

Reading Readiness

Ruby Yorke



ISBN: 978 976 8010 22 3
Pages: 32
Age group: 4–5 years

ISBN: 978 976 8010 23 0
Pages: 32
Age group: 5–6 years

Beginners are introduced to basic pre-reading concepts through creative activities. Using the integrated approach to learning, activities are based on topics drawn from a wide range of subject areas. **Activity Book 1** presents preparation activities for reading. **Activity Book 2** introduces more challenging words and exercises, broader concepts and more complex sounds.



Key Features

- Build concepts and vocabulary
- Develop visual and auditory discrimination
- Sharpen phonics skills
- Develop sound reasoning skills and storytelling techniques
- Develop and improve eye and hand coordination
- Encourage the association of meaning with printed symbols



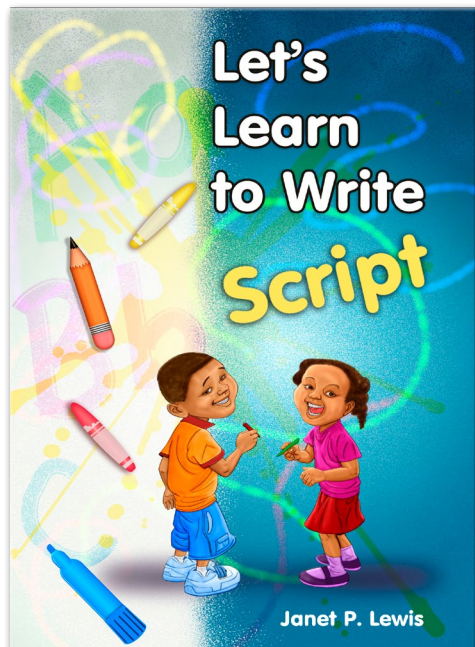
Look Out For!

- Lesson objectives on each page
- Helpful notes for teachers and parents on the inside back covers

NB *Let's Learn to Write* is the complementary text to this course.

Let's Learn to Write - Script

Janet P. Lewis



ISBN: 978 976 638 203 2
Pages: 48

Age group: 4–6 years

This revision of the popular *Let's Learn to Write - Book 1* is a new workbook designed for the practice of precise writing techniques. It provides essential preparation and unlimited practice for learning to write script.



Key Features

- *Readiness activities* and pre-writing patterns develop eye-hand coordination and correct hand movement
- *Illustrations* provide visual stimulation and meaningful contexts for pupils to write words and short sentences
- *Exercises* maintain pupils' interest and encourage learning



Look Out For!

- Detailed teaching notes on each page



FORTHCOMING

Let's Learn to Write – Cursive is the second title in the series. The new workbook provides practice for learning to write cursive using varied writing techniques on reusable dry-erase paper inserts.

PHONICS

Fun With Phonics



Look Out For!

- Stimulating and fun activities
- Assessment exercises
- Valuable notes to guide the teacher and parents

Book Title	ISBN	Pages	Age Group
Playing With Sounds Part 1	978 976 8010 94 0	56	4–5 years
Playing With Sounds Part 2	978 976 8010 95 7	56	5–6 years
Consonants	978 976 8010 91 9	112	5–7 years
Vowels	978 976 8010 92 6	100	5–7 years
Consonant Blends	978 976 8010 93 3	120	6–9 years
Skill-Building	978 976 8010 75 9	104	8–10 years

Playing With Sounds – Parts 1 and 2: Sonia Johnson-Smith

Consonants, Vowels, Consonant Blends, Skill-Building: Gwen Gbedemah

A comprehensive course introducing and building phonic concepts and skills from beginning sounds to advanced decoding and word usage. Its pupil-centred approach enables pupils to learn from the self-contained instructions and engaging illustrations.

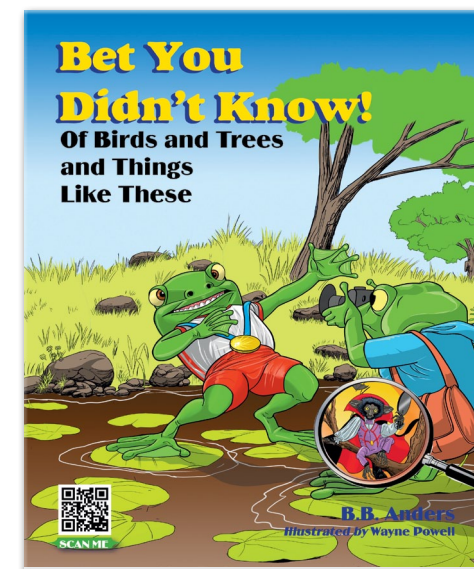


Key Features

- **Playing With Sounds Parts 1 and 2** introduce beginners to letter sounds, give practice in handwriting, build sight word vocabulary and develop reading skills
- **Consonants** enables pupils to recognize and write initial, medial and final consonants, and to associate each letter with its sound(s)
- **Vowels** helps pupils to recognize and associate vowels with their sounds, and to discriminate between long and short vowel sounds
- **Consonant Blends** facilitates visual and written discrimination of blends and develops dictionary, spelling and vocabulary skills
- **Skill-Building** provides comprehensive coverage of the critical areas of phonics and develops advanced decoding, word-building and usage skills

Bet You Didn't Know! Of Birds and Trees and Things Like These

B.B. Anders • Illustrated by Wayne Powell



ISBN: 978 976 638 172 1
Pages: 56

Age group: 6–8 years

The book features rhyming verses which describe the special characteristics of various animals and plants about which children will enjoy learning.

The illustrations and caricatures have been designed in vivid colours to hold the child's attention and make it an enlightening and fun-filled experience. Children will learn new words and their meanings through context. Their learning experience will also be broadened by conducting online research on the featured plants and animals.

Packaged along with the book are the following value-added components:

Creatureville board game – this game requires players to employ strategic thinking as they try to navigate dangerous paths to be the first person to reach HOME. The players will face challenges of solving riddles, and lots of exciting twists and turns. But players have to be familiar with the book which is linked to the game.

Creatures of the World Map – users will see and get to familiarize themselves with the actual locations of the creatures mentioned in the reader. The map will also be useful for reference in classroom when teaching about the world. Children can be encouraged to make up games using the map.