

FEATURING THE







See, Say, and Play is a game intended to introduce beginning readers to both letter names and sounds in a fun and motivating way. The letters in See, Say, and Play are arranged in alphabetical order and divided into 27 game boards (one extra game board for silly a and g). Once you feel a student is ready for more of a challenge, you can introduce them to the 108 Challenge, which is a game where the end goal is for the student to be able to recognize all letter names and letter sounds (uppercase, lowercase, silly a, and silly g) within a timed limit.

See, Say, and Play has been developed by The Positive Engagement Project to help students receive plenty of opportunity to practice both letter names and sounds in a format that is easy to play at home and at school. It is designed to add to, not replace, the reading program already in place, and allows students to have a sense of accomplishment and success based upon their own individual abilities.

How do students move from one letter to the next?

This is one of the many aspects of this program that makes it so simple to use. A teacher can have students on different letters, yet still practice and assess *exactly* the same way, making it easy for all students to be included



and working at their personal ability level with no additional obstacles or steps by the teacher.

Each letter has its own test. For every letter (or multi-letter review and 108 Challenge levels), the goal for the student at each point is exactly the same: name all of the upper and lowercase letters and produce the correct phonemic sound on each test in one minute or less with one mistake or less with you, the teacher.

When a student completes Test A in this fashion, they "pass" the test and move on to Test B. This same idea works for Test B. When a student completes a test in one minute or less with one mistake or less, they move on to Test C. Continue this basic testing format throughout all twenty-seven tests, multi-letter review, and 108 Challenge.

Keep in mind that you can arrange the order you do the letters any way you like for the individual letter tests, we have them in alphabetical order, but if you decide to start with the letter Tt and then move on to Ff, that's totally in your discretion.

Why are some boxes shaded?

The game boards are set up with 24 boxes per test. 13 of the boxes are shaded to indicate that the student needs to produce the sound. The other 11 boxes remain white, indicating that the student needs to say the letter



name. Within the 24 boxes, both upper and lowercase representations of that letter are shown (we purposefully used the lowercase letter more often than the uppercase).

What happens when a student successfully completes all 27 Tests?

You will find that some students will make it through all 27 tests while other students do not. When a student successfully completes each of the 27 tests, they move on to a next level of tests that review three letters (upper and lowercase) and sounds per test. Here there are just nine total tests. The goal for the student remains exactly the same: name all of the upper and lowercase letters and produce the correct phonemic sound on each test in one minute or less with one mistake or less with you, the teacher. Once a student completes those nine multi-letter review tests, there is one last challenge to complete.

What is the 108 (One-Oh-Eight) Challenge?

The 108 Challenge is a $4\frac{1}{2}$ page test with 26 uppercase letters, 28 lowercase letters (silly a and silly g), 26 uppercase sounds, and 28 lowercase sounds (silly a and silly g)....or a total of 108 items to see and say.....the play component is that it must be done in 108 seconds. If a student can complete this challenge in the allocated amount of time, odds are they are well on their way to reading....at that point we suggest you take a look at our Flash Fluency program (www.PEPnonprofit.org).



What would See, Say, and Play look like in my classroom?

Simply put, it would look like an individually leveled letter/sound practice without singling out any student at any level. It also keeps each student where they need to be for as long as they need to be there and moves students through the tests at their individual pace without any extra work or effort on the teacher's part. It truly is a personalized practice opportunity in a classroom community setting. It is suggested to provide five minutes a day for your class to practice their tests. While the "practice" is happening, call students up to take their test with you.

What's next?

These are the basics and now it is time to start with the game. See, Say, and Play is a great game to play in conjunction with the activities with our Five Finger Phonics program. Use them both or use them separately, the choice is up to you. Have fun!

Say the sound

Say the letter

a

A

A

a

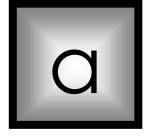
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a

A

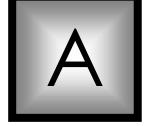




a

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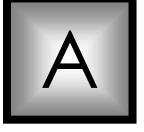




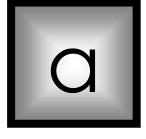
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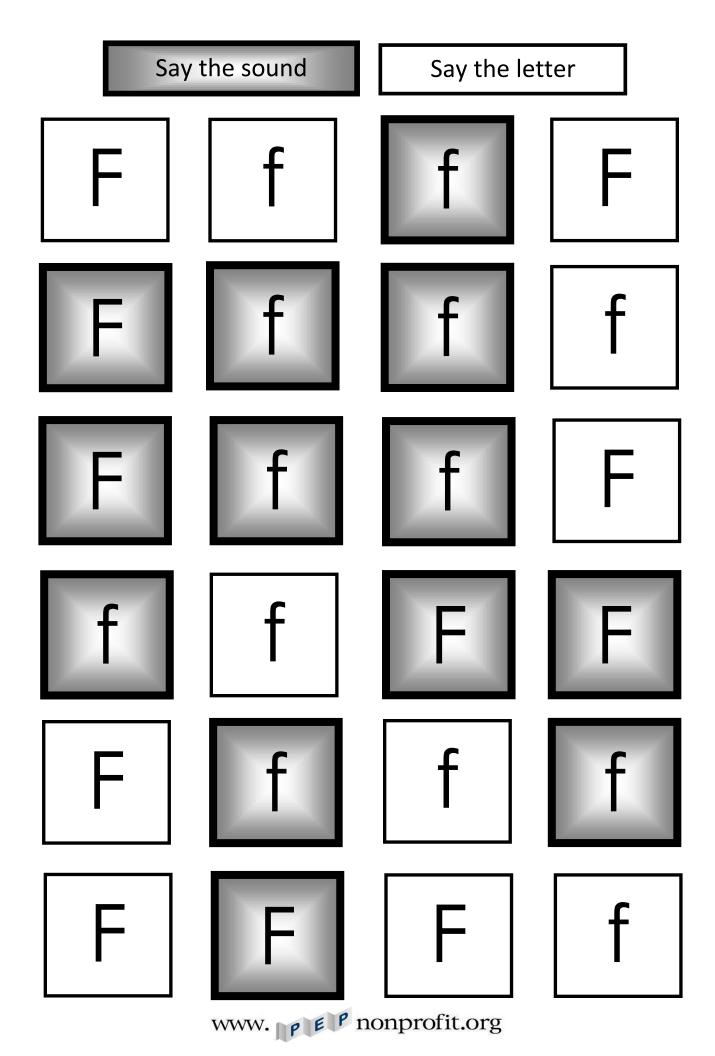


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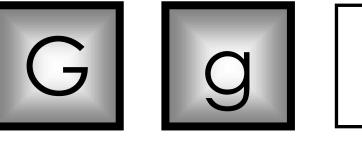


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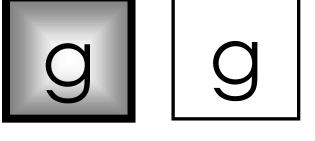


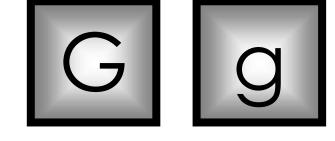
Say the sound Say the letter



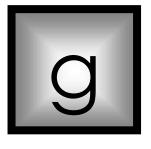




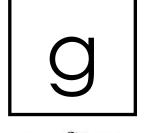






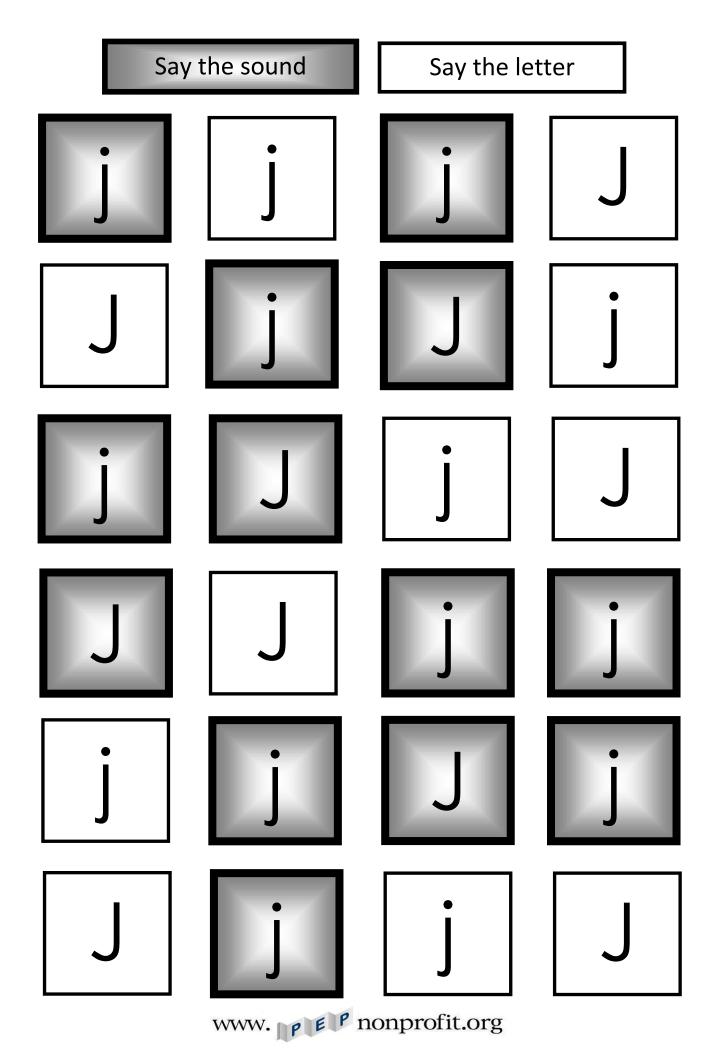








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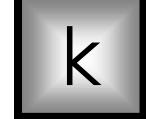


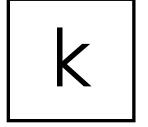
Say the sound

Say the letter

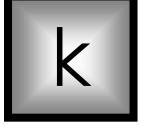


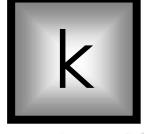


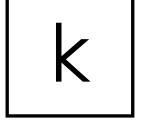


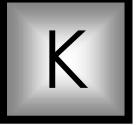








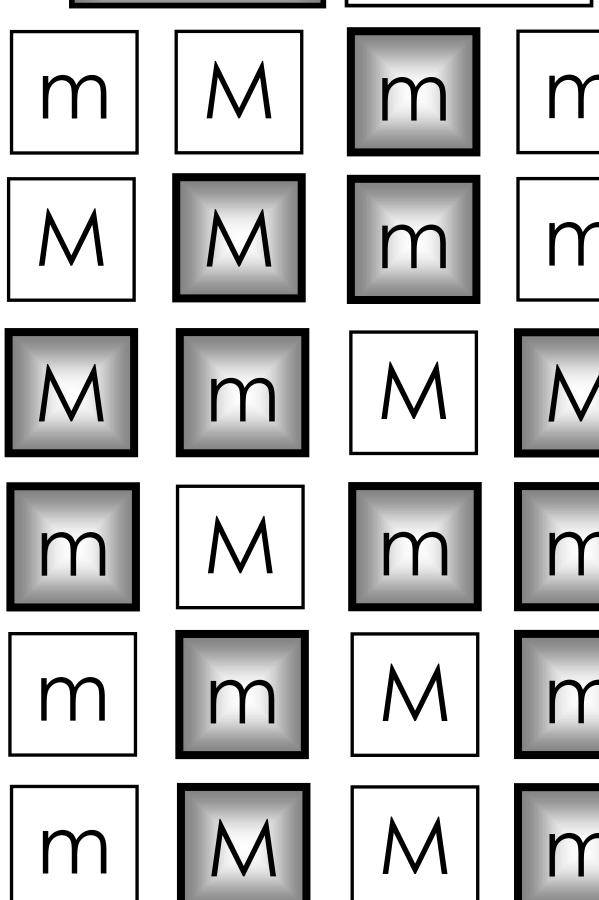




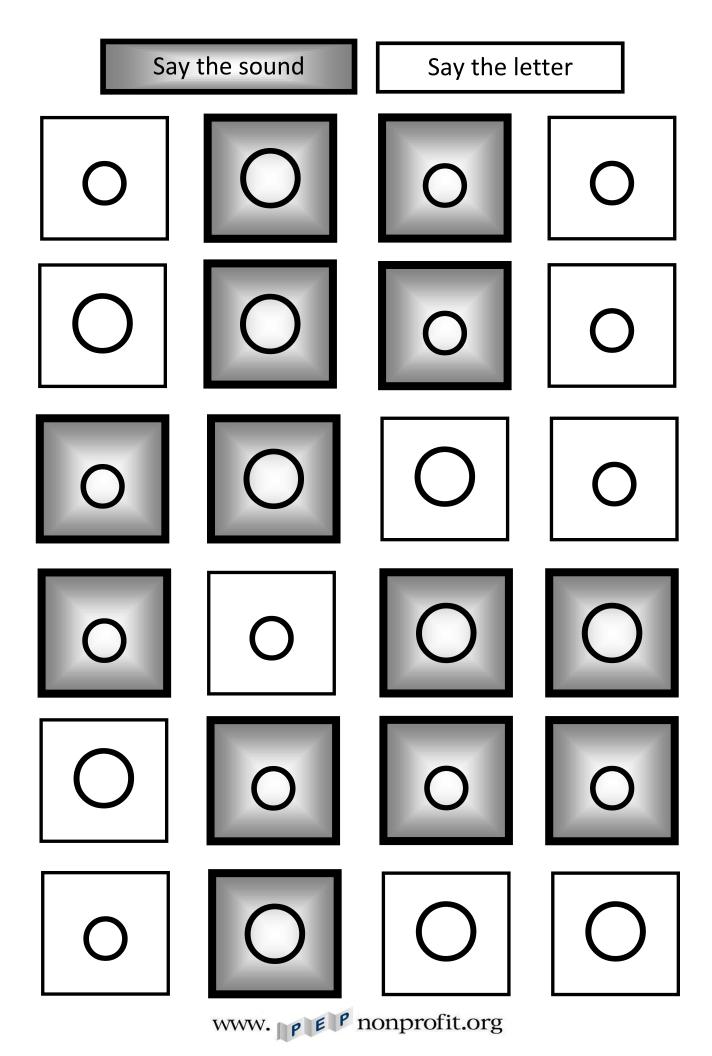
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Say the sound

Say the letter



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Say the sound

Say the letter

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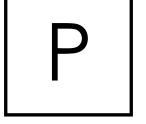
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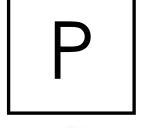








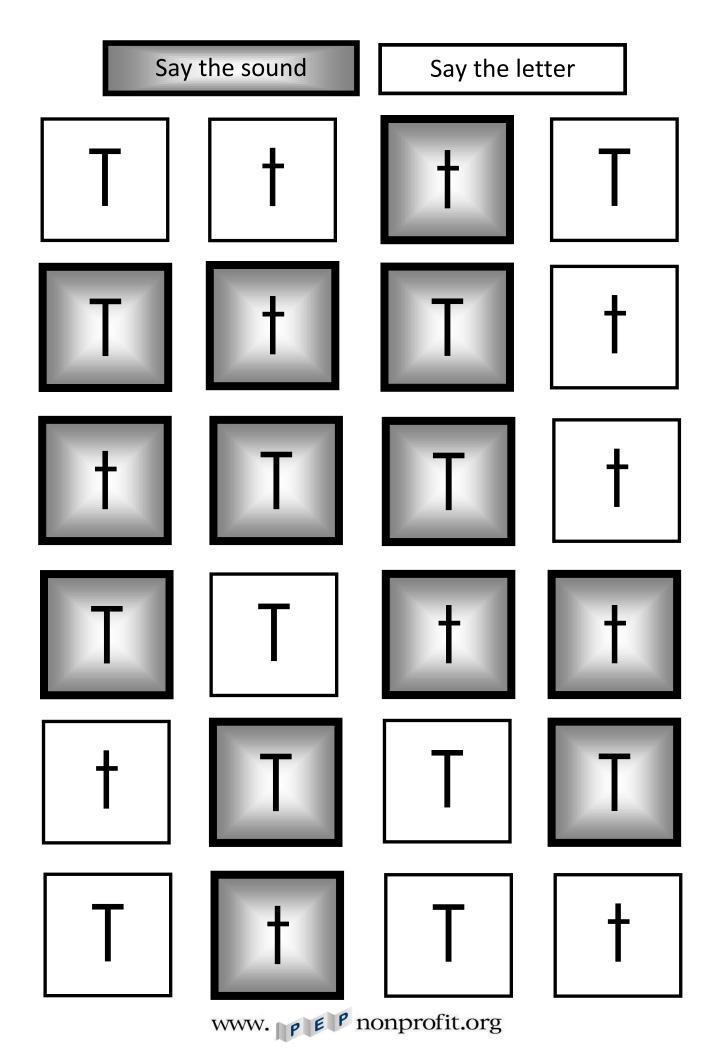


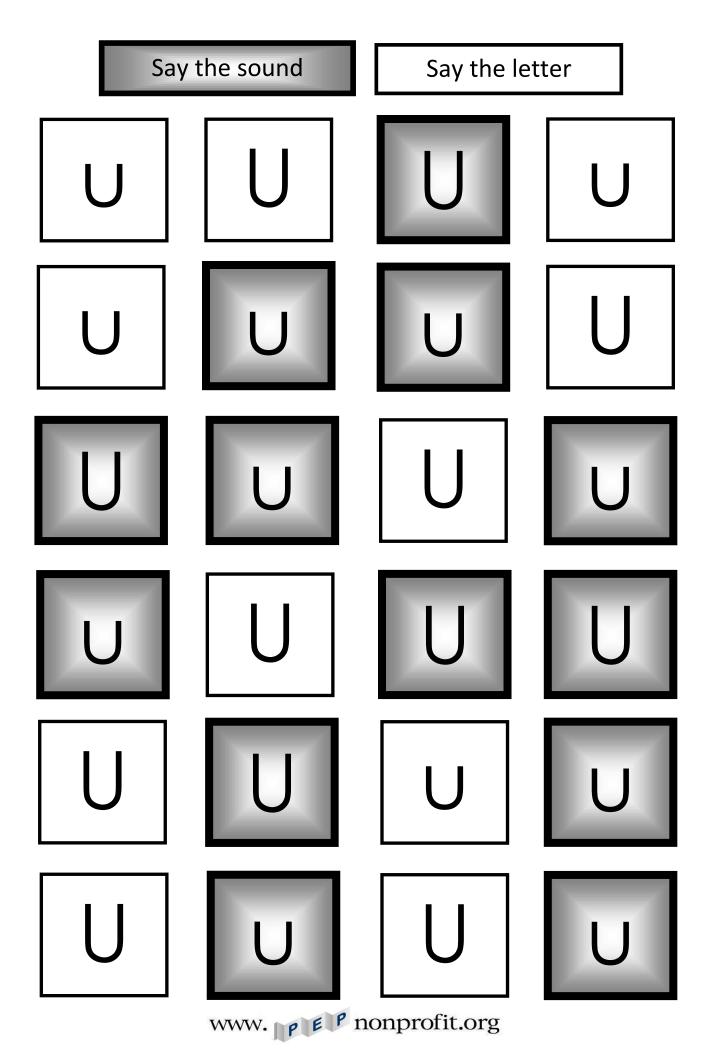


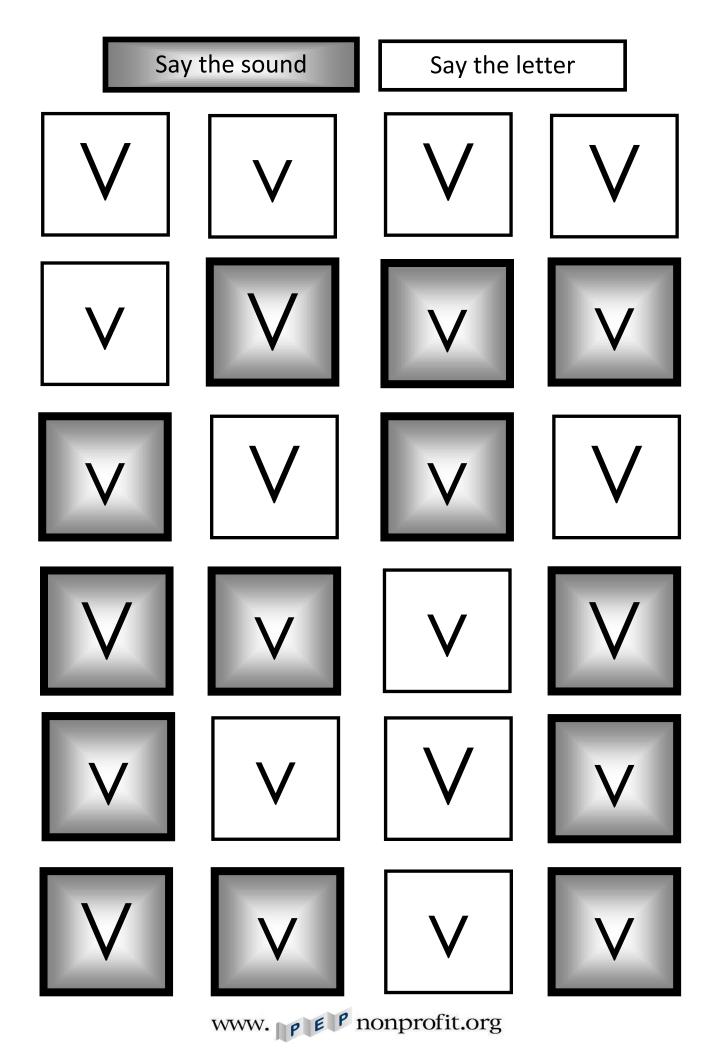


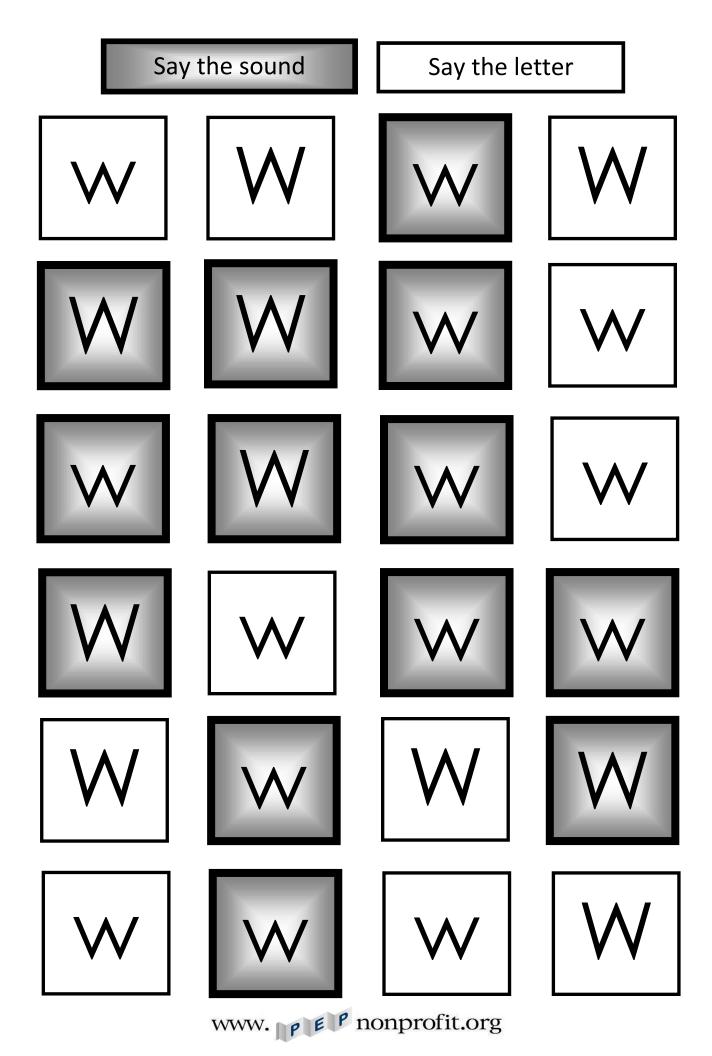
Say the sound Say the letter

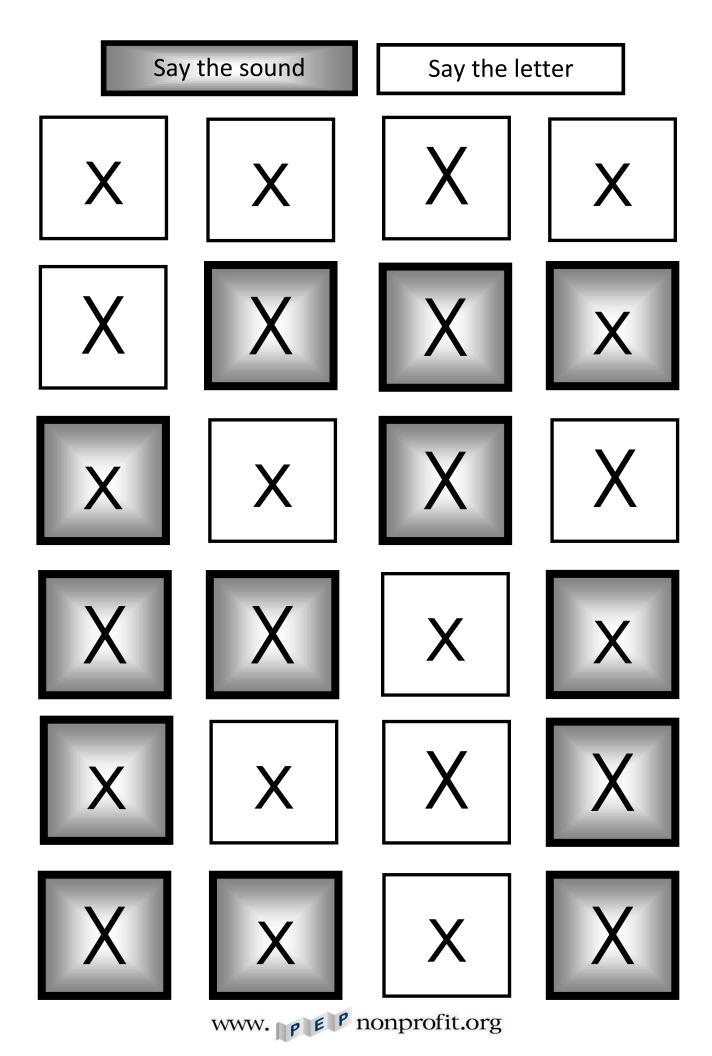
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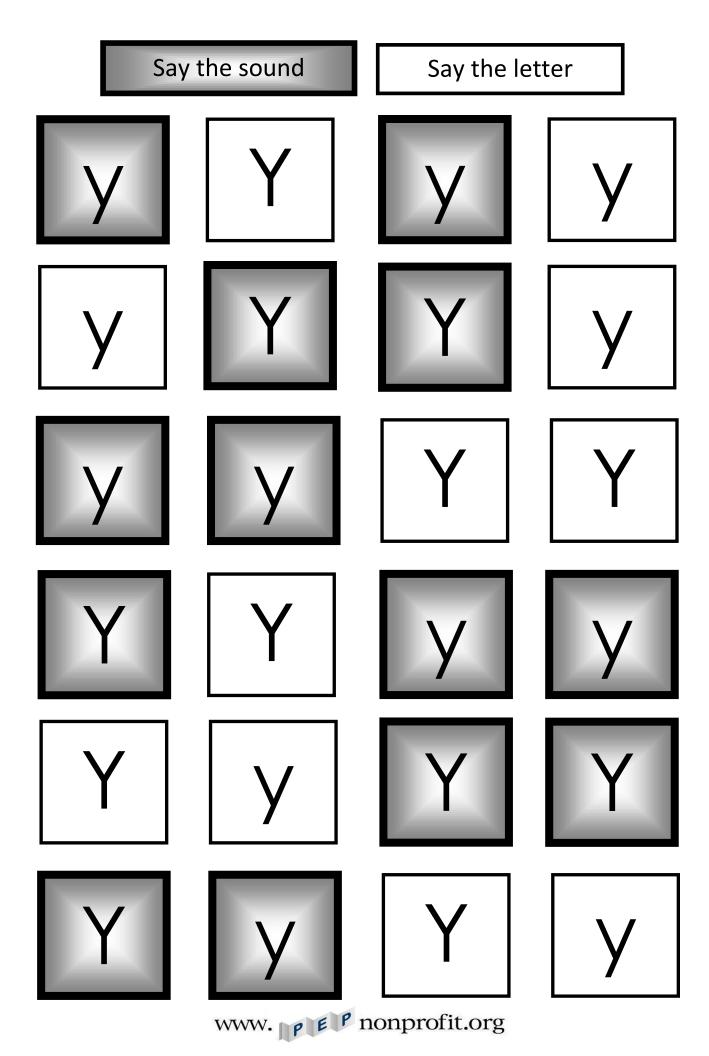












Say the sound Say the letter g a a a g a a a a g g a a a a a

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You will find that some students will make it through all 27 Tests while other students do not. When a student successfully completes each of the 27 Tests individually, they move on to a next level of tests that review three letters (upper and lowercase) and sounds per test. Here there are just nine total tests. We arranged the nine tests with three letters each, with the most frequently used letters at the beginning and the least frequently used letters towards the end. We are aware that there are many different opinions on how the letters could be arranged; we went with a consensus of kindergarten teachers.

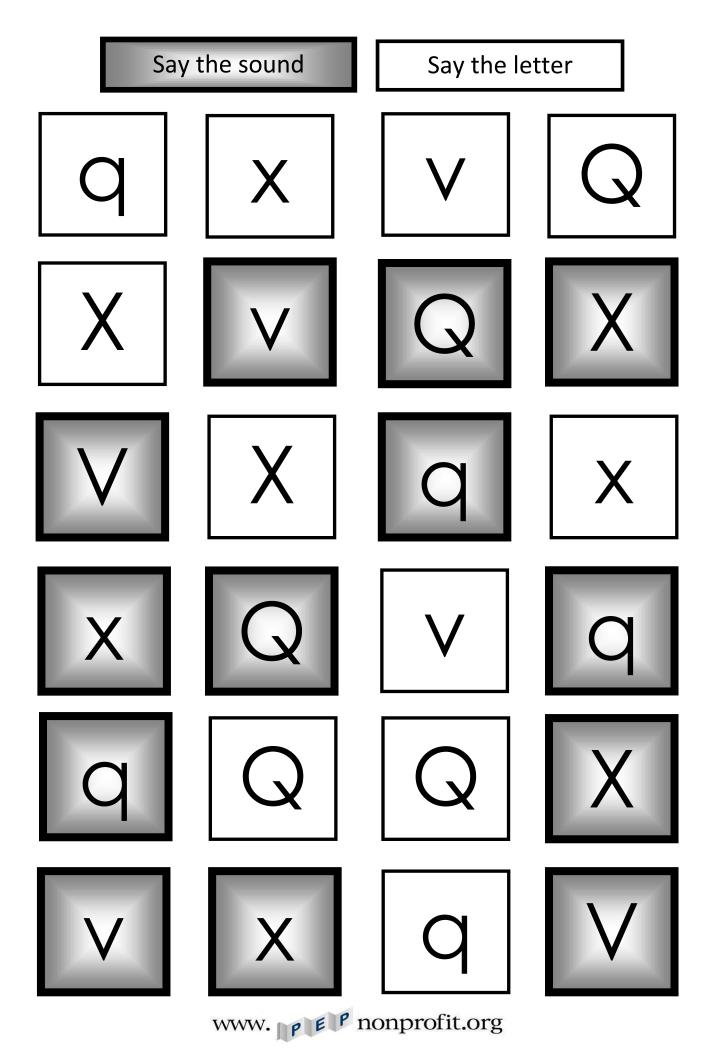
The letter groupings are: AMT - SER - POW - IND - CFG - LH (silly a and silly g) - KBU - ZYJ - QXV

The goal for the student remains exactly the same: name all of the upper and lowercase letters and produce the correct phonemic sound on each test in one minute or less with one mistake or less with you, the teacher. Once a student completes those nine tests, there is one last challenge to complete.

Say the sound Say the letter

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Say the sound Say the letter





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The 108 Challenge is a 4 $\frac{1}{2}$ page test with 26 uppercase letters, 28 lowercase letters (silly a and silly g), 26 uppercase sounds, and 28 lowercase sounds (silly a and silly g)....or a total of 108 items to see and say.....the play component is that it must be done in 108 seconds. If a student can complete this challenge in the allocated amount of time, odds are they are well on their way to reading....at that point we suggest you take a look at our Flash Fluency program (www.PEPnonprofit.org).

The next 4 $\frac{1}{2}$ pages make up the final 108 Challenge. Feel free to print these on a different colored paper for visual impact.

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Say the sound Say the letter

Say the sound Say the letter a

Say the sound

Say the letter

