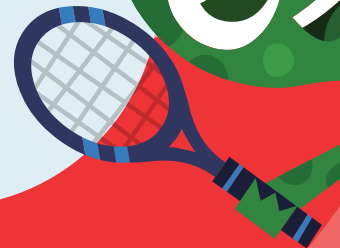




Learn phonics with **Actiphons**

Get Set!

Use these simple, fun sentences to help
your child find the best starting point
in Actiphons.



How to get started

Sit down with your child and show them the Smart Sentences (pages 4 to 16).

Explain that you would like them to try and read some of the sentences. Make sure they understand that it doesn't matter how many or how few they can read – it's just to help find the right Actiphons book to read first.

The sentences are specially written to use the phonics that your child will need to know in order to read the books at each level. If your child can read a sentence, that suggests they will be able to read the related Actiphons books.

Tell your child that the sentences are quite silly and funny, and some of them might not make much sense!

Start at Smart Sentence 1, and ask your child to try and read it without any help.

If they can read Smart Sentence 1 (i.e. they can read all or almost all of the words without help), move on to Smart Sentence 2. Keep going until your child finds a sentence they can't read.

Follow the instructions under the first sentence they can't read. This will help you find the best Actiphons level and book for your child to start at.

Give your child lots of praise for their reading, and let them know that it really doesn't matter how many sentences they can read – they are learning and getting better at reading all the time!



What if your child gets stuck too soon?

Sometimes a child will find a particular Smart Sentence difficult to read, even though they actually know all the phonics to read the words. If that happens, your child might find that their starting book is too easy.

If you think this has happened, don't worry. You can skip a few books in the Actiphons level that your child is reading, or ask them to try the first book of the next level. Or you could go back to the Smart Sentences and see if your child can read the next sentence.

Once you find the best starting point for your child, try a fun Actiphons boot camp! There are two types of boot camp – a one-week version for half-term and shorter holidays and a six-week version for the summer. Each boot camp comes with a special reward chart to record your child's achievements.

Turn to the next page to get started!



The Actiphons series is available as individual books or in handy box sets.





Smart Sentence 1

Sit in a pit.

If your child can't read **Smart Sentence 1**, the best starting point is Level 1, Book 1, *Swimming Sally*. You can help your child prepare for Book 1 by making sure they can recognise the letters 's', 'a', 't', 'p', 'i' and 'n', and know the sound each letter makes ('s' as in 'sun', 'a' as in 'apple', 't' as in 'top', 'p' as in 'pop', 'i' as in 'insect', 'n' as in 'nut'). Once your child can read *Swimming Sally*, they should continue with Level 1, Book 2, *Adventure Annie*.

If your child can read **Smart Sentence 1**, ask them to try **Smart Sentence 2**.



Smart Sentence 2

A dog can dig in mud.

If your child can't read **Smart Sentence 2**, the best starting point is Level 1, Book 7, *Milo Mover*. Help your child prepare for Book 7 by making sure they can recognise the letters 'm', 'd', 'g', 'o', 'c', 'k', and know the sound each letter makes ('m' as in 'mud', 'd' as in 'dog', 'g' as in 'gap', 'o' as in 'octopus', 'c' as in 'cat', 'k' as in 'kit'). Once your child can read *Milo Mover*, they should continue with Level 1, Book 8, *Dancing Daisy*.

If your child can read **Smart Sentence 2**, ask them to try **Smart Sentence 3**.



Smart Sentence 3

Pick up a red bag.

If your child can't read **Smart Sentence 3**, the best starting point is Level 1, Book 13, Racetrack Nick. Help your child prepare for Book 13 by making sure they can recognise the letters and letter combinations 'ck', 'e', 'u', 'r', and know the sound each letter or combination makes ('ck' as in 'rock', 'e' as in 'egg', 'u' as in 'up', 'r' as in 'red'). Once your child can read Racetrack Nick, they should continue with Level 1, Book 14, Energetic Erin.

If your child can read **Smart Sentence 3**, ask them to try Smart Sentence 4.



Smart Sentence 4

A fit lad puffs
up a big hill.

If your child can't read **Smart Sentence 4**, the best starting point is Level 1, Book 17, Harry Hockey. Help your child prepare for Book 17 by making sure they can recognise the letters and letter sounds 'h', 'b', 'f', 'l', 'ff', 'll', 'ss' ('h' as in 'hat', 'b' as in 'bun', 'f' as in 'fit', 'l' as in 'leg', 'ff' as in 'puff', 'll' as in 'bell', 'ss' as in 'hiss'). Once your child can read Harry Hockey, they should continue with Level 1, Book 18, Billy Basketball.

If your child can read **Smart Sentence 4**, ask them to try Smart Sentence 5.



Smart Sentence 5

A wet fox licks jam
in a van.

If your child can't read **Smart Sentence 5**, the best starting point is Level 2, Book 1, *Jumping Javid*. Help your child prepare for Book 1 by making sure they can recognise the letters and letter sounds 'j', 'v', 'w', 'x' ('j' as in 'jump', 'v' as in 'van', 'w' as in 'will', 'x' as in 'fox'). Once your child can read *Jumping Javid*, they should continue with Level 2, Book 2, *Violet Volleyball*.

If your child can read **Smart Sentence 5**, ask them to try **Smart Sentence 6**.



Smart Sentence 6

A quick yak can zip
and buzz.

If your child can't read **Smart Sentence 6**, the best starting point is Level 2, Book 5, Yoga Yasmin. Help your child prepare for Book 5 by making sure they can recognise the letters and letter sounds 'y', 'z', 'zz', 'qu' ('y' as in 'yum', 'z' as in 'zip', 'zz' as in 'buzz', 'qu' as in 'quack'). Once your child can read Yoga Yasmin, they should continue with Level 2, Book 6, Zigzag Zara.

If your child can read **Smart Sentence 6**, ask them to try Smart Sentence 7.



Smart Sentence 7

A king had thick chips
and thin fish.

If your child can't read **Smart Sentence 7**, the best starting point is Level 2, Book 9, Chasing Chad. Help your child prepare for Book 9 by making sure they can recognise the digraphs (two-letter combinations) and sounds 'ch', 'sh', 'th', 'ng' ('ch' as in 'chop', 'sh' as in 'ship', 'th' as in 'thin' and 'that', 'ng' as in 'long'). Once your child can read Chasing Chad, they should continue with Level 2, Book 10, Shot-put Sheena.

If your child can read **Smart Sentence 7**, ask them to try **Smart Sentence 8**.



Smart Sentence 8

A goat in boots met a bee
at night in the rain.

If your child can't read **Smart Sentence 8**, the best starting point is Level 2, Book 14, Aiming Aiden. Help your child prepare for Book 14 by making sure they can recognise the digraphs (two-letter combinations), trigraphs (three-letter combinations) and sounds 'ai', 'ee', 'igh', 'oa', 'oo' ('ai' as in 'rain', 'ee' as in 'bee', 'igh' as in 'sigh', 'oa' as in 'boat', 'oo' as in 'food'). Once your child can read Aiming Aiden, they should continue with Level 2, Book 15, Speedy Faheem.

If your child can read **Smart Sentence 8**, ask them to try Smart Sentence 9.



Smart Sentence 9

Will a cow munch wood
or corn in a barn?

If your child can't read **Smart Sentence 9**, the best starting point is Level 2, Book 19, Football Woody. Help your child prepare for Book 19 by making sure they can recognise the digraphs and sounds 'oo', 'ar', 'or', 'ur', 'ow' ('oo' as in 'wood', 'ar' as in 'park', 'or' as in 'port', 'ur' as in 'fur', 'ow' as in 'now'). Once your child can read Football Woody, they should continue with Level 2, Book 20, Archery Mark.

If your child can read **Smart Sentence 9**, ask them to try Smart Sentence 10.



Smart Sentence 10

Mum sits on her chair
near a bag of coins.

If your child can't read **Smart Sentence 10**, the best starting point is Level 2, Book 24, *Avoiding Moira*. Help your child prepare for Book 24 by making sure they can recognise the digraphs, trigraphs and sounds 'oi', 'ear', 'air', 'ure', 'er' ('oi' as in 'coin', 'ear' as in 'hear', 'air' as in 'pair', 'ure' as in 'pure', 'er' as in 'hammer'). Once your child can read *Avoiding Moira*, they should continue with Level 2, Book 25, *Lear Disappear*.

If your child can read **Smart Sentence 10**, ask them to try **Smart Sentence 11**.



Smart Sentence 11

May I eat that round pie?

If your child can't read **Smart Sentence 11**, the best starting point is Level 3, Book 1, *Playing Fay*. Help your child prepare for Book 1 by making sure they can recognise the digraphs and sounds 'ay', 'ou', 'ie', 'ea' ('ay' as in 'play', 'ou' as in 'out', 'ie' as in 'pie', 'ea' as in 'read'). Once your child can read *Playing Fay*, they should continue with Level 3, Book 2, *Bouncing Scout*.

If your child can read **Smart Sentence 11**, ask them to try **Smart Sentence 12**.



Smart Sentence 12

A boy saw a blue bird.

If your child can't read Smart Sentence 12, the best starting point is Level 3, Book 5, Beachboy Troy. Help your child prepare for Book 5 by making sure they can recognise the digraphs and sounds 'oy', 'ir', 'ue', 'aw' ('oy' as in 'boy', 'ir' as in 'girl', 'ue' as in 'blue', 'aw' as in 'paw'). Once your child can read Beachboy Troy, they should continue with Level 3, Book 6, Shirley Circuit.

If they can read Smart Sentence 12, ask them to try Smart Sentence 13.



Smart Sentence 13

An elephant is munching
a few mangoes, which she
got from a donkey.

If your child can't read **Smart Sentence 13**, the best starting point is Level 3, Book 9, Whirlwind Whitney. Help your child prepare for Book 9 by making sure they can recognise the digraphs and sounds 'wh', 'ph', 'ew', 'oe', 'au', 'ey' ('wh' as in 'wheel', 'ph' as in 'elephant', 'ew' as in 'new', 'oe' as in 'toe', 'au' as in 'launch', 'ey' as in 'key'). Once your child can read Whirlwind Whitney, they should continue with Level 3, Book 10, Physical Phil.

If your child can read **Smart Sentence 13**, the best starting point is Level 3, Book 15, Baseball Zane. Help your child prepare for Book 15 by making sure they can recognise the split vowel digraphs and sounds 'a-e', 'e-e', 'i-e', 'o-e', 'u-e' ('a-e' as in 'plate', 'e-e' as in 'these', 'i-e' as in 'time', 'o-e' as in 'home', 'u-e' as in 'cube'). Once your child can read Baseball Zane, they should continue with Level 3, Book 16, Athlete Eve.