



# PRACTISE LETTERS WITH **PIP**

RECEPTION LEVEL (4-5 YRS OLD)



This iPhone or iPad app is suitable for children in Reception (ages 4-5 years) who are learning to read.

It covers a range of learning objectives, particularly around learning the first letters of the alphabet and their sounds, and supports the national curriculum for reading.

Each of the four games focuses on a specific learning goal for your child. Within the games, each of the levels introduces your child to words of varying complexity (see next page).



## Splat:

This game helps a child practise hearing a sound and identifying the correct letter. This is critical to phonics - understanding and mastering the correspondence between letters and their sounds!

## Splat the rat:

This game is great for helping children learn and practise a new letter and its sound. A child needs to hit as many 'gawps' as they can which carry a particular letter. This game can be played in two player mode.



## Feed the troll:

Your child needs to feed the troll the right letter.

## Match:

Your child matches letters with their mnemonic memory images, so the letter 'a' needs to be matched with the 'angry ant'. This game can be played in two player mode, so you can have fun together!



## Letter bank and collection room:

This is where your child can spend the stars they have collected through the games to unlock letters in their collection room.

When they have unlocked a letter, your child can choose which item they want to add to their collection room.



In their collection room, they can customize the place and objects in the picture and then save a photograph.



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## Level 1

Level 1 focuses on the first six sounds that a child encounters. These are listed on the right hand side, along with their mnemonic (memory aid).

### Phonemes (sounds):

s for sneaky snake  
a for angry ant  
t for terrible troll  
p for pretty pony  
i for irritable insect  
n for naughty nose

## Level 2

Level 2 uses the next ten letters and sounds that your child will encounter as they learn to read, as well as revising the first six.

### Phonemes (sounds):

m for magical monkey  
d for dangerous dragon  
g for grinning goat  
o for odd octopus  
c for clumsy clown  
e for energetic elf  
u for ugly umbrella  
r for rich rat  
h for happy hat  
b for burst balloon

## Level 3

Your child should now be familiar with sixteen letters and their sounds. In this level they will practise the remaining ten phonemes listed on the right hand side.

### Phonemes (sounds):

f for filthy farmer  
l for laughing leg  
j for jolly jester  
v for vicious vampire  
w for wise wizard  
y for yelling yo-yo  
z for zooming zebra  
qu for quirky queen  
k for kicking king  
x for x-ray