

### CONQUERING LITERACY ACTIVITY 18: POKEY GAME (AP TP12)

Print two copies of the words below on card. Cut them up and attach Velcro or Blu-tack to the back. Print the template on the next page on card and cut out the 12 holes. Choose 12 words (x2) to practise. Attach 12 words to the front of the card, one below each hole, in the orange boxes. Attach the 12 matching words to the back of the card in the corresponding position (reverse side of same square).

mint	spent	font	ant	pond	land
bend	stand	pink	bankrupt	sink	bunk
song	wing	bang	lung	raft	loft
sift	left	camp	limp	bump	stamp
desk	mask	husk	risk	tempt	fact
inspect	insect	reject	bereft	distant	mustang

The teacher holds the card so that the learner can see the front and the teacher can see the back. The teacher says the words, one at a time, in random order and the learner has to 'poke' a pen or pencil through the hole next to the word given, as quickly as they can. Each word should be practised several times until recognition is automatic. In another lesson use different words and play the game again.

					
					