



Literacy and Learning

Promoting Literacy Development

**Designed by speech pathologists, occupational therapists
and educators, for use in schools and the home.**

1c: **CCVC** & **CVCC** words

2 player

Reading Games

CCVC
words

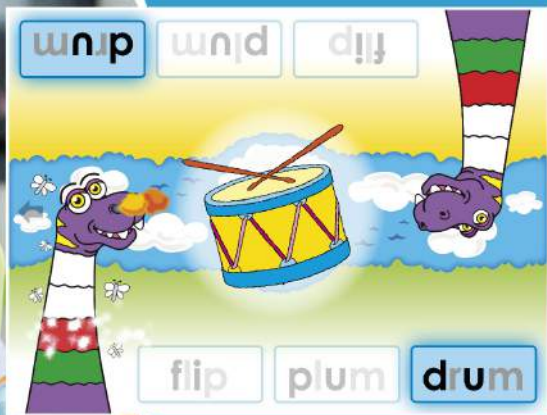
Two levels which
gradually increase
in complexity.

settings

guide

credits

CVCC
words

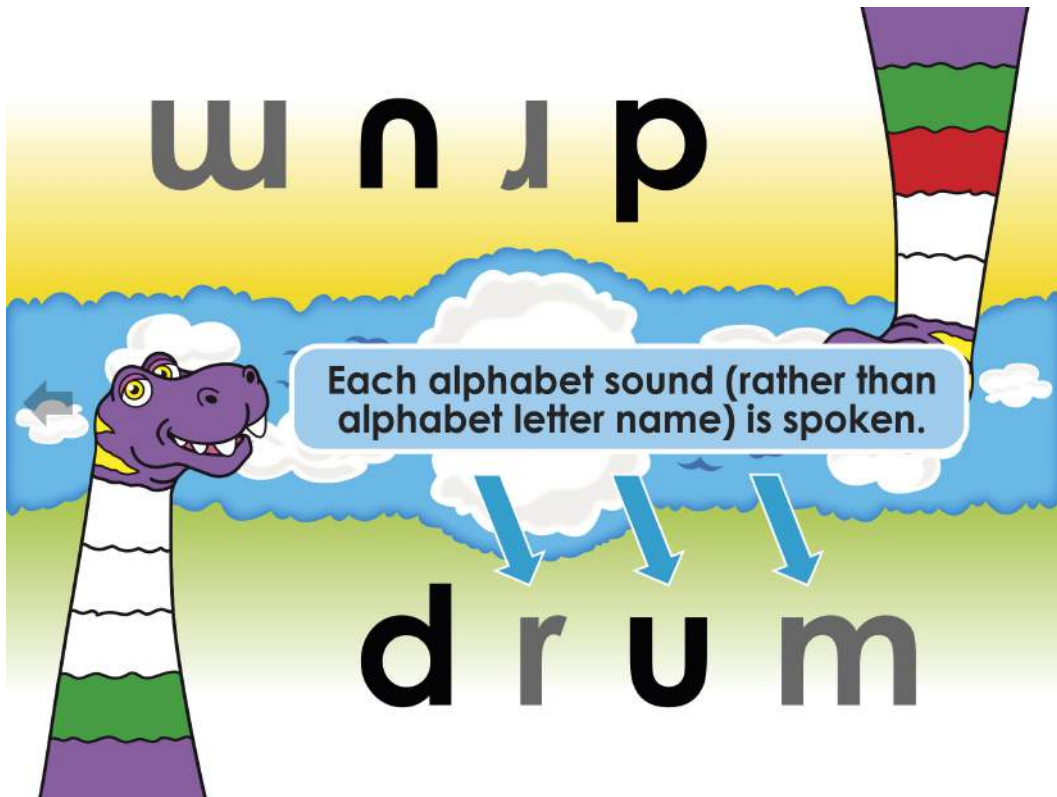


**The unique
2 player game.**

u n r p

Each alphabet sound (rather than alphabet letter name) is spoken.

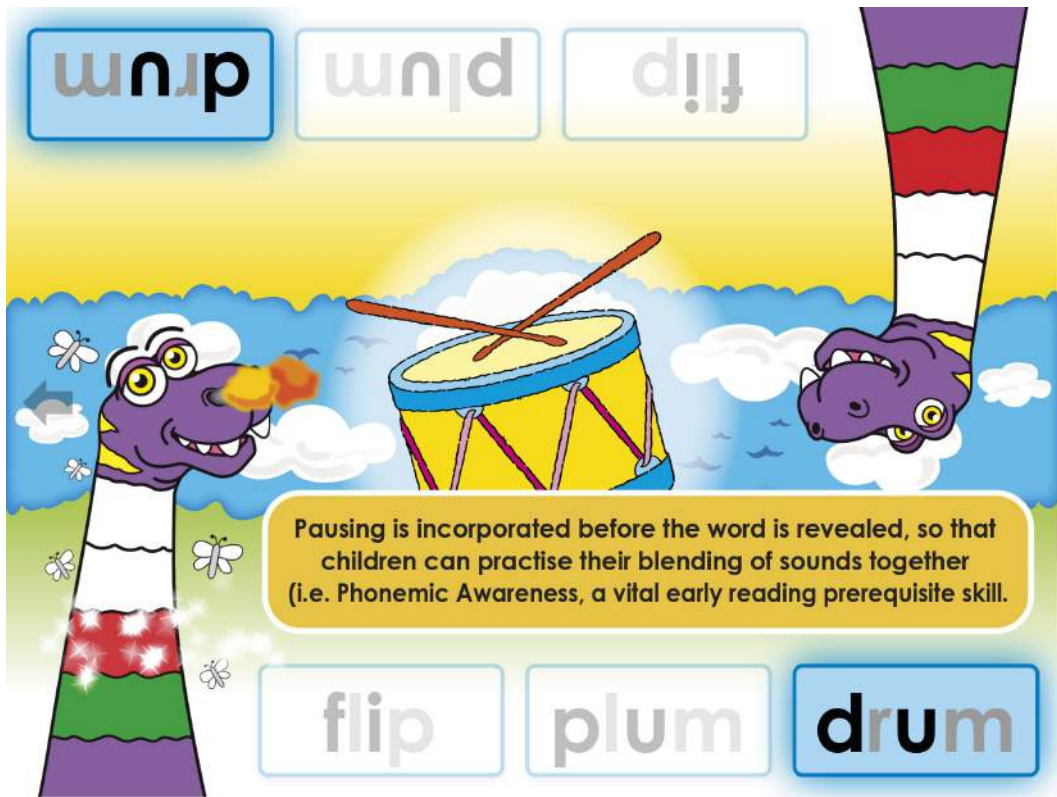
d r u m



drum

plum

flip



Pausing is incorporated before the word is revealed, so that children can practise their blending of sounds together (i.e. Phonemic Awareness, a vital early reading prerequisite skill).

flip

plum

drum



select accent



Modify the speed of presentation to match ability levels.

select speed



slow

when learning
the skill



medium

practising
the skill



☒ **fast**

when automating
the skill