

SEN Case Study (Year 1 and 2)

By Kristie, Ipswich worked with a Year 1 and 2 SEN Class

How did I use WizeFloor?

My phonics group were really struggling with retaining Phase 3 sounds. We devised games that would enable the children to consolidate their knowledge of these sounds in a fun and interactive way.

The Sounds we focused on were:

- sh
- ch
- ai
- ee
- igh
- oa
- 00
- ar
- ai
- 0W
- ur
- or
- er
- oi

The children played a 'Memory' game on the WizeFloor. They read the sound/word and we

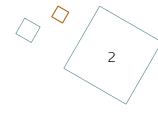
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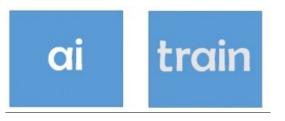
discussed the Phase 3 sound. The children then had to find the matching sound/word e.g.



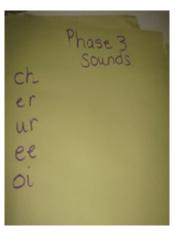
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Each time we said the sound and read the word. The children worked in teams and we made it a little competition. I immediately saw a change in the children's attitudes towards their learning. They seemed more motivated and enthusiastic, especially the boys!



After we played the game a few times we sat in a circle and brainstormed the sounds we had seen on the game.

The children then had to suggest words for each sound. I found that this was a great way of highlighting how they can apply the sounds that they have learnt.

What impact did it have on the children's learning?

- Improved their concentration.
- Ensured that they were consolidating their sounds in a range of ways.
- Sparked interest for many of the boys.
- Improved their enthusiasm and motivation.
- A great reward tool for good learning and behaviour.







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How will I incorporate WizeFloor into my teaching?

The children could use this at least once a day for either literacy, numeracy (oral/mental starters), small group work or specific IEP related work as the games could be altered for their own IEP targets.

I am planning on training my TA to use it so she can take small groups to work on their IEPS.



I would like to make games linked to the texts that we cover weekly. Have an open discussion with the children to talk about what they find difficult and what games would support them.

