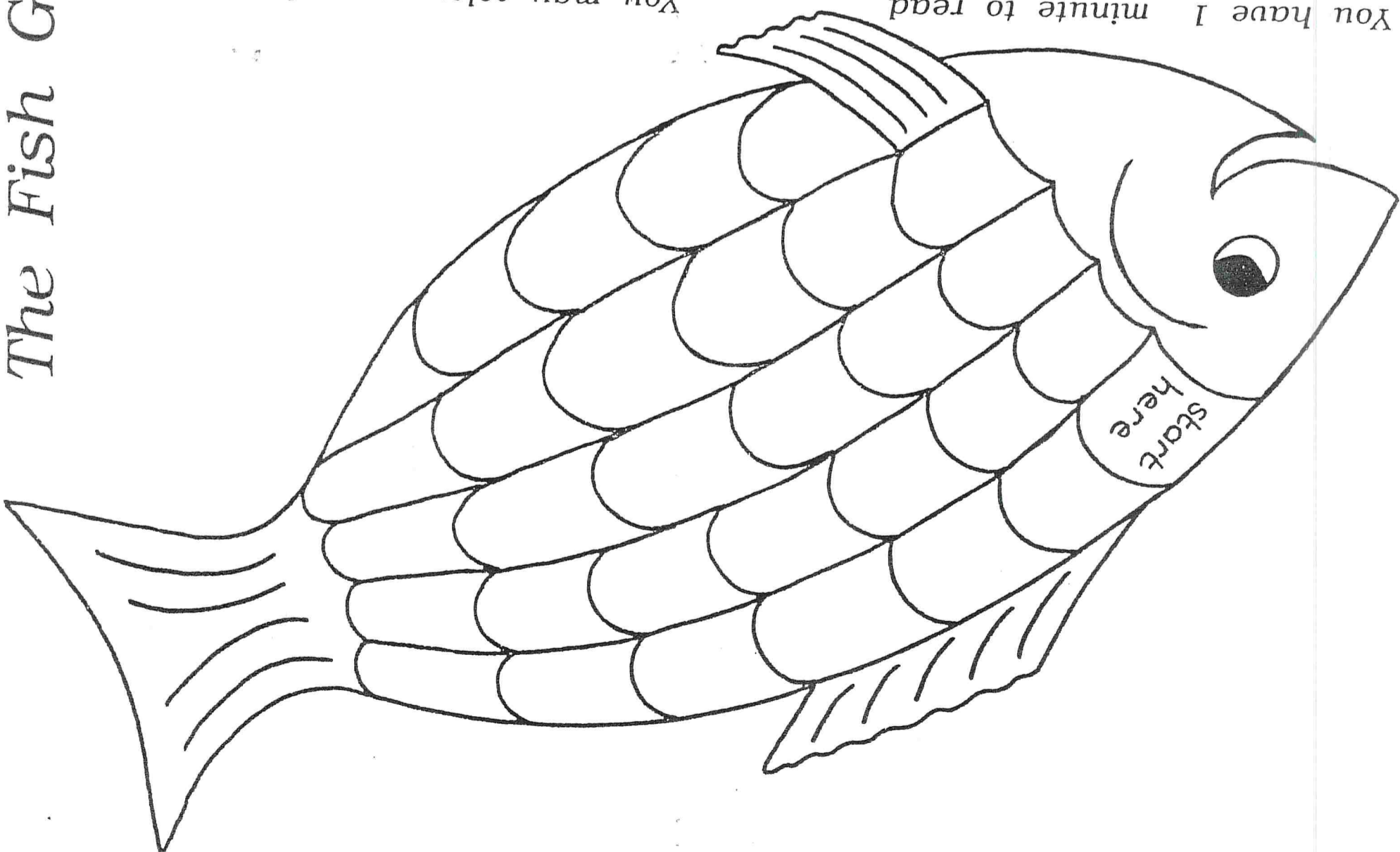
Sometimes a group or class competition can be healthy. First be certain that every child has the skill, but the emphasis is again on the greatest improvement.

Each game requires the child to read 30 sounds or words within one minute. This gives adequate opportunity for accurate word-building. There is little virtue in encouraging speed at the expense of accuracy. As the child becomes more skilful, and the first goal is achieved, the time limit may be reduced. A time limit of 30 seconds should not be beyond the ability of the average child.

Included at the end of the book are three blank games which may be used for further phonic work, or for sight vocabulary. When used for the latter i.e. when phonically unrelated words are to be learnt, it may be wise to limit the number of new words to suit the ability of the individual child, and to use the remaining spaces to repeat those words which are most likely to offer difficulty.

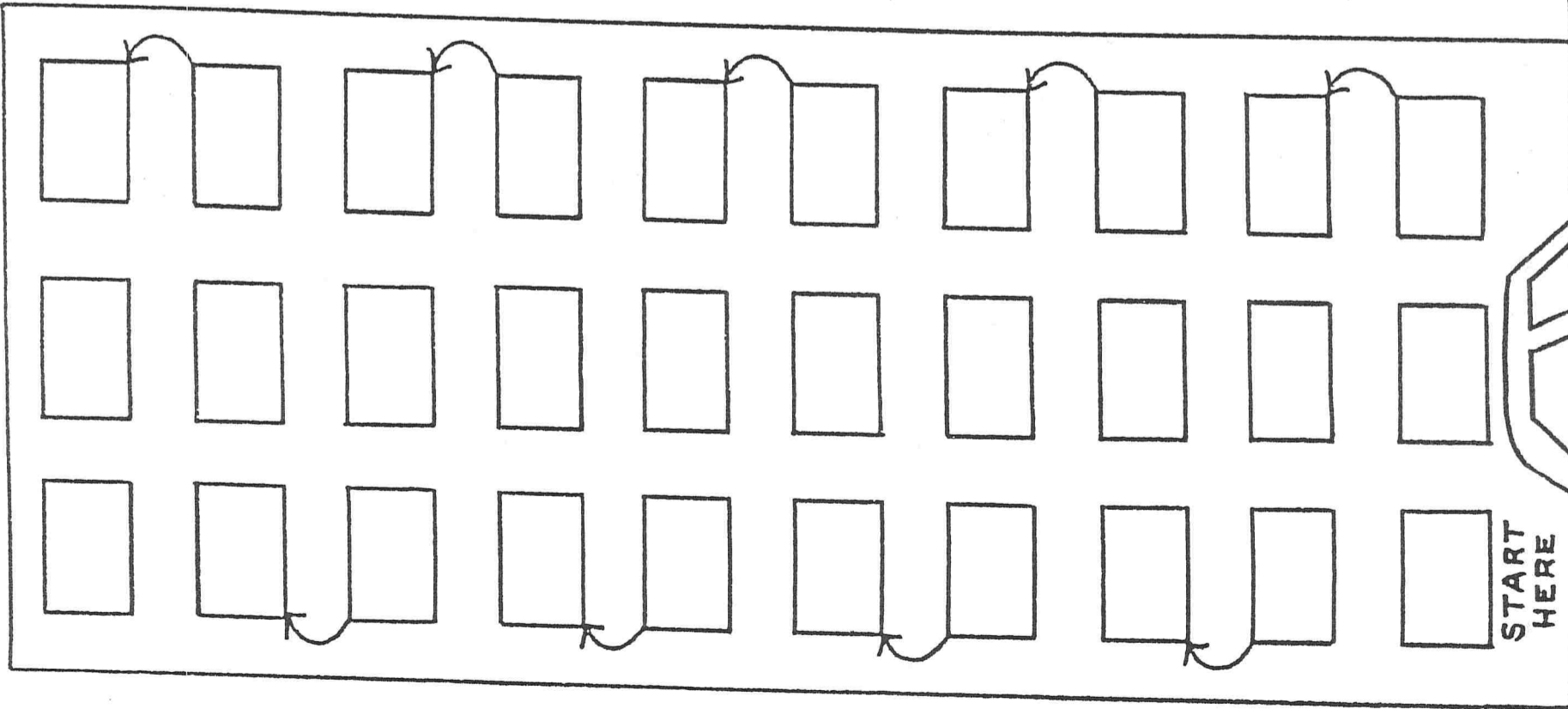
You have 1 minute to read
as many words as you can.

You may colour a scale
each time you read a word.
Do not miss out any words.



The Fish Game

Tower Block



Can you light up the building in 1 minute?

You may colour a window when you can read the word.

Do not miss out any words.

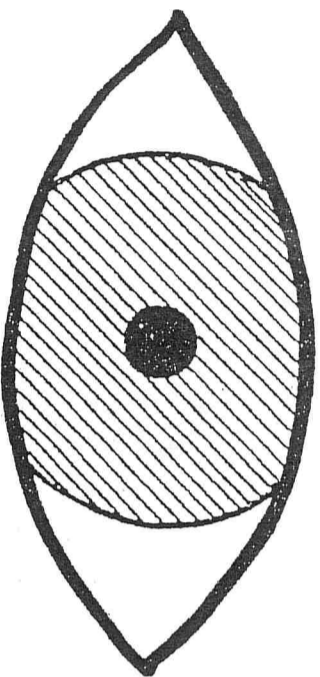
Record Sheet

Name: _____

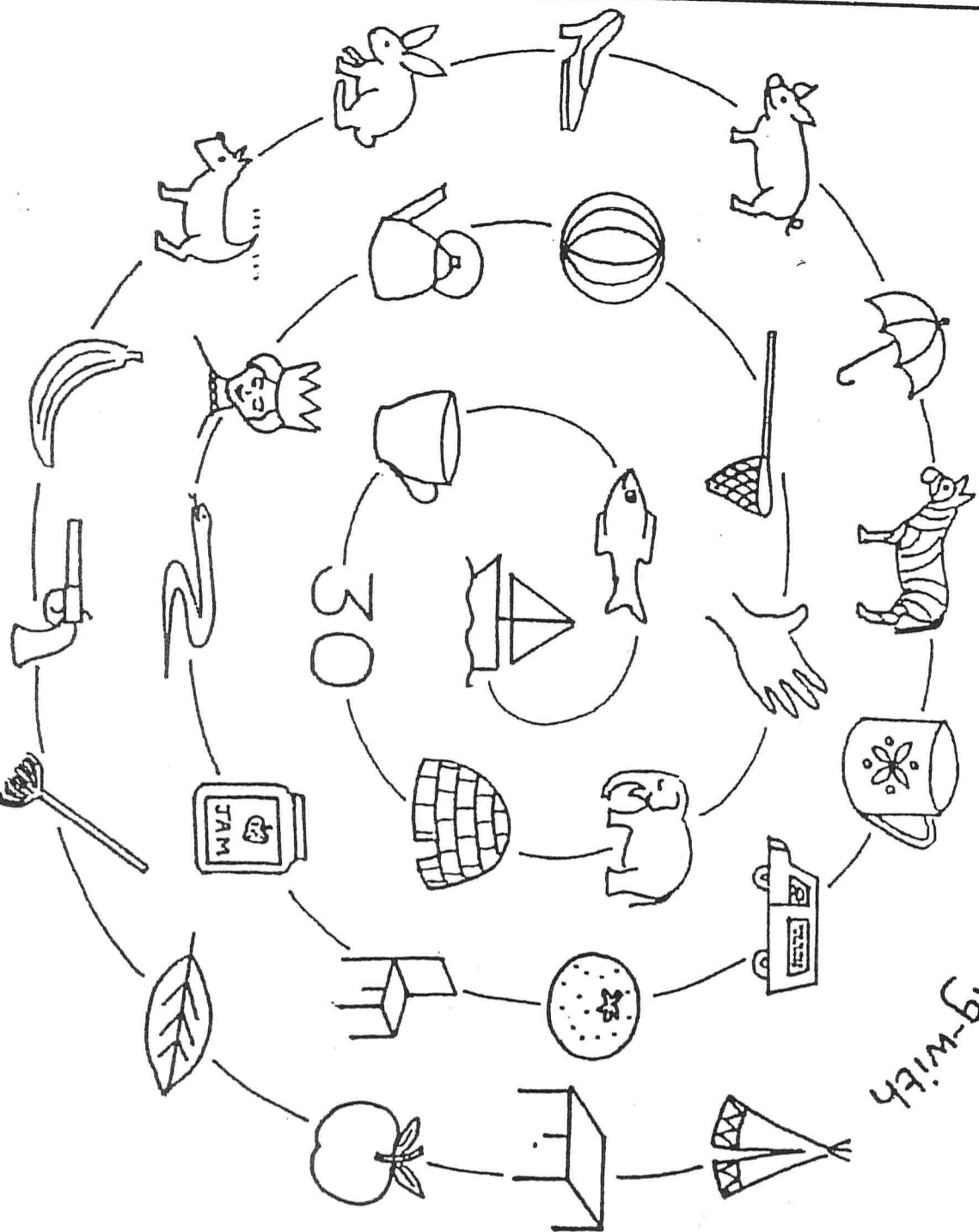
	Date Commenced	Date Completed	Comments
1. I-spy			
2. Initial consonants			
3. Medial vowels			
4. Final consonants			
5. Regular c-v-c words			
6. Consonantal blends			
7. Initial consonant blends			
8. Final consonant blends			
9. Magic 'e' words			
10. ee oo			
11. sh ch th			
12. er ir ur			
13. aw au			
14. or			
15. ar			
17. ai ay			
18. ea ea			
19. oi oy			
20. final 'y'			
21. ow oa			
22. ew			
23. gi gy ge			
24. ci cy ce			
25. silent 'gh'			
26.			
27.			
28.			

Play I-spy

How many sounds can you say in 1 minute?



I-spy-with-my-little-eye-something-beginning-with



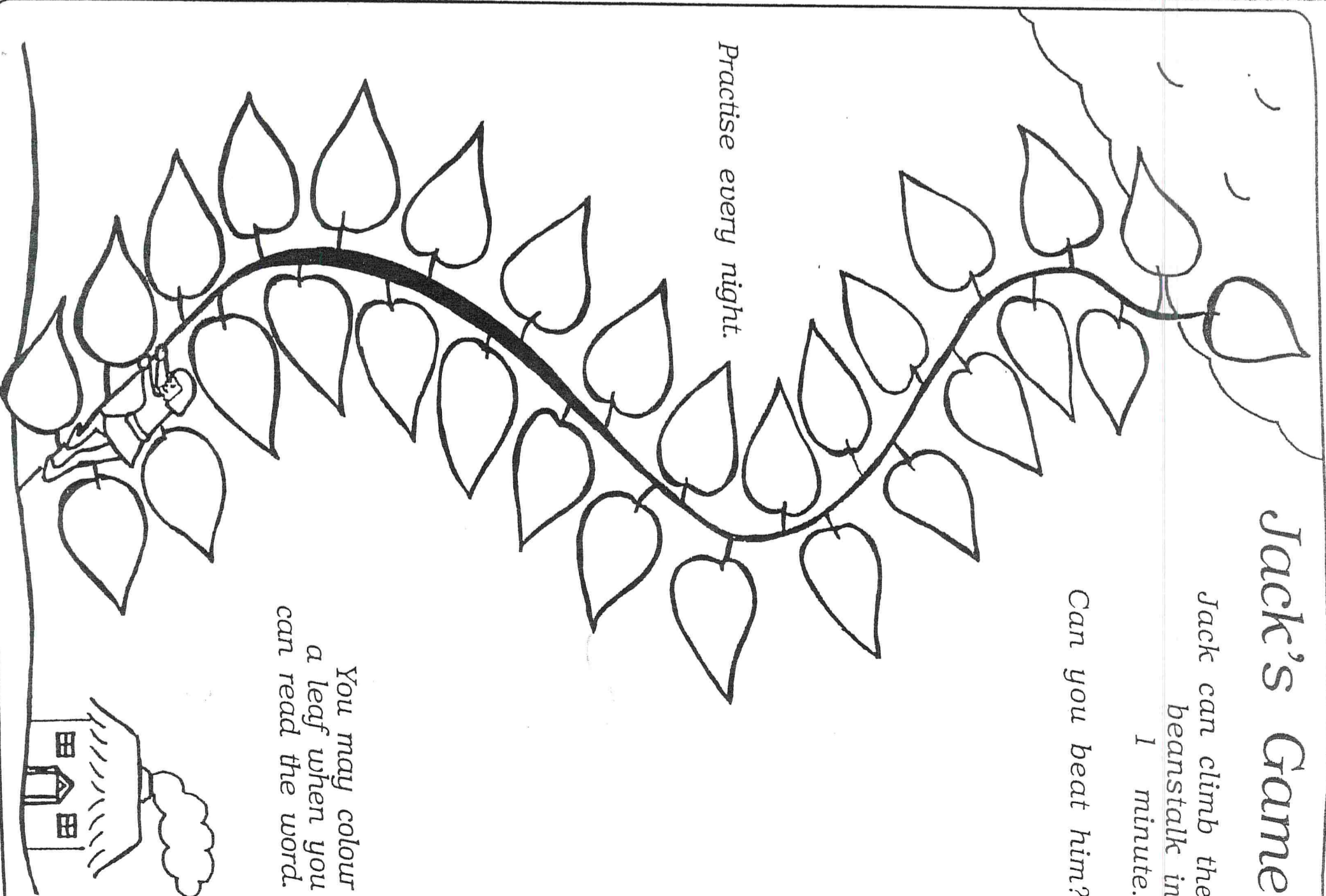
Practise every night. Do not write anything. You may colour the pictures to show how far you have gone.

Jack's Game

Jack can climb the beanstalk in 1 minute.

Can you beat him?

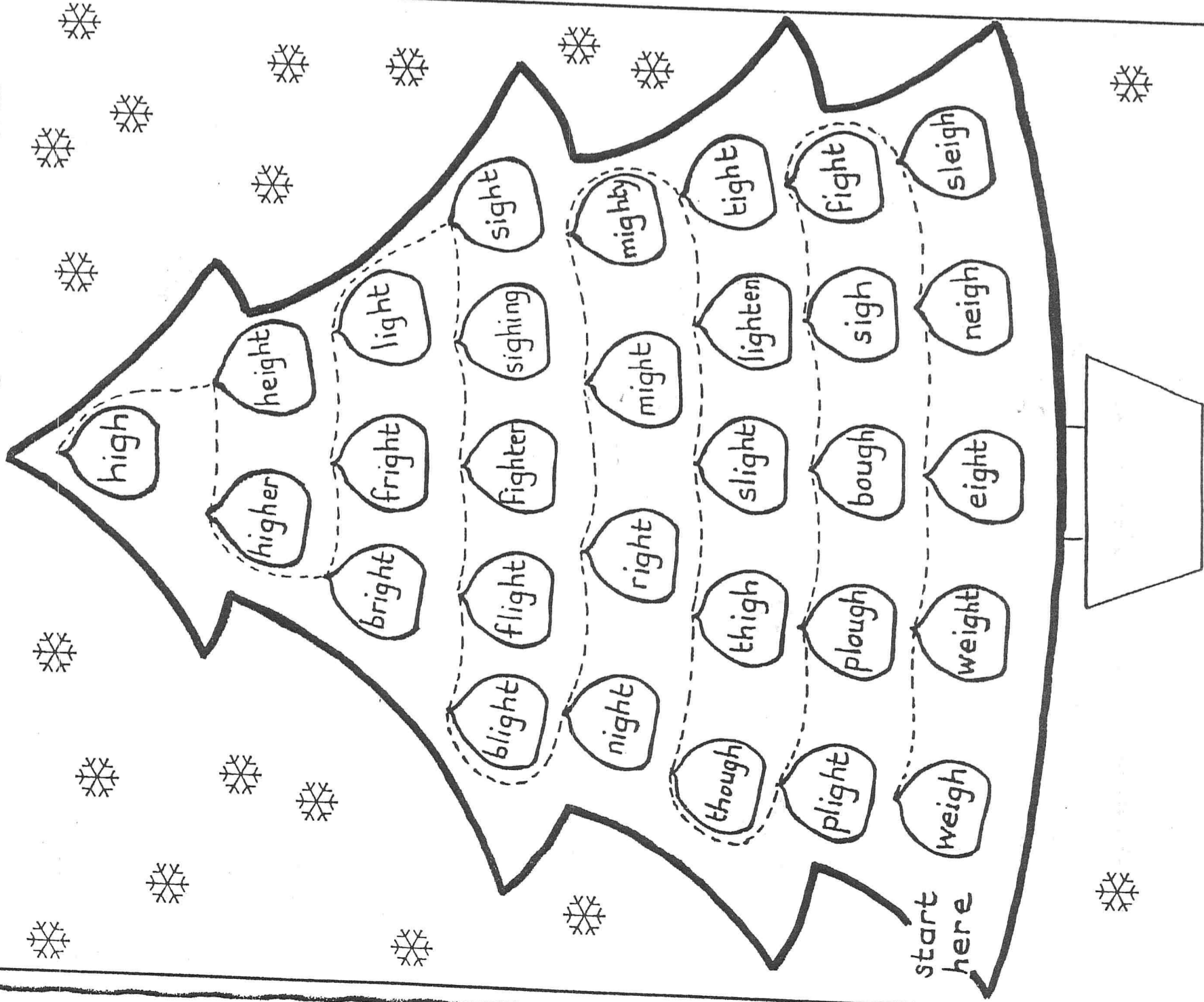
Practise every night.



You may colour a leaf when you can read the word.

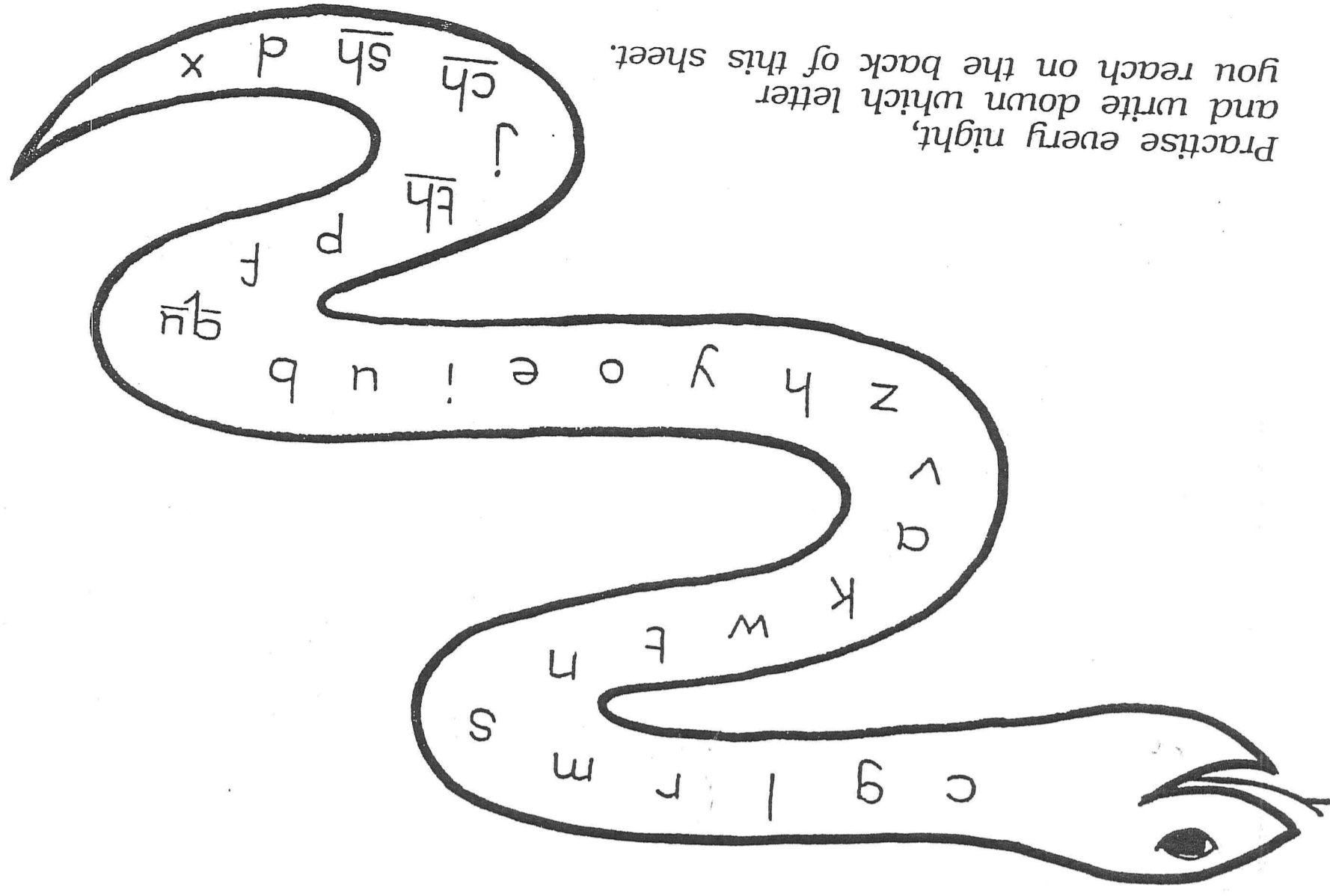
Christmas Lights

You have 1 minute to light the Christmas tree.
You may colour light each time you read a word.



Practise every night. Do not miss out any lights.

Snake Game

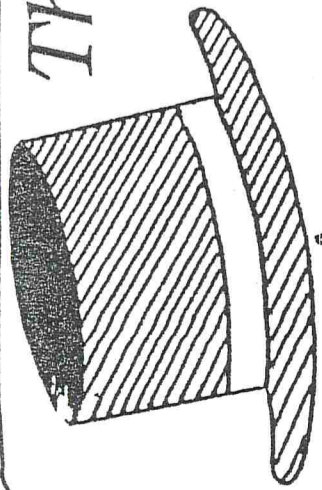


Can you reach the snake's tail in 1 minute without a mistake? There are 29 sounds.

Practise every night, and write down which letter you reach on the back of this sheet.

The Star Light Game

How many stars can you light up in 1 minute?



start here

gin, ginger, giant, gigantic, agile, fragile, magic, rage, coge, stage, gem, genius, gerbil, budgie, fudge, hedge, wedge, edge, vegetable, pigeon, gentle, gyro, age, page, rage, gym, edging, gypsy, giraffe, gyro, edge

Practise every night. You may colour a star when you can read the word.

Merlin has made the last letter of every word disappear. Can you guess what the missing sounds are?

You have one minute to try. Do not write anything.

ba. ra. su. ba. ra. su. ba. ra. su.

10

ha. te. ru. do. ha. te. ru. do. ha. te. ru. do.

You may colour a picture when you can say the sound

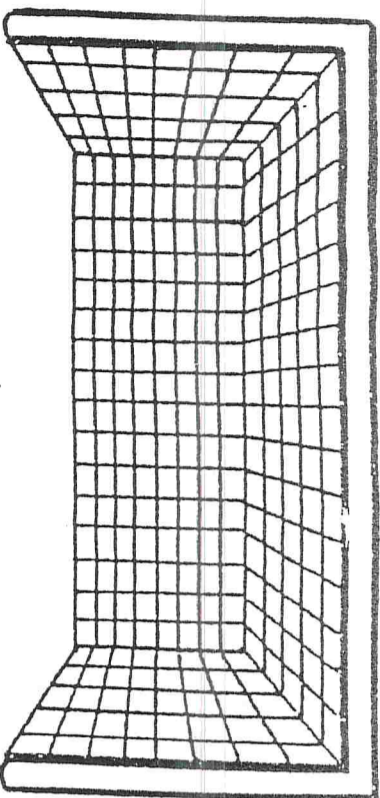
pe. he. mu. bu. ba. pe. he. mu. bu. ba. pe. he. mu. bu. ba.

Practise every night.

ma. bi. we. gu. po. cy. ma. bi. we. gu. po. cy.

Do not miss out any sounds.

How many balls can you kick into the net?



GOAL

30 words in 1 minute.

When you can read a word, you may colour the ball. Do not miss out any balls.

start here

hit

cup

get

has

did

hen

his

let

ran

but

you

big

had

men

put

bad

him

fan

sis

red

win

cat

man

hat

can

got

sat

job

run

yes

can

job

sat

got

run

yes

man

cat

win

red

sis

fan

him

bad

put

men

had

big

you

but

ran

let

his

hen

did

has

get

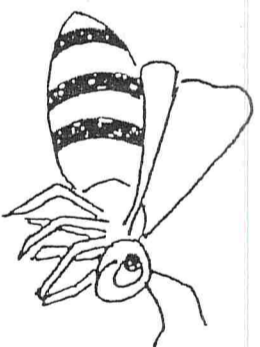
cup

hit

Practise every night.

The Busy Bee Game

You are a bee collecting pollen. How many flowers can you visit in 1 minute?



View

ewe

newt

sewer

pewter

renew

brews

knew

skewer

yew

newt

meow

blew

blew

slew

shrew

jew

strew

tew

meow

grew

brew

drew

threw

hew

chew

crew

few

dew

stew

new

Practise every night. If you read a word you may colour the petals. Do not miss out any flowers.

The Snowflake Word Game

Can you read the names of all the snowflakes before they fall? You have 1 minute. Practise every day.

You may colour a snowflake when you can read the word.

Words in circles around the snowman:

- row, snow, blow, tow, below, stow
- know, flow, glow, slow, grow, mow
- yellow, bowl, fellow, coal, goat, foal
- board, coat, load, oak, roast, coast
- croak, soak, cloak, boat, toast, goal

Racetrack Game

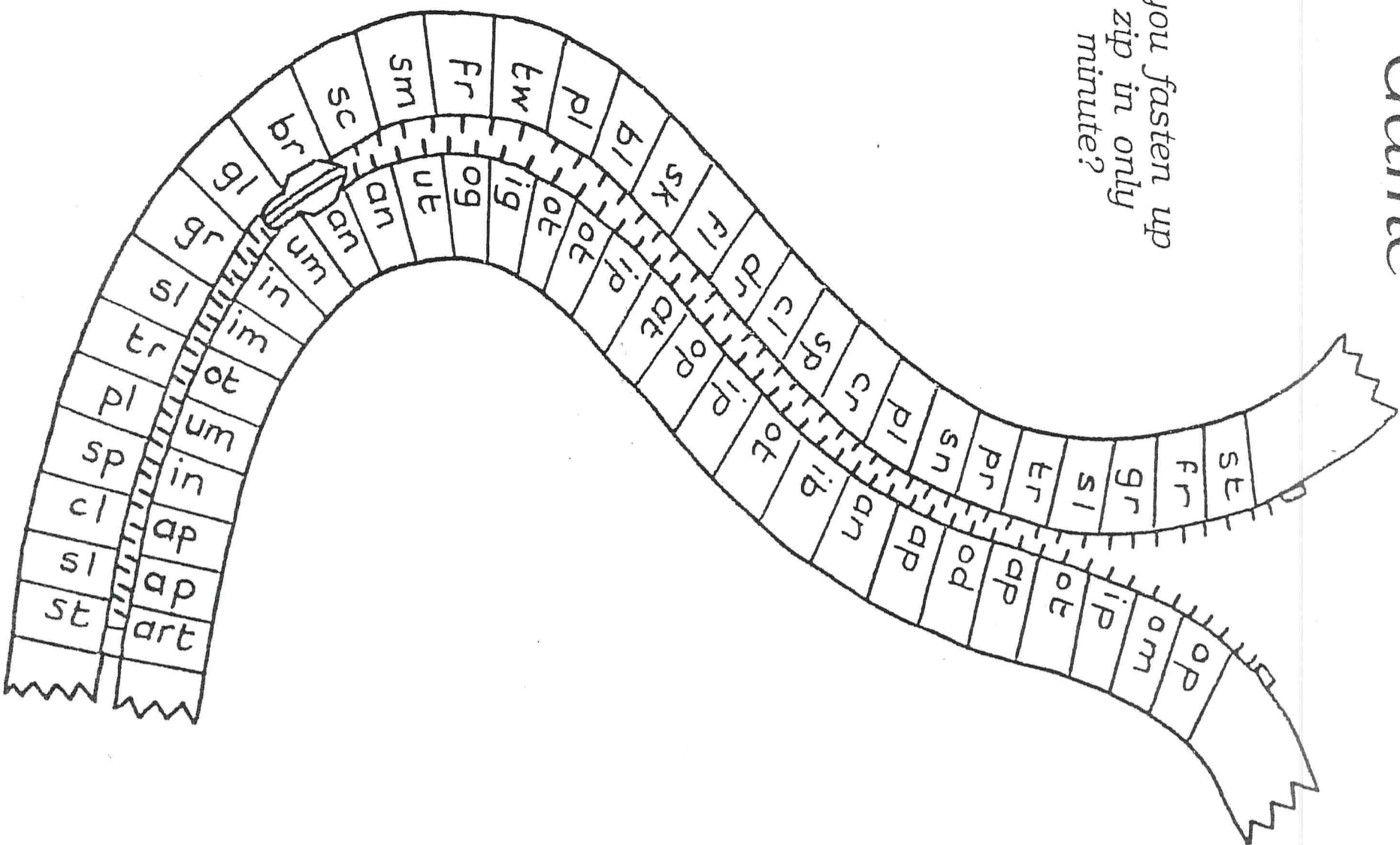
Can you go round the track in 1 minute without a mistake?

There are 22 sounds.

Practise every night, and colour lightly the sound you reach.

Zip Game

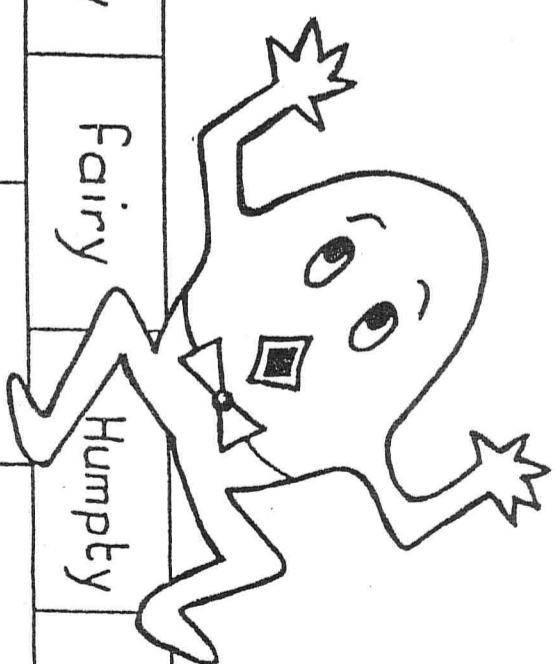
Can you fasten up
the zip in only
1 minute?



You may colour a word lightly when you can read it.
Practise every night. Do not miss out any words.

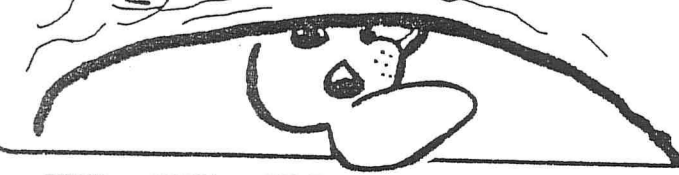
Hurppty's Game

Can you climb the wall and rescue Hurppty in
1 minute? Practise every day. When you
can read a word, you may colour the brick
lightly to show how far you have climbed.



gypsy	fairy	Hurppty	baby	lady
carry	hurry	merry	lucky	
every	entry	tidy	envy	sorry
only	very	buy	guy	
fry	rely	cry	spy	sky
ery	sty	why	my	
start here	by	dry	fly	sly

Hide-and-Seek



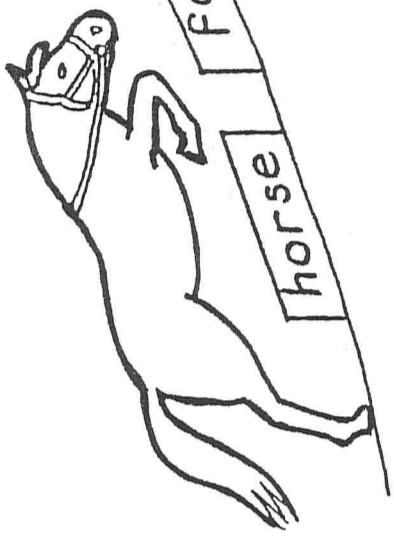
Start here

You have 1 minute to follow the footprints and find Spot.

Practise every night and each time, colour lightly the footprint you reach.

Trigger's Game

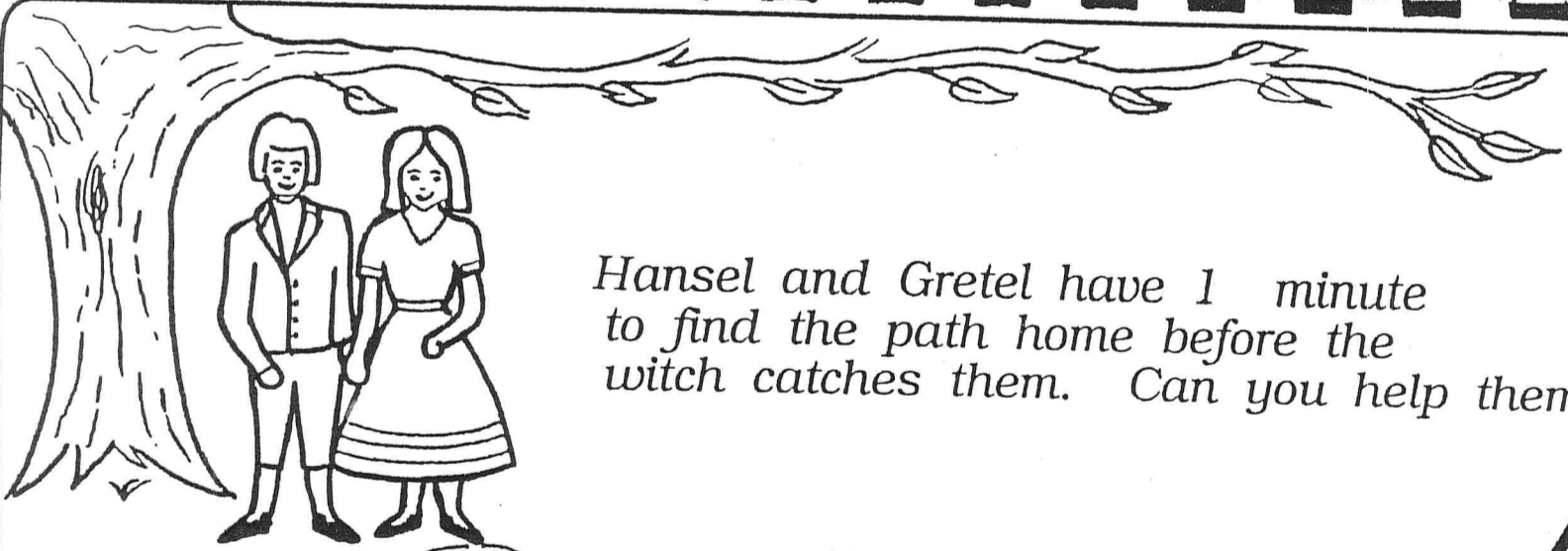
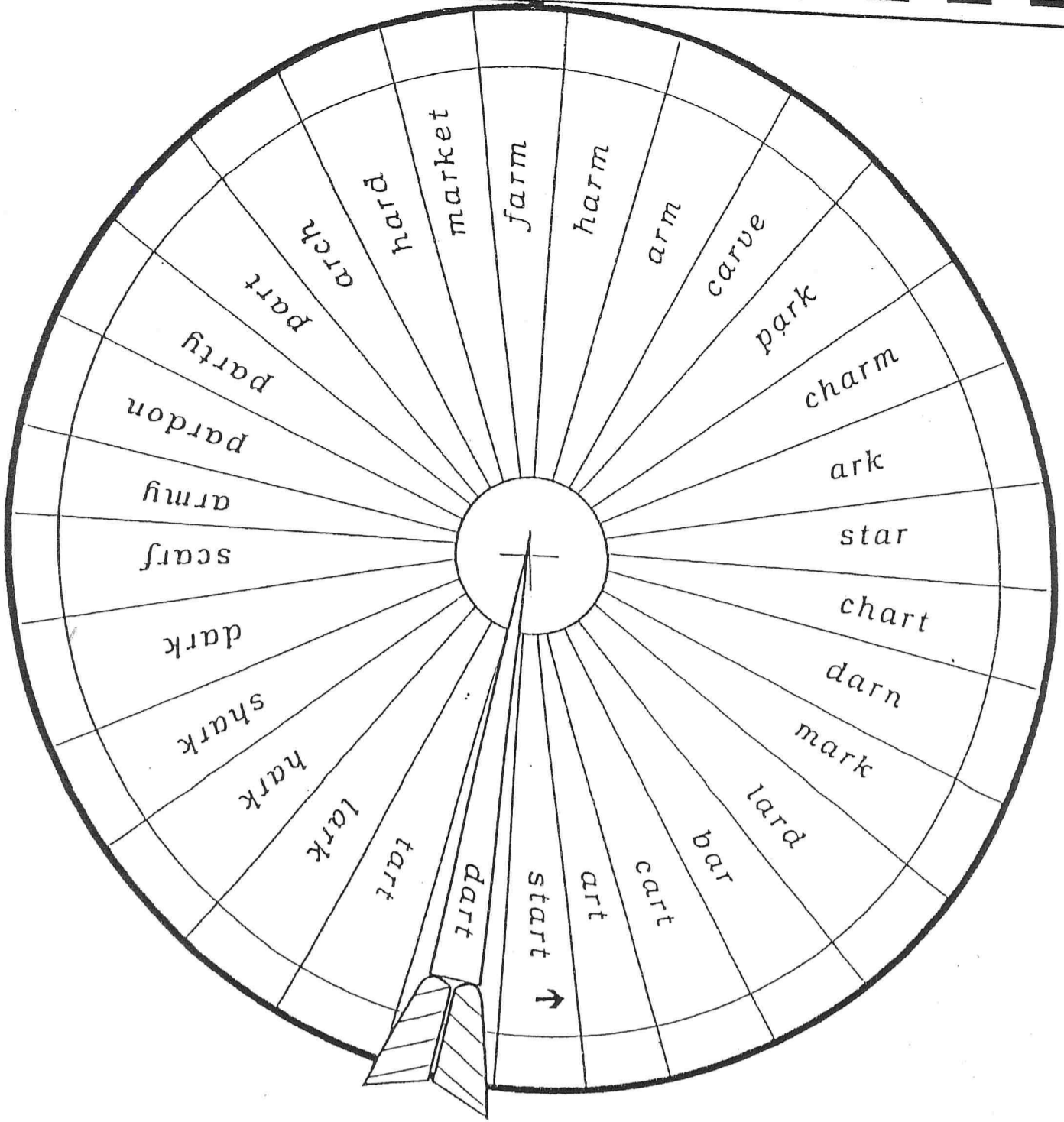
Draw yourself on Trigger's back. You have 1 minute to ride the course. If you have a refusal, you must start again.



Practise every night. Colour lightly the jumps you clear.

Bullseye ~ Sheet 1

Cut out the dart board and mount it on sheet 2 using a split pin.



Hansel and Gretel have 1 minute to find the path home before the witch catches them. Can you help them?

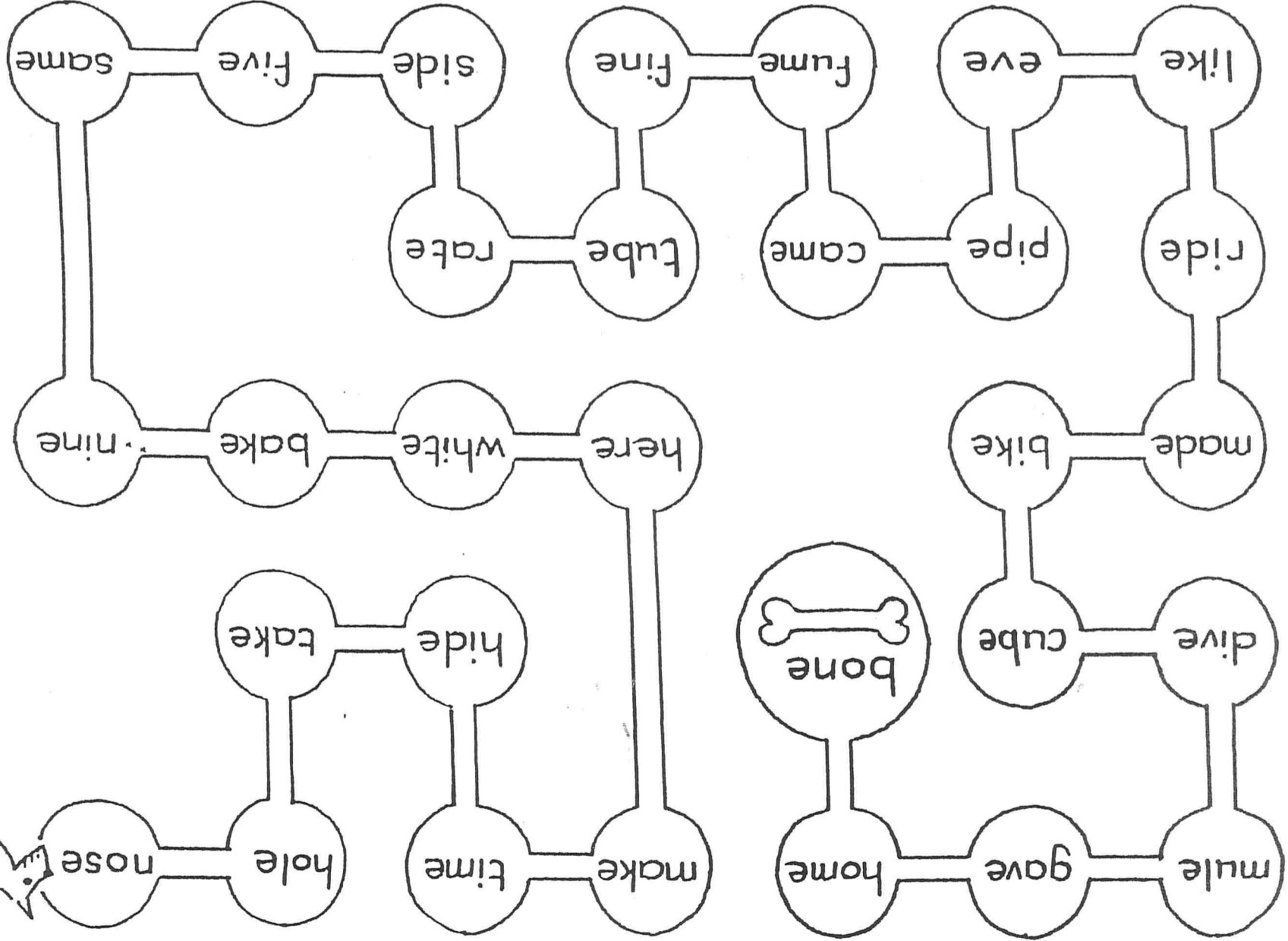
A word search puzzle with words in ovals scattered across a path. The words are: herd, her, jerk, curl, urn, turn, furl, spur, burst, churn, further, pert, curd, thirty, bird, thirst, third, first, skirt, sister, serve, paper, term, stern, girl, fir, stir, shirt.

Practise every night. When you can read a word, you may colour the stone.

Hansel and Gretel

Jock's Bone Game

Jock has 1 minute to find his bone. Can you help him?



Practise every night and colour lightly the hole you reach.

Leap Frog

In one minute, Freddie's dinner will fly away! Help him to catch it. Practise every night.

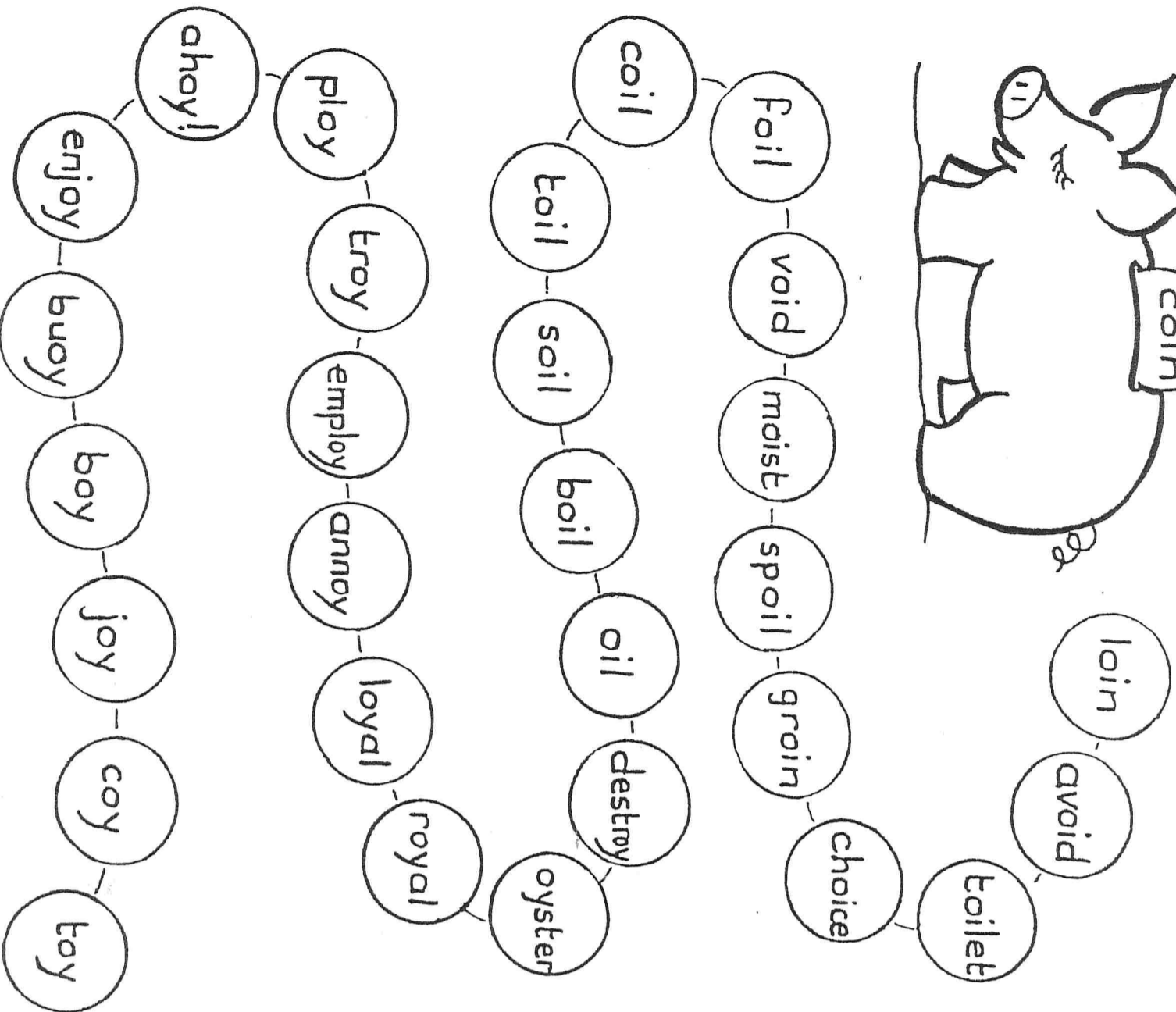
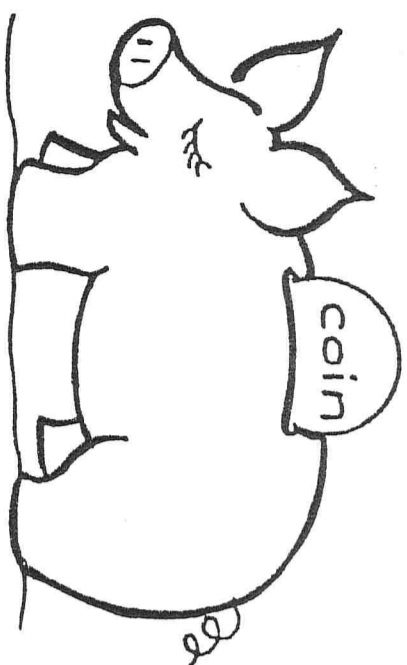
When you can read a word, you may colour the leaf green.

Words in clouds:

- bread
- health
- breath
- tread
- wealth
- feather
- weather
- breast
- meal!
- clear
- steam
- lean
- peak
- bead
- team
- meat
- seam
- bean
- steal
- seal
- peal
- reap
- seat
- spear
- rear
- hear
- head
- beast

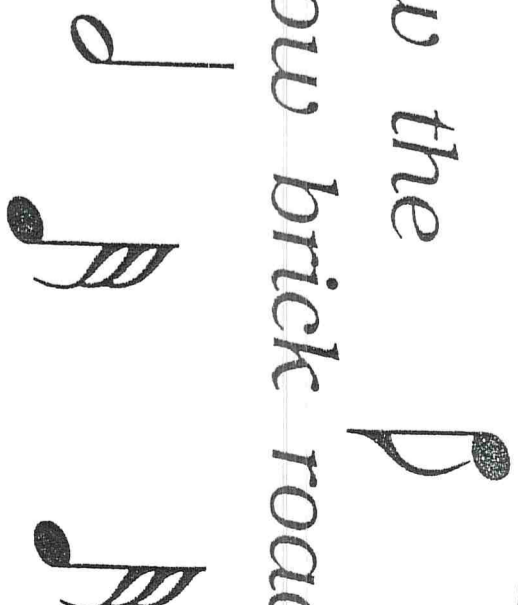
You are saving up for your holidays. If you can read a word, you may put a coin in the piggy bank. How much money can you save in 1 minute?

Piggy Bank



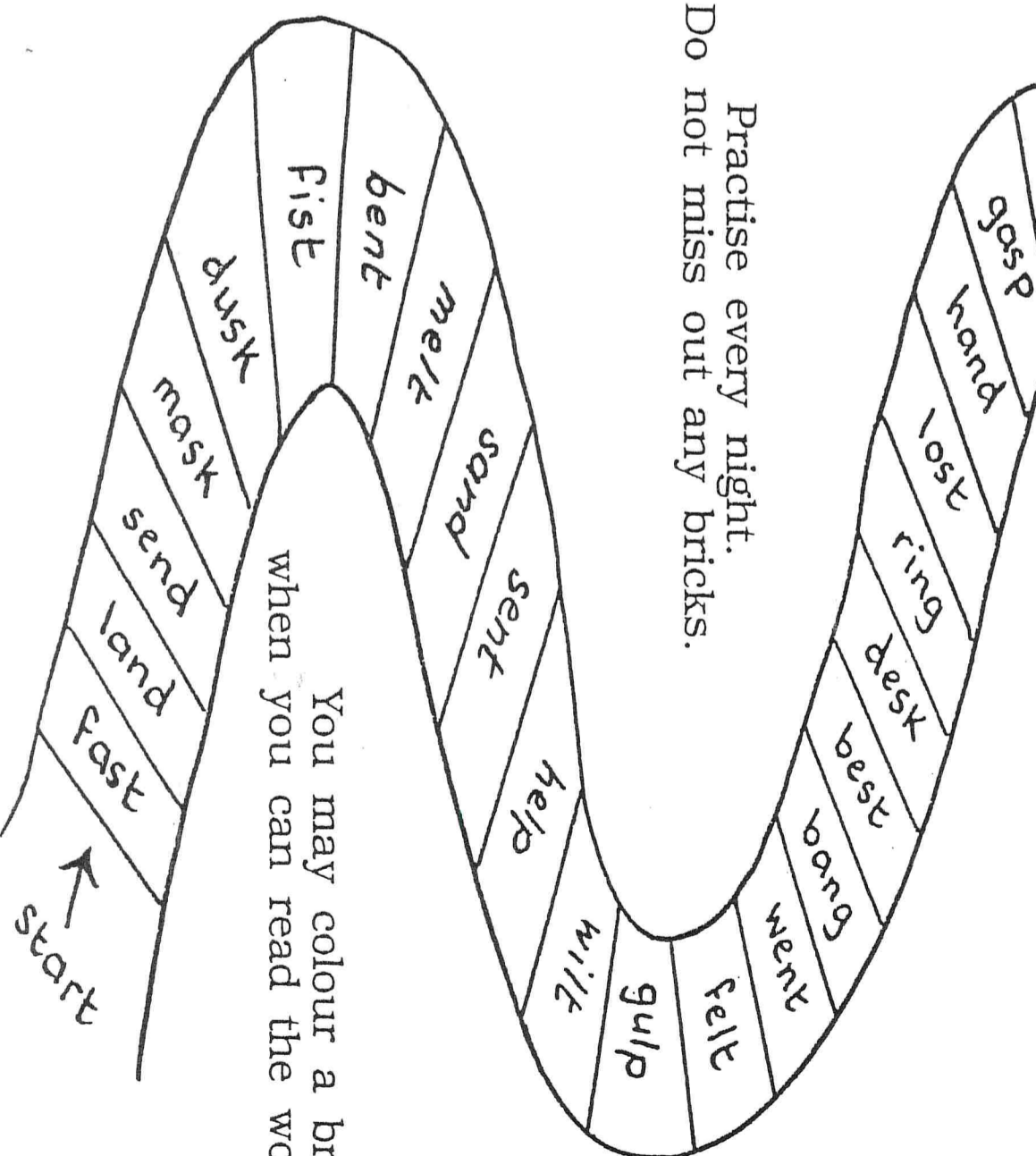
Practise every night.
You may colour a coin when you can read the word.

Follow the yellow brick road!



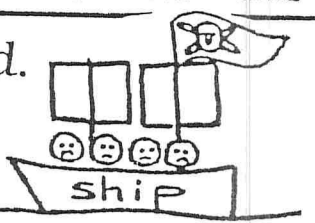
Can you reach the castle in 1 minute?

Practise every night.
Do not miss out any bricks.



You may colour a brick when you can read the word.

You have 1 minute to find the treasure before the pirates land.



Treasure Chest

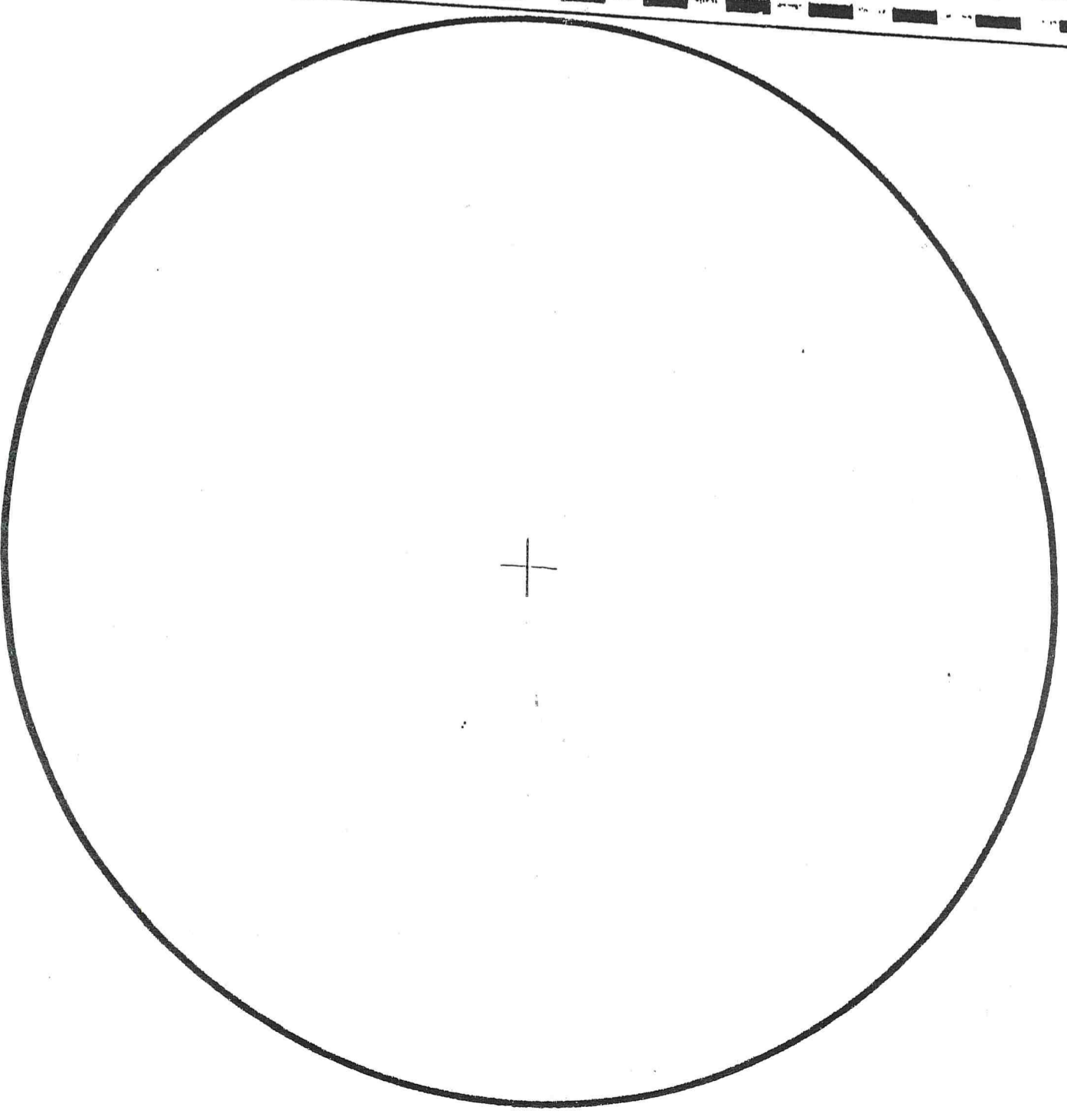
You may colour a footprint lightly when you can read a word.

dash, rush, shed, shell, she, shoes, shop, fish, shut, ship, cash, such, each, watch, match, much, chat, church, chin, chest, the, they, then, this, there, cloth, these, path, think, that

Practise every night. Do not miss out any footprints.

Bullseye ~ sheet 2

Can you go round the board in 1 minute?
When you can read a word, you may colour the box at the edge of the board.



Do not miss out any words.