

V0.3E

Table of Contents

	Page
Introduction	2
Before Class Prepare Yourself	2
Prepare your Materials	3
In Class Prepare your Students	4
Setup the Activity	4
Run the Activity	7
Feedback	8
After Class Evaluation	7

	Icons			
<u> </u>	Important! Be Careful!	BY SA		
		Activity Guide: Phonics Rain		
A good idea, but optional		by Ian Smith		
	Poison! Don't do this!	with Sudarat Suksaard, Lamai Mukdasanit, Steven T. Johnson, Jongdee Charoenwong and Thipawan Rawangphai		
		is licensed under a		
		Creative Commons Attribution-Share Alike 3.0 Unported License.		
		To view a copy of this licence, visit:		
		http://creativecommons.org/licenses/by-sa/3.0/		



V0.3E

Introduction

Phonics Rain is similar to **Phonics Reading Challenge**, but is a much higher energy activity. Also, unlike **Reading Challenge**, you can allot a fixed time for it – you do not need to test every student in the class.

Like **Reading Challenge**, scoring for **Phonics Rain** is graded according to the ability of the student, which encourages more advanced students to coach less advanced team-mates, rather than take all the turns for themselves. However, in **Phonics Rain**, the coaching aspect is much less formalised than in **Reading Challenge**. Students pick cards up from around the room, then, if they need help, they can seek out a more advanced team-mate before approaching the teacher.

Phonics Rain does take quite a bit of preparation initially, but you will find that it is worth the effort. Don't be afraid that you classroom seems messy in the early part of the activity; it is designed so that by the end, all of the materials are back in order.

Before Class	Prepare Yourself	
	2	3
Decide which target words you will use in this lesson. The Activity Resource for each unit contains 3 or 4 levels of target words, ranging from "Easy" to "Very Difficult". Generally, you will use all target words for Phonics Rain, but you might decide to remove the "Very Difficult" words if you feel none of your students are ready for them, or the "Easy" words if all of your students are past that level.	Practice reading each of the target words that you will use in this lesson. Make sure you can pronounce each word clearly yourself, especially if it contains, non-Thai phonemes, voiced finals and/or consonant clusters.	Now, think about what to listen for in each word when assessing your students' reading and pronunciation. Think about likely problems such as voiced finals and consonant clusters.
<u>My notes</u>		



Before Cla	SS	Prepare Yourself	
4		5	6
Divide teams into according to ability.	3-4 levels	Scoring:	Scoring:
For example:			To get the final score, multiply the level of the student by the difficulty of the word
Team Members	Level	according to the difficulty of the	
#1 - #2	1	target word:	This may seem over-complicated, but it serves two important
#3 - #4	2	• Easy = 1	purposes:
#5 - #10	3	 Medium = 2 Difficult = 3 	Motivation for team leaders
#11 - #12	4	 Very Difficult = 4	to mentor their lower level team-mates
			 Motivation for all students to challenge themselves at an appropriate level.
7		8	<u>My notes</u>
Scoring:		Scoring:	
in Phonics Rain than	in Reading ling is either	What you do need to think about is what you will accept. You should be quite strict, especially with voiced final consonants, and consonant clusters.	
phonemes and blend	ing.		



V0.3E

Before Class Prepare your Materials 2 1 (3) Prepare the target word activity Prepare containers to sort the Check the materials you will cards for this unit You will need 4-5 need for **Phonics Rain**: containers - one container for The Activity Resources **☑** Target Word activity each level that you decided on in contain 5 sets of cards for cards in a large container **Prepare Yourself Step 4**, plus each **Phonics Unit** – 1 set for ☑ Small containers for sorting one "reject" container for the each team and 1 "Teacher's the cards words that students cannot read. Set". For **Phonics Rain**, you ☑ A table that is large enough need the **team sets** -3 or 4 sets to put all your containers on. depending on how many teams The number of containers there are. depends on the number of **Optionally:** Make V levels of **students**, not the levels "Entry" and "Exit" signs to Put all the cards in a large of difficulty of the target keep your students in order. container, and shake container to mix them up. See the Materials Preparation Activity Guide for preparing the See the Materials Preparation containers. Activity Guide for preparing activity cards. 4 My notes Check the rest your equipment for this lesson: ☑ Uniforms ☑ Scoreboard Headers ☑ Flashcards etc. (depending on other activities for this lesson) Put everything together in your Team English Basket.



In Class	Prepare your Students	
	2	3
Set the scene: tell the students that you are going to play a fun game to practise their reading.	Copy the level table you prepared onto the board. Tell students about the levels you have decided for scoring, and that if the lowest level students score well, they could add a lot of points to their teams' totals!	Remind the stronger students that they will get more points for their teams by coaching their weaker team-mates than by coming up and reading the words themselves.
Optionally: Use Phonics Drilling to: revise graphemes/phonemes from previous lessons introduce new graphemes/phonemes for this lesson blend phonemes together into syllables	My notes	



In Class	Setup the Activity	
	2	3
Arrange your containers on a table, so that you can easily reach each container.	Clear the rest of the classroom to make a big open space. Move the desks and chairs to the sides of the room. If you classroom is small, stack the desks, to make as much space as possible.	Arrange some chairs in front of your table to make a corridor. Optionally: you may mark your corridor with "Entry" and "Exit" signs.
Model: Model: Model:	Model:	Model:
 Select 3 students of different levels from one team. Get the rest of the class to stand around the table in a large semi-circle, so that everyone can see. 	3. Show the large container with all the target word activity cards to the class. 4. Point out the Team Colour on the back of each card. 5. Stress to students that you will follow the colour of the card when awarding points.	6. Get each student to pick a card of their own team colour from the large container.
<u>My notes</u>		



V0.3E

In Class **Setup the Activity** 8 (9) **Model: Model: Model:** 8. Test the best student of 9. If the student can read 7. Before starting testing, remind the other your sample group to to your satisfaction, put see if they can read the card. the card in the Level 1 students that they can coach each other while they are container. If not, put the card in the "reject" container. waiting to be tested. The student should be able to read each grapheme, as well as the whole word. Don't be too tough on this student, just because they are high level. Remember that they receive less points for correct reading than lower level students. You should use the same criteria for all students to decide whether or not they pass. 12 10 (11) > Points will count towards the team colour on the back of the cards, regardless of who reads it! > If the teacher sees a **Model: Model:** student hiding cards 10. Take the next student 12. Keep reminding the of another team, they other students to coach and repeat. lose 20 points for their each other while you are 11. If they can read each own team. testing, particularly the **grapheme**, plus the whole Explain the Rules to the students lowest level students as they word, put the card in the in Thai. can get the most points. "level 2" container. My notes



In Class	Run the Activity	
Take the large container of	Throw the cards up in the air.	Quickly move to your testing
activity cards to the centre of the room. Get the students to stand around you in one big circle. Call out: "Are you ready?"	Throw the cards up in the an.	station. Remind the students of the rules as they gather the cards.
4	5	6
As the first students arrive for testing, make sure that they line up in single file in your "corridor" of chairs. If a student tries to jump the cue, firmly send them to the back.	Continue testing as you did during the modelling .	Keep reminding the higher level students that they can make more points for their teams by coaching than by reading themselves.
7	8	<u>My notes</u>
About 15-20 minutes before the end of the class, close off the end of your corridor. Tell those students not in line to start cleaning the room.	Quickly finish testing the remaining students in line. Get the students to put away their Team English equipment, and sit quietly in their teams.	



In Class	Feedback	
	2	3
Draw a table on the board to calculate the scores.	Get the four team captains to help separate the cards for each level into the team colours.	For each level, count the cards for each team, calling the numbers out loud. Let the captains write the totals into the table.
4	5	6
Calculate the scores. Congratulate the winning team, of this activity, and all teams for their work today.	When giving feedback for teamwork points, pay special attention to the success of lower level students. Compliment the team leaders of those students for their good coaching!	Add the rest of the points for today's lesson (for setting up, teamwork points , other activities etc.) together to find the winning team for today. Congratulate the winners and all teams.
7	8	<u>My notes</u>
Add the previous points to today's points, to find which team is currently winning the competition.	Take note of any teams that have passed benchmarks. Tell them they will receive their reward in the next lesson.	



V0.3E

After Class

Evaluation







Sit down and write a few notes about:

- What was good?
- What problems you had?
- What you should change next time?

Think about the reading ability of Think about common problems students in each level.

Should you change the level How will you address these break-down next time you run an problems? What activities could activity like this?

that you noticed.

you try to solve them?

