Nursery Programme Progression Framework

A progression framework for developing phonological awareness in Nursery through play, interaction and early phonics experiences.

Introduction

The Nursery Programme is designed to reflect a clear and developmentally appropriate progression of phonological and early phonemic awareness, aligned with EYFS principles and nursery phonics pedagogy. The framework focuses on how children engage with sound, supporting progression from early awareness and exploration to confident, independent application.

Structure of the Programme

The Nursery phonics programme is organised into four progressive steps which together support the development of children's phonological and early phonemic awareness. These steps are designed to be followed in sequence, with each step building on and extending the knowledge and skills developed in the previous one. This ensures that children develop secure foundations in listening, speaking and phonological awareness before moving on to more complex skills. Practitioners should ensure children are confident within each step before introducing the next, while continuing to provide opportunities for consolidation and revisiting prior learning.

- ### Step 1: Tuning In
  Focuses on developing children's ability to listen to and notice sounds in their environment, including instrumental and body percussion sounds. Children learn to attend to sound, distinguish between different types of sound and begin to describe what they hear. Strong listening and sound discrimination skills are essential for children to hear, distinguish and work with sounds in words, underpinning all later phonics learning.
- ### Step 2: Vocalising & Word Play
  Supports children in using their voice to explore sounds, rhythm and patterns in language. Children develop control of speech sounds and begin to recognise patterns such as rhyme and alliteration. An awareness of rhythm, rhyme and sound patterns helps children to understand how words are structured, supporting early phonological awareness and later success in blending and segmenting.
- ### Step 3: Sequencing & Sound Talk
  Develops children's ability to hear and work with sounds within words. Children begin to blend sounds together and break words into individual sounds, forming a key foundation for later phonics learning. Blending and segmenting are the core skills required for reading and spelling in phonics, making this a crucial bridge between early sound awareness and formal phonics teaching.
- ### Step 4: Linking Letters & Sounds
  Introduces children to a small number of phonemes alongside their corresponding graphemes. The focus remains on hearing, saying and recognising sounds while beginning to make connections between sounds and letters. Making connections between sounds and letters prepares children for systematic phonics instruction, supporting them to apply their phonological knowledge to early reading and writing.

Together, these steps provide a structured and developmentally appropriate progression, ensuring children build secure foundations for phonics through listening, speaking and play-based experiences.

Progression Overview

Within each step progression is organised into three developmental levels (Emerging, Developing and Secure) which reflect increasing control and independence in children's engagement with sound. These levels are used to support observation, assessment and planning, rather than to label children by age or expectation.

Level Descriptors

Level 1: Emerging
Children begin to notice, explore and join in
At Level 1, children are developing early awareness of sound. Assessment focuses on noticing sounds, exploring them through play, and joining in alongside adults and peers. Children at this stage are not expected to reproduce patterns accurately or make deliberate choices. Value is placed on participation, attention and shared experiences, reflecting early auditory development and supporting inclusive practice.

Level 2: Developing
Children identify, copy and begin to manipulate
Level 2 marks a shift from passive engagement to intentional interaction. Children begin to identify and name features of sound. They deliberately copy what has been modelled and manipulate sounds in simple, supported ways At this stage, children are starting to exert control over sound but continue to rely on adult modelling and scaffolding. Accuracy develops through repetition and guided practice rather than independence.

Level 3: Secure
Children describe, compare, explain, recreate, and applying independently
At Level 3, children demonstrate secure phonological awareness skills. They can describe and compare sounds and follow instructions accurately. They create their own sound patterns and apply phonological skills independently across contexts This level represents readiness to apply phonological awareness confidently and flexibly, forming a secure foundation for the introduction of grapheme–phoneme correspondences.

Level 3+
(Linking Letters & Sounds only)
Level 3+ is an extension of level 3, rather than a new developmental stage. Children move beyond hearing phonemes to beginning to match them to graphemes. We recommend that this is introduced only once children are secure in Tuning In, Vocalising & Word Play and Sequencing & Sound Talk. The focus is on familiarising children with a small set of grapheme–phoneme correspondences through sound, action and oral work. All skills in 'Linking Letters & Sounds' remain rooted in nursery phonics pedagogy processes and do not involve expectations of independent reading or writing. This ensures continuity and clarity, supporting readiness for moving into a Systematic Synthetic Phonics programme without accelerating children prematurely

Nursery Phonics Progression Map

Step 1: Tuning in			
	Level 1 **Emerging**	**Level 2** **Developing**	**Level 3** **Secure**
Environmental Sounds & Listening Games	• I can notice sounds around me. • I can recognise that different objects make different sounds.	• I can identify familiar sounds and begin to name them.	• I can describe sounds (e.g., loud/quiet, long/short, fast/slow). • I can compare sounds and talk about how they are the same or different.
Instrumental and Rhythmic Listening	• I can explore the sounds that instruments make. • I understand that I need to play an instrument to make a sound.	• I can identify the sounds of familiar instruments and name them. • I understand that how I play an instrument changes the sound it makes.	• I can describe and compare the sounds that instruments make. • I can follow simple instructions to recreate a sound with an instrument (e.g., tap the drum loudly, shake the tambourine quietly).
Body Percussion & Early Rhythm	• I can explore the sounds my body can make. • I can join in with familiar songs and copy simple actions.	• I can join in with a short body percussion pattern. • I understand that I can change the sound my body makes (e.g., clap softly or loudly).	• I can follow instructions to recreate a body percussion sound (e.g., stamp loudly, clap softly). • I can join in with longer sequences of body percussion. • I can describe body sounds (e.g., loud/quiet, long/short, fast/slow).

Step 2: Vocalising & Word Play			
	Level 1 Emerging	Level 2 Developing	Level 3 Secure
Voice Sounds	• I can explore different mouth movements and sounds. • I can explore simple voice sounds and mouth movements.	• I can identify different voice sounds. • I can copy a variety of voice sounds, including animal sounds.	• I can talk about, describe, and compare different voice sounds. • I can create my own ideas for character voices or imitate voices.
Rhythm & Rhyme	• I can join in with songs and rhymes. • I can recognise familiar rhythms in songs and rhymes. • I can join in with and explore a simple beat. • I can join in as words are broken into syllables.	• I can recognise words that rhyme. • I can copy and break words into syllables. • I can copy a simple beat. I can say speech sounds clearly.	• I can play with rhyme and make up my own rhyming words. • I can complete sentences with my own rhyming words orally. • I can compare and break words into parts. • I can create my own beat.
Alliteration & Sound Patterns	• I can explore the initial sounds of words. • I can join in with repeated initial sounds.	• I can identify the initial sounds of words. • I can select objects with a given initial sound.	• I can match and group objects with the same initial sound. • I can play with alliteration (e.g. making strings of words with the same initial sound).

Step 3: Sequencing & Sound Talk		
Level 1 Emerging	**Level 2 Developing**	**Level 3 Secure**
• I can join in with simple sound talk. • I can listen to words broken into sounds. • I can choose the correct object when I hear a word broken into sounds.	• I can blend sounds to say a simple word. • I can join in with saying the sounds in a word.	• I can blend sounds to say a word independently. • I can segment a word into sounds. • I can count how many sounds I can hear in a word.

Step 4: Linking Letters & Sounds			
Level 1 Emerging	**Level 2 Developing**	**Level 3 Secure**	**Level 3+**
• I can hear and say the target phonemes in playful oral contexts with adult modelling. • I can begin to notice initial sounds in familiar spoken words.	• I can say the phonemes /s, a, t, p, i, n, m, d/ with increasing clarity using pure sounds. • I can identify the initial phoneme in familiar spoken words.	• I can say the phonemes /s, a, t, p, i, n, m, d/ clearly using pure sounds. • I can blend sounds to say a word independently (e.g., p-e-g → peg). • I can segment simple words orally (e.g., tap → t-a-p). • I can identify how many phonemes I can hear in simple words.	• I can begin to recognise the graphemes for the phonemes /s, a, t, p, i, n, m, d/. • I can match a grapheme to its picture prompt.

Summary of Approach

This progression framework supports the monitoring of children's phonological and early phonemic awareness within the Nursery programme. It aligns with the *EYFS Statutory Framework* and *Development Matters* (2021) guidance.

The progression map is organised into three developmental levels, with an additional Level 3+ extension in Linking Letters and Sounds. These levels reflect how children engage with sound over time. This progression supports practitioners to recognise development, plan next steps and maintain a consistent approach to assessment.

Alignment with Phonics

The progression map within Tuning In, Vocalising and Word Play and Sequencing and Sound Talk collectively covers the full range of phonological awareness skills, including listening, rhythm and rhyme, alliteration, voice sounds and oral blending and segmenting.

The Linking Letters and Sounds section builds on secure phonological awareness learning and introduces early grapheme phoneme awareness through oral and auditory activities only. There are no expectations of independent reading or writing at this stage.

Wider Learning

Although this framework focuses specifically on phonological awareness, it supports learning across other areas of the EYFS. Skills such as attention, listening, vocabulary development, comprehension, confidence in speaking and turn-taking are developed through high-quality interactions, stories, songs, play and adult modelling.

These wider skills are intentionally supported through provision and practice, rather than assessed through discrete phonics statements. This ensures assessment remains focused, proportionate and developmentally appropriate.

Final Note

This framework provides a clear and consistent approach to tracking children's phonological development in Nursery. It supports professional judgement, avoids over-assessment, and ensures children build secure foundations for future phonics learning within a broad and balanced early years curriculum.

Activity Overview

The Nursery phonics programme is delivered through a range of structured, play-based activities within each step. The activities within each step are designed to support the development of the skills outlined in the progression map, providing opportunities for children to demonstrate and develop these skills at different levels of independence and complexity.

Progression from Level 1 to Level 3 is reflected through the structure, delivery and cognitive demand of the activities, rather than through separate tasks. Activities provide repeated opportunities for children to develop and apply their phonological awareness skills in engaging and meaningful ways, supporting consolidation, confidence and secure learning over time.

Each step includes a set of themed, character-led activities, with five to six activities at each developmental level. The activities are designed around familiar monster characters to support engagement, continuity and enjoyment, while gradually increasing in skill level, listening demand and cognitive complexity in line with the progression statements.

Activities are categorised by type to support practitioners in understanding how activities may be revisited, adapted and extended over time. Opportunities for repetition are built into the programme to support consolidation and confidence where needed; however, practitioners should use professional judgement to determine the pace, repetition and level of challenge appropriate for their children. Decisions should be informed by children's stage of development, confidence, concentration, listening skills, engagement and security of learning.

We recommend that practitioners introduce activities in sequence, as numbered, while selecting the most appropriate developmental level for the children. Depending on children's needs, practitioners may choose to remain within a single level for a period of time or work progressively across Levels 1 to 3 within a character theme. Practitioners do not need to complete every character activity or repeat every activity before moving on to the next step if children are demonstrating secure understanding and readiness to progress.

Activity Types

All activities within the Nursery phonics programme are designed to be repeated where needed to support children's confidence, understanding and secure acquisition of the learning objectives. Repetition provides opportunities for children to revisit, practise and consolidate skills through familiar routines and playful experiences.

Optional Repeat: These activities may be repeated in the same format where children would benefit from additional familiarity, confidence and participation in the skill being developed.

Optional Repeat with Variation: These activities may be repeated using different sound sets, words, objects, patterns or contexts where children would benefit from further opportunities to practise and apply the same skill in different ways.

Optional Repeat and Build with Variation: These activities may be revisited and gradually extended over time where appropriate. Activities may include sets that begin with simple patterns, structures or sound combinations, which can then be adapted, extended or combined to develop greater control, accuracy and independence as children become more secure.

Core Level 3 activities may extend up to 10 minutes depending on children's engagement, concentration, listening skills and level of participation.

Level 1 activities for additional support activities are typically delivered in short sessions of approximately 5 minutes.

Level 2 activities for support activities may extend up to 10 minutes.

The tables below provide an overview of each activity, including the activity type, any available variation sets and suggested delivery guidance.

Activity Overview

Step 1: Tuning in Environmental Sounds & Listening Games					
Theme		Level	Activity	Activity Type	Variation Sets
1.	Black Cat's Environment Sound Walks	1	Black Cat's Sound Walk	Optional Repeat	None
		2	Black Cat's Sound Spotters	Optional Repeat	None
		3	Black Cat's Sound Detectives	Optional Repeat	None
2.	Brown Owl's Sleepy Sound Games	1	Brown Owl's Sleepy Sounds	Optional Repeat	None
		2	Brown Owl's Night-Time Sound Spotters	Optional Repeat	None
		3	Brown Owl's Sound Detectives	Optional Repeat	None
3.	Cool Blue's Farm Sound Adventures	1	Cool Blue's Farm Sounds	Optional Repeat	None
		2	Cool Blue's Farm Sound Spotters	Optional Repeat	None
		3	Cool Blue's Farm Sound Detectives	Optional Repeat	None
4.	Tricky's Sounds Around the Home	1	Tricky's Sounds at Home	Optional Repeat	None
		2	Tricky's Home Sound Spotters	Optional Repeat	None
		3	Tricky's Home Sound Detectives	Optional Repeat	None
5.	Yellow I's Mysterious Sound Adventures	1	Yellow I's Mysterious Sounds	Optional Repeat	None
		2	Yellow I's Secret Sounds	Optional Repeat	None
		3	Yellow I's Secret Sound Detectives	Optional Repeat	None
6.	Angry Red A's Transport Sound Adventures	1	Angry Red A's Transport Sounds	Optional Repeat	None
		2	Angry Red A's Transport Sound Spotters	Optional Repeat	None
		3	Angry Red A's Transport Sound Detectives	Optional Repeat	None

Step 1: Tuning in

Instrumental & Rhythmic Listening

Theme	Level	Activity	Activity Type	Variation Sets
1. Green Froggy's Instrument Sounds	1	Green Froggy's Instrument Explorers	Optional Repeat	None
	2	Green Froggy's Monster Music Lesson	Optional Repeat	None
	3	Green Froggy's Instrument Investigators	Optional Repeat with Variation	2 sets
2. Cool Blue's Beat Listening Games	1	Cool Blue's Echo Sounds	Optional Repeat	None
	2	Cool Blue's Echo Beats	Optional Repeat	2 sets
	3	Cool Blue's Sound Changes	Optional Repeat	2 sets
3. U-Hoo's Drumming and Rhythm Games	1	U-Hoo's Monster Drumming	Optional Repeat	None
	2	U-Hoo's Rhythm Surfaces	Optional Repeat with Variation	2 sets
	3	U-Hoo's Rhythm Makers	Optional Repeat with Variation	2 sets
4. Brown Owl's Quiet Music & Listening	1	Brown Owl's Quiet Instruments	Optional Repeat	None
	2	Change the Sound, Brown Owl!	Optional Repeat	None
	3	Brown Owl Which Sound is Best for?	Optional Repeat	None
5. Angry Red A's Musical Listening Games	1	Angry Red A's Musical Footsteps	Optional Repeat with Variation	2 sets
	2	What are you Playing Angry Red A?	Optional Repeat	None
	3	Angry Red A Says...	Optional Repeat	None
6. Miss Oh No's Music and Movement Games	1	Miss Oh No's Musical Statues	Optional Repeat	None
	2	Miss Oh No Makes Musical Instruments	Optional Repeat & Build	2 sessions
	3	Miss Oh No's Dance Sounds	Optional Repeat	None

Step 1: Tuning in

Body Percussion & Early Rhythm

Theme		Level	Activity	Activity Type	Variation Sets
1.	Black Cat's Body Percussion Games	1	Listen and Join in with Black Cat	Optional Repeat	None
		2	Copy Black Cat	Optional Repeat & Build with Variation	3 sets
		3	Black Cat Says...	Optional Repeat & Build with Variation	3 sets
2.	U-Hoo's Body Beat Games	1	U-Hoo's Body Beats	Optional Repeat	None
		2	U-Hoo's Beat Patterns	Optional Repeat & Build with Variation	3 sets
		3	U-Hoo Says... Stop and Go	Optional Repeat & Build with Variation	3 sets
3.	Miss Oh No's Dance and Body Beat Games	1	Move Your Body with Miss Oh No	Optional Repeat	None
		2	Copy the Moves with Miss Oh No	Optional Repeat & Build with Variation	2 sets
		3	Miss Oh No's Dance Routine	Optional Repeat & Build with Variation	2 sets
4.	Tricky sings... 'If you're Happy & You Know it'	1	Tricky's Happy Song	Optional Repeat	None
		2	Copy Tricky's Happy Actions	Optional Repeat	None
		3	Tricky Changes the Song	Optional Repeat	None
5.	Here we Go Round the Mulberry Bush	1	All Around the Mulberry Bush	Optional Repeat	None
		2	Mulberry Bush Action Time	Optional Repeat	None
		3	Different Ways at the Mulberry Bush	Optional Repeat	None

Step 2: Vocalising & Word Play

Voice Sounds

Theme		Level	Activity	Activity Type	Variation Sets
1.	Tricky's Funny Voice Sound Games	1	Tricky's Funny Voice Sounds	Optional Repeat	None
		2	Tricky Copies Voice Sounds	Optional Repeat	None
		3	Tricky Changes Her Voice	Optional Repeat	None
2.	Green Froggy's Voice Sounds at Home	1	Green Froggy Hears Sounds at Home	Optional Repeat	None
		2	What Sound Is That, Green Froggy?	Optional Repeat	None
		3	Green Froggy Changes Sounds at Home	Optional Repeat	None
3.	Cool Blue's Farmyard Voice Sounds	1	Cool Blue's Funny Farm Voices	Optional Repeat	None
		2	Cool Blue's Funny Farm Voice Spotters	Optional Repeat	None
		3	Cool Blue's Funny Farm Voice Detectives	Optional Repeat	None
4.	Yellow I's Jungle Voice Sounds	1	Yellow I's Jungle Adventure Voices	Optional Repeat	None
		2	Yellow I's Jungle Voice Spotters	Optional Repeat	None
		3	Yellow I's Jungle Voice Detectives	Optional Repeat	None
5.	U-Hoo's Weather Voice Sounds	1	U-Hoo Listens to the Sky	Optional Repeat	None
		2	U-Hoo's Weather Watch	Optional Repeat	None
		3	U-Hoo Reports the Weather	Optional Repeat	None

Step 2: Vocalising & Word Play

Rhythm & Rhyme

Theme		Level	Activity	Activity Type	Variation Sets
1.	Angry Red A's Marching Rhythm Games	1	Angry Red A's Marching Beat	Optional Repeat	None
		2	Angry Red A's Copy the Marching Beat	Optional Repeat	None
		3	Angry Red A's Marching Beat Challenge	Optional Repeat	None
2.	Green Froggy's Tick Tock Rhythm Games	1	Green Froggy's Tick Tock Beat	Optional Repeat	None
		2	Green Froggy Copies the Tick Tock Beat	Optional Repeat	None
		3	Green Froggy's Beat Challenge	Optional Repeat	None
3.	Cool Blue's Word Clapping Games	1	Cool Blue Claps the Parts	Optional Repeat with Variation	3 sets
		2	Cool Blue Copies the Parts of Words	Optional Repeat with Variation	3 sets
		3	Cool Blue's Word Parts Challenge	Optional Repeat with Variation	3 sets
4.	Black Cat's Rhyming Word Games	1	Black Cat Hears the Rhyme	Optional Repeat	None
		2	Black Cat Finds the Rhyming Pairs	Optional Repeat	None
		3	Black Cat Plays with Rhymes	Optional Repeat	None
5.	Tricky's Finish the Rhyme Games	1	Listen to Rhymes with Tricky	Optional Repeat	None
		2	Tricky Chooses the Rhyme	Optional Repeat	None
		3	Tricky Finishes the Rhymes	Optional Repeat	None
6.	The Monsters' Rhyming Games	1	The Monsters Play with Rhymes	Optional Repeat	None
		2	The Monsters Build Rhymes	Optional Repeat	None
		3	The Monsters Build Longer Rhymes	Optional Repeat	None

Step 2: Vocalising & Word Play

Alliteration & Sound Patterns

Theme		Level	Activity	Activity Type	Variation Sets
1.	Yellow I's Sound Spotting Games	1	Yellow I, the Sound Spy!	Optional Repeat with Variation	4 sets
		2	Yellow I Spots the First Sound	Optional Repeat with Variation	4 sets
		3	Yellow Names the First Sound	Optional Repeat with Variation	4 sets
2.	Green Froggy's Sound Sorting Games	1	Green Froggy Sorts Sounds	Optional Repeat with Variation	6 sets
		2	Green Froggy Finds the Sounds	Optional Repeat with Variation	6 sets
		3	Green Froggy Checks the Sounds	Optional Repeat with Variation	6 sets
3.	Cool Blue's Animal Sound Matching Games	1	Cool Blue Listens to the Animal Names	Optional Repeat with Variation	6 sets
		2	Cool Blue Finds the Right Home	Optional Repeat with Variation	6 sets
		3	Cool Blue Checks the Animal Homes	Optional Repeat with Variation	6 sets
4.	Miss Oh No's Sound String Games	1	Miss Oh No Joins the Sound String	Optional Repeat with Variation	6 sets
		2	Miss Oh No Chooses for the Sound String	Optional Repeat with Variation	6 sets
		3	Miss Oh No Chooses for the Sound String	Optional Repeat with Variation	6 sets
5.	Tricky's Sound Mix-Up Games	1	Tricky Gets It Wrong	Optional Repeat with Variation	6 sets
		2	Tricky Checks and Fixes the Sounds	Optional Repeat with Variation	6 sets
		3	Tricky's Big Mix-Up	Optional Repeat with Variation	6 sets
6.	The Monsters' Silly Sound Sayings	1	The Monster's Silly Sayings	Optional Repeat with Variation	5 sets
		2	Choose the Silly Saying	Optional Repeat with Variation	5 sets
		3	Build the Silly Saying	Optional Repeat with Variation	5 sets

Step 3: Sequencing & Sound Talk

Oral Blending & Segmenting

Theme		Level	Activity	Activity Type	Variation Sets
1.	Miss Oh No's Sound Talk Party Games	1	Miss Oh No Packs for the Party	Optional Repeat with Variation	3 sets
		2	Miss Oh No's Party Mix-Up	Optional Repeat with Variation	3 sets
		3	Miss Oh No Checks the Party List	Optional Repeat with Variation	3 sets
2.	Green Froggy's Classroom Sound Talk Games	1	Green Froggy's Classroom Finds	Optional Repeat with Variation	3 sets
		2	Green Froggy's Classroom Mix-Up	Optional Repeat with Variation	3 sets
		3	Green Froggy Checks the Classroom	Optional Repeat with Variation	3 sets
3.	Brown Owl's Sound Talk Rescue Games	1	Brown Owl Looks Carefully	Optional Repeat with Variation	3 sets
		2	Brown Owl Says It Slowly	Optional Repeat with Variation	3 sets
		3	Brown Owl Checks Everything is Safe	Optional Repeat with Variation	3 sets
4.	Angry Red A's Sound Talk Checking Games	1	Angry Red A's What's in the Box	Optional Repeat with Variation	3 sets
		2	Angry Red A Chooses the Right Thing	Optional Repeat with Variation	3 sets
		3	Angry Red A Checks and Fixes the Box	Optional Repeat with Variation	3 sets
5.	Tricky's Sound Talk Fix-It Games	1	Tricky Spots Something Wrong	Optional Repeat with Variation	3 sets
		2	Tricky Fixes the Sound Talk	Optional Repeat with Variation	3 sets
		3	Tricky's Big Sound Talk Mix-Up	Optional Repeat with Variation	3 sets
6.	The Monsters' Sound Talk Games	1	The Monsters Follow the Sounds	Optional Repeat with Variation	3 sets
		2	The Monsters Say the Sounds	Optional Repeat with Variation	3 sets
		3	The Monsters Give the Instructions	Optional Repeat with Variation	3 sets

Step 4: Linking Letters & Sounds				
Theme		Level	Activity	Activity Type
1.	s	1	Learn the Sound	Optional Repeat
		2	Sound Play	Optional Repeat
		3	Learn the Letter	Optional Repeat
		4	Oral Blending	Optional Repeat
		5	Oral Segmenting	Optional Repeat
2.	a	1	Learn the Sound	Optional Repeat
		2	Sound Play	Optional Repeat
		3	Learn the Letter	Optional Repeat
		4	Oral Blending	Optional Repeat
		5	Oral Segmenting	Optional Repeat
3.	t	1	Learn the Sound	Optional Repeat
		2	Sound Play	Optional Repeat
		3	Learn the Letter	Optional Repeat
		4	Oral Blending	Optional Repeat
		5	Oral Segmenting	Optional Repeat
4.	p	1	Learn the Sound	Optional Repeat
		2	Sound Play	Optional Repeat
		3	Learn the Letter	Optional Repeat
		4	Oral Blending	Optional Repeat
		5	Oral Segmenting	Optional Repeat

Step 4: Linking Letters & Sounds				
Theme		Level	Activity	Activity Type
1.	i	1	Learn the Sound	Optional Repeat
		2	Sound Play	Optional Repeat
		3	Learn the Letter	Optional Repeat
		4	Oral Blending	Optional Repeat
		5	Oral Segmenting	Optional Repeat
2.	n	1	Learn the Sound	Optional Repeat
		2	Sound Play	Optional Repeat
		3	Learn the Letter	Optional Repeat
		4	Oral Blending	Optional Repeat
		5	Oral Segmenting	Optional Repeat
3.	m	1	Learn the Sound	Optional Repeat
		2	Sound Play	Optional Repeat
		3	Learn the Letter	Optional Repeat
		4	Oral Blending	Optional Repeat
		5	Oral Segmenting	Optional Repeat
4.	d	1	Learn the Sound	Optional Repeat
		2	Sound Play	Optional Repeat
		3	Learn the Letter	Optional Repeat
		4	Oral Blending	Optional Repeat
		5	Oral Segmenting	Optional Repeat