



Game	Literacy objectives
Down in the Jungle	Enjoy rhyming and rhythmic activities. Show an awareness of rhyme. Recognise rhythm in spoken words. Phase 1 Aspect 4: Rhythm and rhyme. Experience and appreciate rhythm and rhyme and develop an awareness of rhythm and rhyme in speech.
The Three Silly Goats Gruff	Sustain attentive listening, responding to what they have heard with relevant comments. Phase 1 Aspect 6: Voice sounds/auditory discrimination. Distinguish between the differences in vocal sounds.
Double Trouble	Interact with others negotiating activities and taking turns in conversations. Use talk to clarify thinking. Visual discrimination.
Where's the Wolf	Listen to and join in with stories in small groups. Retell narratives in the correct sequence drawing on the language patterns of stories. Phase 2: Teaching a letter. Learn to identify a discrete phoneme.
Mrs Muddle's Puddle	Hear and say the initial sound in words. Phase 2: Teaching a letter. Learn to hear and say a discrete phoneme.
Dive to the Hive	Link sounds to letters, naming and sounding the letters of the alphabet. Phase 2: Teaching a letter. Learn to identify and say a discrete phoneme.
Fishy Phonics	Read and say sounds in words in the order in which they occur. Phase 2: Practise blending sounds to read CVC words.
Funny Flip Flaps	Read a range of familiar and common words and sentences independently. Phase 2/3/5: Tricky/High frequency words. Phase 2: the, a, is, not, in, on Phase 3: this, my, was Phase 5: by
Ten Green Bottles	Read a range of familiar and common words. Phase 2/3: Tricky/High frequency words. Green bottles Phase 2: can, at Phase 3: see, me, look Brown bottles Phase 2: and, it, I, up Phase 3: he
The Hare and the Tortoise	Retell narratives in the correct sequence drawing on the language patterns of stories. Show an understanding of the elements of stories such as main character, sequence of events and openings. Listen with enjoyment and respond to stories. Sequence pictures and retell a story.