## Go Grapheme Grafters Explained <br> 

## Key Principle:

The purpose and function of Go Grapheme Grafters is for the children to see, from teachers modelling, how words can be linked when they have the same sound and spelling.

Example 1 - know, knit, knight, knowledge, knew

Example 2 - meet, sleet, sleep, creep, feet

## In the classroom:

For two weeks prior to this becoming an activity for the children, the teacher will spend time introducing fifteen words that will be the vehicle to demonstrate sound and spelling patterns. This will be done with a 'Spell it Out' board. We recommend a wipeable board for this, see below for example.


## Go Grapheme Grafters

 Explained

The first two weeks of this process will give the teacher a chance to introduce the words slowly in an ongoing flexible way at their own discretion.
Each word will have the phoneme sound buttons identified, e.g.

## knight

If the word is multi-syllabic, the syllables will also be identified, e.g.

## laughter

A magnifying glass symbol is used to show the 'phoneme focus', e.g.
(r) - older, nicer, wiser, chattier

Another requirement of 'Spell it Out' is for the children to identify words that include that specific sound during their reading sessions.

Please note: Children will 'live' with the words in the classroom for two weeks before they partake in a 20 -minute Go Grapheme Grafter session.

## Go Grapheme Grafters

 Explained
## Go Grapheme Grafter 20-minute session for children



20 minutes is not long. Do not worry if this is not completely slick at the beginning as their stamina and pace will improve in time.

## Go Grapheme Grafters is organised into three parts:

## Part 1 - Duration: 7 minutes

Children are organised into pairs and able to talk about the fifteen Go Grapheme Grafter words. They must write all fifteen words in the front of their spelling book (exercise book). The expectation is that these words are all spelt accurately. At this stage the pupils can still see the 'Spell it Out' board to help assist them with accurate spelling. With their talk partner, they identify the part that they personally find difficult to spell by putting a capital ' $T$ ' above that part of the word. This may be the same or different to their friends.

## T T

For example: occasionally

## Part 2 and 3 - Duration: 13 minutes

The 'Spell it Out' board is now covered so the pupils can not see the words.

Children will do a silent spell of each Go Grapheme Grafter word (20-25 seconds) followed by paired talk with their friend to generate as many words with the same phoneme (45-50 seconds). They will complete this process for all fifteen words moving from silent spell to sound associations.
See example below:

| Individual Silence Spell <br> $(20-25$ secs $)$ | Teacher shares correct <br> spelling and nominates <br> phoneme | Pairs Chot (Chot and Jot) sound associations <br> $(40-45$ secs $)$ |
| :---: | :--- | :--- |
| 1. knowledge | knowledge | know, knit, knot* |
| 2. meet | meet | sleet, feet, sleep |

* Example chosen phonemes with words that share same spelling are outlined in the relevant year Spelling Book answer booklet - https://www.thetrainingspace.co.uk/ answers/


## Go Grapheme Grafters Explained

Continue with this process across the remaining 13 minutes so that children are spelling with speed and finding sound associations that have the same letter representation.

See the following images of how a Go Grapheme Grafters book should be laid out.
NB: this has been done by an adult to show pupils the expectations.



# Go Grapheme Grafters 

## Explained

## Summary:

## Tricky Bit

CHOT = Chat and Jot Timed - 3 minutes
T over the tricky bit Spell Individual 20/25 seconds to spell word Sound Associations

Teacher shares correct spelling and identified phoneme CHOT = Chat and Jot Timed - 40/45 seconds Words with same sound and same spelling

