

Letters and Sounds Progression of Skills

PHASE 1 – Foundation Stage 1 (Nursery)
Aspect 1 (environmental sounds)
Listen to and identify outdoor sounds
Listen to and identify indoor sounds
Use drumsticks (stoke, beat, tap) to make different sounds
Use the voice to sing at different volumes
Identify the sounds on a sounds lotto game
Identify sounds made behind a screen (keys, bells etc.)
Make the correct animal noise from a set of clues
Give others a set of clues to guess an animal
Guess what is inside the container by the sound it makes
Aspect 2 (instrumental sounds)
Identify and name the instruments being played
Remember and repeat a rhythm
Discriminate and copy loud and quiet sounds
Stop and start playing an instrument at the signal
Play an instrument to describe an action (fairy footsteps)
Perform a short instrumental piece for others
Play an instrument to match the sound an animal might make
Aspect 3 (body percussion)
Perform a song with actions
Perform an action to match a musical instrument
Perform actions increasing and decreasing speed as necessary
Copy a body sound/ sequence of body sounds
Identify a body sound (snoring, eating etc)
Suggest times to be noisy or quiet
Use the voice to make slow/fast, quiet/loud, long/short sounds
Move the body in response to an instrument sound
Aspect 4 (rhythm and rhyme)
Join in with repetitive story phrases
Perform actions to nursery rhymes
Move in time to the beat - fast, slow, skipping, marching
Put rhyming objects in the soup
Play rhyming bingo
Continue a rhyming string
Aspect 5 (alliteration)
Suggest a person who has a name beginning with a given letter
Suggest an object that begins with the same sound as a name
Suggest non-words that begin with the same sound
Sort objects that begin with the same sound

Suggest animals that begin with the same sound
Join in with an alliterative story and make suggestions
Look at an object and recognise the initial sound
Think of an alliterative sentence for the names of children in the group
Make the right movements with the mouth to say some sounds
Select a set of objects for alliterative 'silly soup'
Aspect 6 (voice sounds)
Make sounds with the voice for example - 'tick tock'
Share favourite sounds with a group
Talk like a robot (c-a-t)
Continue a sound pattern with the voice and vary the pitch
Add a target sound to a story on hearing a buzz word or character
Listen to a recorded voice and identify the speaker
Record sounds for a lotto game and then match sounds to pictures
Describe a voice sound using words like 'long', 'short', 'loud', 'high', 'low'
Use the voice to add sounds to a story by whispering, growling etc
Listen to and sing a variety of songs
Aspect 7 (oral blending and segmenting)
Understand 'sound talk' words that are segmented like c-oa-t
Sound out and clap CVC words from the set of letters s, a, t, p, i, n,
Identify objects with three phonemes from 'sound talk' like f-i-sh
Blend two or three phonemes from 'sound talk' to make a word
Play I-spy by blending sounds, e.g. 'I spy a z-i-p (zip)
Copy and speak in 'sound talk'
Say how many phonemes can be heard, e.g. p-i-g (one, two, three)