

A word search grid on a green field background. The words are arranged in a path that starts at a witch in the top left and ends at a blue flag with the number 20 in the bottom right. The words are: bee, see, free, tree, meet, beef, feel, deep, seed, need, feet, week, keep, green, speed, sleep, sheep, sweep, cheek, and sweet. Illustrations include a witch with a broom, a spider, a skull, a bone, a tombstone with 'RIP' and a name, a ghost, and a dinosaur skeleton.

sea tea pea

eat

neat leaf team

leak

heat

bean

each read seat

cream meal clean

speak

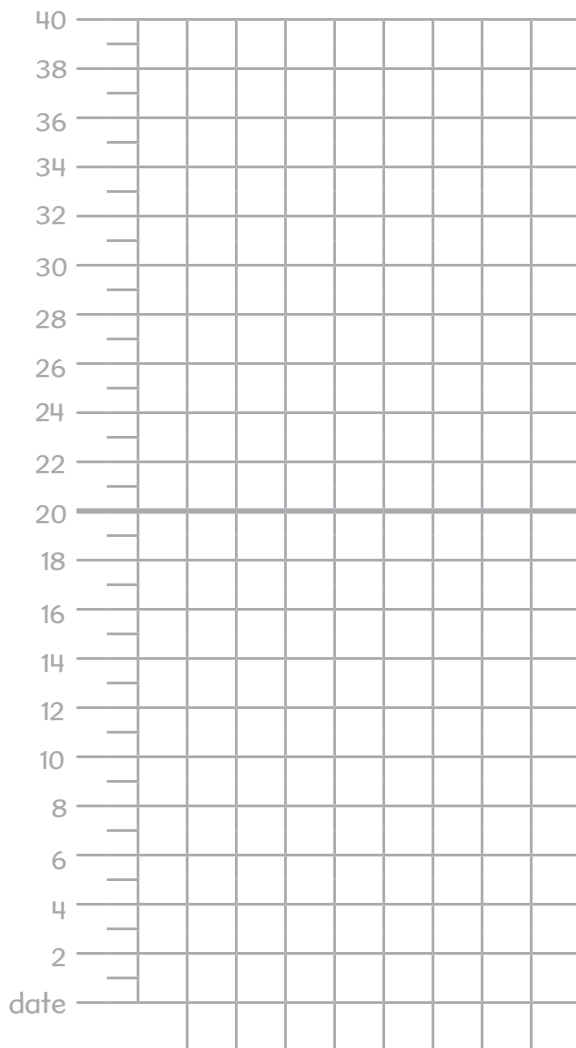
east jeans teach

How to play

1. Read as many words as you can in 1 minute.
2. Use a counter or character to move from word to word.
3. Colour in the first column of the graph. Each square = two words.
4. Next time see if you can improve and fill in the next column.
5. Write the date under each column.

For those who are slower at processing use just one sheet for a target of 20 words in a minute. For those who are faster at processing join both sheets for a target of 40 words in a minute.

Alternatively, read all the words and keep a record of the time taken on the graph below. Next time see if you can read them more quickly. This can also be done using cards from a Follow On card game.



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Processing is the brain's ability to convert the written words into information.

Many dyslexics are slower at processing so are slower at reading.

Retrieving information can also be a problem. They know it but can't remember it – very frustrating!

Working memory is used to hold things in the head for a short time. Dyslexics are usually poor at retrieving and recalling a sequence of written or heard information. They might jumble up the letters or forget the first one.



Nessy Tip

Students who can read single words quickly cannot necessarily read them quickly within sentences or paragraphs. The same graph format can be used for sentence reading.