ABC

LANGUAGE

"The pre-reading roulette"

Ref. 20039

THE PRE-READING ROULETTE WHEEL
Phonological awareness and dyslexia
Ref. 20039

This game has been produced in collaboration with the Spanish Dyslexia Federation (FEDIS) and the Dyslexia and Family Association (DISFAM):

THEORETICAL FOUNDATION:

Phonological awareness is the metalinguistic ability which enables us to understand orally that words are made up of smaller units, such as syllables and phonemes (sounds of letters). It allows us to be aware of the units that make up speech (to identify and segment the sounds of words).

Various research studies highlight the relationship between phonological awareness development (understanding of language structuring at an oral level) and written language development. Thus**, accurate development of phonological awareness contributes to a better acquisition of literacy.** It constitutes a necessary prior learning stage for any child before coming to learn written language. And it is especially desirable to work on phonological awareness if the child in question has any learning difficulties, such as dyslexia, when these include a lack of phonological awareness.

LEARNING OBJECTIVES:
- Acquire basic pre-reading skills.
- Develop phonological awareness.
- Practice syllabic awareness by mentally segmenting words.
- Improve phonemic awareness by mentally searching for phonemes, or lack thereof, in words.
- Spell out and assign spellings to letter sounds (phonemes)
- Learn to classify words according to group affiliation.
- Acquire basic vocabulary.
- Learn to respect the rules of the game, especially little ones, who will learn to wait for their turn to play.

CONTENT DESCRIPTION:

Letter wheel (front): Includes the letters A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z.

Phonemes or letter sound wheel (back): This includes the letter sounds a, b, d, ch, e, f, g, i, j, k, l, m, n, o, p, r, s, t, u, z. This wheel is re-writable, it has 10 blank spaces so you can add other phonemes (letter sounds) or repeat those you want to practise more. This is why we have included an erasable marker in the game.
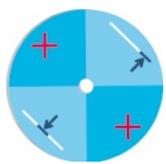
IMPORTANT: This wheel represents the sound of the letter, not the name of the letter. Example: The letter "b" in this roulette represents the phoneme /b/, that is, its sound.

Subject wheel: This includes animals, food, transport, objects and places.

Syllable wheel: This includes four options: Words with 1, 2, 3, or more syllables.

Letter position wheel (front): This includes three letter position options: At the beginning of the word, at any position in the word, not included in the word.

Phenome position wheel (back): This includes four phoneme position options: At the beginning of the word, in a syllable in the middle of the word, in the last syllable of the word, it is not included in the word.

Photo cards (with real pictures): Includes 80 circular cards with photographs.

Star cards: Includes 10 star cards to determine the winner.

The set is made of heavy-duty, high-quality, durable cardboard. Made with ecological material from sustainable forests.

An erasable marker is included for writing on the phonemes wheel (which is rewriteable and erasable).

ATTENTION: Letter wheel and other game wheels are not rewriteable and erasable.

RECOMMENDED AGE AND INSTRUCTIONS FOR USE:

4 to 8 years old.

The game allows the wheels to be used progressively, depending on each child's level of knowledge.

Below is a suggested order of introduction for the different wheels:

With very young ones, you can start playing with the **pictures** and **subject wheel**. They become familiar with the cards and discover how to name each image.

Next, introduce the **syllable wheel** to develop syllabic awareness. This helps children to mentally segment the words in the pictures.

Then, work on phonemic awareness with the **phoneme wheel**. To do this, players need to make the sound of the phoneme so that they can search for pictures containing that sound or phoneme. Next, introduce the **phenome position wheel** alongside the phonemes wheel.

Once they know the letters and their spelling, introduce the **letter wheel**. And finally, introduce the **letter position wheel** next to the letter wheel.

GAMEPLAY AND ACTIVITIES:

SEARCH AND FIND!

Facilitates learning to classify pictures according to the following subjects: animals, food, transport, objects and places.

Objective: Collect the most pictures by following the directions on the roulette wheel.

Pieces needed to play: subject wheel and picture cards.

1. Turn all picture cards upside down.
2. Players take turns, starting with the player whose name has the most syllables, to spin the roulette arrow. If multiple players have the same number of syllables in their names, the youngest player starts.
3. All players must then look for pictures that belong to the subject that the arrow on the roulette wheel is pointing to.
4. All players must check that the pictures chosen by the other players correspond to this subject.
5. Each player takes it in turns to spin the roulette arrow to find pictures from other subjects. If it lands on the same option, spin the arrow again until all the options in the wheel have been completed.
6. The player with the most pictures at the end of the game wins.

Co-operative play option: With this option, players perform the above steps by playing together, not individually or in pairs.

LET'S DIVIDE WORDS INTO SYLLABLES!

This gameplay consists of mentally segmenting the pictures' names into syllables.

Objective: Collect the most pictures by following the directions on the roulette wheel.

Pieces needed to play: syllables wheel and picture cards.

1. Turn all picture cards upside down.
2. Players take turns, starting with the player whose name has the most syllables, to spin the roulette arrow. If multiple players have the same number of syllables in their names, the youngest player starts.
3. All players must then look for pictures whose words have the same number of syllables indicated by the roulette arrow.
4. All players must check that the pictures that other players have chosen are correct.
5. Each player then takes it in turns to spin the roulette arrow to look for pictures containing a different number of syllables. If it lands on the same option, spin the arrow again until all the options in the wheel have been completed.
6. The player with the most pictures at the end of the game wins.

Co-operative play option: With this option, players perform the above steps by playing together, not individually or in pairs.

LET'S DIVIDE WORDS INTO SOUNDS!

This gameplay consists of mentally dividing the pictures' names into phonemes.
Objective: Collect the most pictures by following the directions on the roulette wheel on each go, and collect the most stars by the end of the game.
Pieces needed to play: phonemes wheel, picture and star cards.

1. Turn all picture cards upside down.
2. Players take turns, starting with the player whose name has the most syllables, to spin the roulette arrow. If multiple players have the same number of syllables in their name, the youngest player starts.
3. All players must then look for pictures containing the phoneme indicated by the roulette arrow (the phoneme can be positioned anywhere in the word).
4. All players must check that the pictures that others have chosen are correct.
5. The player who has the most picture cards wins and collects a star card.
6. The picture cards are returned and placed back upside down.
7. These steps will be repeated until all players have spun the arrow, or until there are no more star cards.
8. The player who has the most star cards at the end of the game wins.

Phenome position wheel option: This should be used together with the phoneme wheel to indicate whether to look for pictures that begin with that phoneme, that contain it, that have it in the last syllable, or that do not contain it.

Syllable wheel option: This can be used alongside the phoneme wheel. The aim is to look for pictures that meet the criteria for both of these wheels.

Phoneme position wheel and **syllable wheel option**: The two roulette wheels can be used alongside the phenome wheel. The aim is to look for pictures that meet the criteria for these three wheels.

Subject wheel option: You can include the subject wheel for all of these options. The aim is to look for pictures that meet the criteria for these wheels.

FOR EDUCATIONAL PURPOSES

Turn all picture cards upside down.

LET'S SPELL IT OUT!

This gameplay consists of spelling out the pictures' names and mentally dividing them into letters.

Objective: Collect the most pictures by following the directions on the roulette wheel on each go, and collect the most stars by the end of the game.

Pieces needed to play: letter wheel, picture and star cards.

1. Turn all picture cards upside down.
2. In turns, starting with the player whose name has the most letters, spin the arrow on the roulette wheel. If multiple players have the same number of syllables, the youngest player starts.
3. All players then need to search for pictures containing the letter indicated by the roulette arrow (the letter can be positioned anywhere in the word).
4. All players must check that the pictures that others have chosen are correct.
5. The player who has the most picture cards wins and collects a star card.
6. The picture cards are returned and placed back upside down.
7. These steps will be repeated until all players have spun the arrow, or until there are no more star cards.
8. The player who has the most star cards at the end of the game wins.

Letter position wheel option: This should be used alongside the letter wheel to indicate whether to search for pictures that begin with that letter, contain it, or do not contain it.

Syllable wheel option: This can be used alongside the letter wheel. The aim is to look for pictures that meet the criteria for both of these wheels.

Letter position wheel and **syllable wheel option**: The two roulette wheels can be used alongside the letter wheel. The aim is to look for pictures that meet the criteria for these three wheels.

Subject wheel option: You can include the subject wheel for all of these options. The aim is to look for pictures that meet the criteria for these wheels.
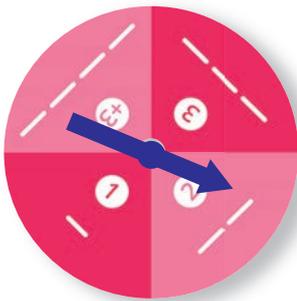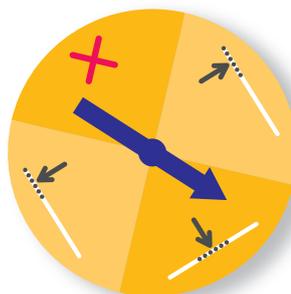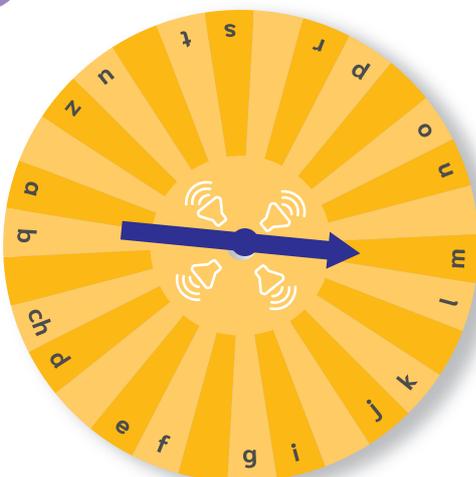
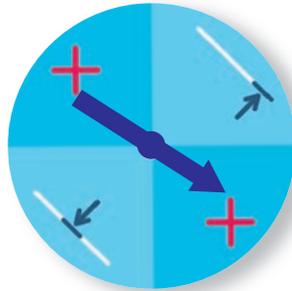FOR EDUCATIONAL PURPOSES

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