



Second Chance Literacy and Numeracy Resources

Welcome...

... To JJ Educational and to the "Second Chance" Resources. Welcome to a unique set of fully photocopiable resources written by specialist teachers in Special Needs to meet your own requirements.

The Second Chance resources comprise a unique and integrated combination of Readers, Workbooks, Games, and Play scripts which together create a scheme of work that encourages learning through **fun** and constant reinforcement. In addition we produce a novel and compelling scheme for telling the Time, together with Games resources for Numeracy.

Our structured literacy scheme has proven to be effective with disaffected Secondary readers and new readers of all ages, engaging their interest through quirky and humorous content as reading skills are reinforced.

The scheme is deliverable by LSAs due to its structured and logical approach, and being delivered on CD to provide endless copies, it provides excellent value. We hope you will enjoy working with our resources and look forward to welcoming you as a customer!

A handwritten signature in black ink that reads "David Fisher". The signature is fluid and cursive, with a large loop at the end.



Second Chance Literacy

- ◆ A unique combination of Readers, Workbooks, Play Scripts and Phonic Games
- ◆ Designed to make learning fun for both teacher **and** learner
- ◆ With a quirky and humorous theme, reinforcing learning through the resources
- ◆ Suitable for Upper Primary, Secondary and Adult students who have found difficulty in acquiring literacy skills, and for younger first time readers.
- ◆ Written by Special Needs teachers to fill a gap for interesting resources with appeal

Phase One

The first Phase of the Literacy Scheme covers the basic phonic sequence, as recommended by Educational Psychologists and the major organisations dealing with Dyslexia. Each reader introduces a new sound, beginning with simple cvc words in Books 1-4, through blends, to magic 'e', and on to soft c and soft g by Book 28.

Together with the Readers, Phase One also contains 6 Workbooks containing interesting and varied worksheets.



More Consonant Blends Extension Pack



In response to customer demand, we now have an additional resource expanding on Consonant Blends. The resource includes 10 additional Readers, 2 additional workbooks comprising 55 worksheets, and additional Bingo and word Cards.

Phase One Reader list



Book	Title	Sounds Introduced	Workbook
1	Fat Cat	a	1
2	Wet Hen	e	1
3	Fit Pig	i	1
4	Ron the Cod	o	1
5	Rug Bug	u	1
6	The Jet Set	Mixed vowels	2
7	Cod in a Jam	Mixed vowels	2
8	Bug in a Bin	Mixed vowels	2
9	The Sun Hat	Mixed vowels	2
10	Cod on the bus	Mixed vowels	2
11	Lost in the Mist	st	3
12	Big Pam	fl	3
13	Flat Bug	sl	3
14	Get Fit	pl	3
15	In a Rush	sh, dr, ft	4
16	Chip Shop Crash	ch, sw, spl, (nt), (wh)	4
17	Bad Luck Duck	ck	4
18	Stuck in her Dress	flossy ff ss	4
19	Sheep deep in a Bog	ee (nd)	5
20	Goose on the Loose	oo (str)	5
21	A Bark in the Dark	ar	5
22	Out of the Storm	or, (lp), (nk)	5
23	Thin Twin	th, (mp)	5
24	Brave in the Waves	a...e	6
25	Take a Hike	i...e	6
26	Home Alone	o...e	6
27	Cool Dude	u...e	6
28	No Chance at the Dance	soft c, soft g	6



Second Chance Literacy

Phase Two



Phase Two provides additional resources to tackle the area of vowel digraphs, "wizard-w", and -le endings. By the time readers are tackling these areas, it is assumed they have mastered the basic reading skills from Phase One. Phase Two comprises Seven Readers and Seven workbooks, as well as an integrated Games Pack. One Reader and one workbook for each of the digraphs and concepts covered

Phase Three

The Third Phase of the Second Chance Literacy Scheme tackles "fixing" - prefix and suffix rules. This is handled through a multitude of stimulating and unique worksheet exercises and Games, extending to over 160 A4 sized pages.

Play Scripts

You have read the book - now read the play!

Based upon the Readers in Phase One and Phase Two, the play scripts stretch readers a little further, taking the stories into more detail. Ideal for developing confidence in reading aloud, and developing co-operative reading. Although the stories are a little advanced, the readers know the story already and so they can take their own parts and develop their reading together with other mixed ability students.

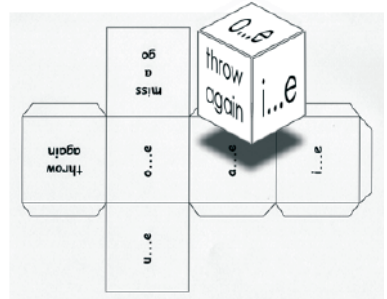
Ideal as a resource to take home and share with the family. The plays come in 2 separate sets of 10 scripts.

**In response to customer demand, more play scripts are
Now available for reading age 7 - 10! See website for
details**

Second Chance Games



Phonic Games feature both as an additional resource to support Phase One of the literacy scheme, and also as an integrated part of Phases Two and Three. The manual provides all the necessary resources to play an almost infinite variety of games, further reinforcing the phonics learned within the Readers and workbooks. They can be played and enjoyed by children and students at all levels of literacy development - providing the best form of reinforcement by making learning **fun!**



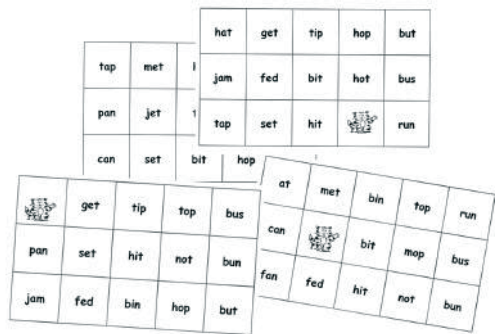
Often overlooked, the concept of learning through game play can greatly enhance the acquisition of language skills.

The Phonic Games can also be used to support other Phonic-based literacy schemes that follow the conventional phonic progression.

The Games Packs include word cards, a cut-out game dice and cards to play games such as

- Bingo
- Hextrack
- Snakes and Ladders
- Beetle

As well as suggestions for many more games that will interest and stimulate students





Time!

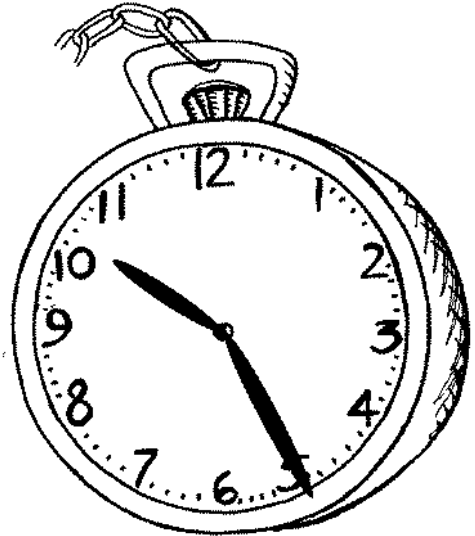
From Seasons to Seconds!
Using characters from the popular Second Chance series, this resource covers all aspects of Time, including the mysteries of Roman numerals and Time calculations. This new knowledge is put to practical use in a full Reader/workbook on **timetables**.

The Time resource is an innovative way of teaching time, and comprises over 150

pages of Readers, Workbooks, Games, and even a "cut out and keep" clock for practical sessions. This resource is bound to be of invaluable assistance when teaching learners of all ages how to tell the time, and to sequence, Days, Months, and Seasons.

The set comprises:

- **Wanda's Week**
- **A Year in the lives of Fat Cat and friends**
- **Seasons**
- **A Day in the life of Wet Hen**
- **Time workbook, based upon the first four resources.**
- **Clock**
- **What time is it?**
- **Can you spare a minute Wet Hen**
- **Rome was not built in a day**
- **Table Time**
- **Day in the Life "Snakes and Ladder game"**
- **Time dominoes**





The Vets and Numeracy

The Vets Pack and Plays

The Vet series comprises 10 readers, and a Plays pack comprising a play for each Reader.

The Vet series provides additional High Interest Low Reading Age readers, for those with a reading age of 6 to 9 years.

Based on the adventures of a Vet practice on Bodmin Moor, the readers are designed to be entertaining and factually correct, and able to be read in a single sitting.

The accompanying series of Play Scripts extend the stories and develop the confidence to read aloud in groups, and to work together in teams.



Numeracy

We have also developed our passion for learning through Games to include Numeracy. The resources are ideal as starter activities in all Maths lessons, and for constant reinforcement for Remediation Groups.

The Numeracy Resources cover

- Rummy / Snap... card game,
- "I Am..." circular arithmetic quiz game.

In addition, we have created a fun "end of lesson / homework" resource, reinforcing the four basic operations, in the form of

- Colour Maths

Colour Maths is a colour by numbers game, with illustrations from the Literacy readers in varying levels of difficulty, and with separate arithmetic operators.

Over 40 pages of reference resources and colouring sheets, covering addition, subtraction, division, and multiplication.

