

Nonsense word monsters

Give me my Monster name. Use your phonic sounds to help you write it, then teach your friends and parents how to read it.



Tips for how to use the SPELD SA Nonsense-word Monsters Sheet

1. Encourage students to use their phonic knowledge so that monster's name follows the spelling conventions of the sounds.
2. Use the Jolly Phonics or Sounds-Write sets of sounds (or other SSPP introduction of sounds) to build parameters for students to work within. For example:

Use these sounds to make a name for our class monster.

s, a, t, p, i, n, c, k, e, h, r, m, d

3. Challenge students to use a focus sound. For example, allocate each student a grapheme for the sound /ie/,

ie - Zie, Yie igh - Pight, Knigh, i_e - Squite, Twite, y - Ry, Gry

4. Students can start with a real word that they are learning and then change one sound at a time until they reach a non-word monster name they like.

Fix -> Fox -> Mox -> Dox -> Vox

5. Include any spelling conventions that you are learning, like the position of the sound in the word, for example,

/ng/ does not start any word in English, so *Ngeb* could not be a name but *Beng* could be.

<zz> is used at the end of a short word, so *Zzot* could not be a name but *Trozz* could be.

<oy> is used at the end of a syllable, so *Oyt* could not be a name but *Sploy* could be.

6. Make sure the monster name is pronounceable and contains vowel sounds. If students produce a long string of consonants, encourage them to use their phonic knowledge of vowels to insert vowel sounds to pronounce the name.
7. Stipulate whether the monster has a 1, 2, or 3 syllable name.
8. Use manipulatives like magnetic letters or write sounds on cards for students to build the monster's name.