

# The Reading Sleuths 2021

by  
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A complete system of 6 developmental  
lesson plans from Game 0 to Sleuthing!  
For ages 2+

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This book of games and gaming to read, is dedicated to the author for a life of Reading and Sleuthing, Leonard Alan Bollingham. Lenny is an engineer, with an MBA, and MS in Systems/Computer Science. Also, the book is inspired by daughter Virginia Selma who at 1 was finding Game 0 so much matching fun! At any stage or age you can catch up, and be on time having so much fun!

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Edutainment at its finest for early, mid, and late development. It takes no time to get started or catch up. At its most atomic task, “reading” involves combining the sound of two letters together as one sound. Start by saying the first letter, and end with saying the second letter. You just read a word or part of a word, and the rest is just practice learning new combinations. Later you can pack on the extra rules, and exceptions. For now just have a bit of simple fun while passively learning so much about letters, words, writing structure.

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## Preface

Forty years ago there wasn't the GUI Internet, speak and spell games, video and other games, and television was just starting out. This book is for the two-year-old up to play games, develop, gain confidence, learn so much, and also learn to read, comprehend, and think analytically/critically. There isn't an APP or electronic version but the games can be played on E-readers or wherever letters can be found. A newspaper or mag thrown out is just fine. Its still the best way to learn. Grab a book!

## About the games

This book of games has been recreated for kids of all ages. First created long ago by a kid, the games have proven to be a fantastic start in the adventures of reading. As one game becomes boring, the next game bites off another chunk of the reading puzzle. For the new reader, each letter or word, and each game is a moment of academic enlightenment. Learning to reason, abstract thought, imagination and so much more are all tweaked during this process.

At this time, lets concentrate on the spelling and the simplest sounding. The overall results are wonderful, and in time the new reader will command a great vocabulary with proper pronunciation, comprehension and grammar. The rest of the rules, exceptions, usage, etc. can be piled on. For now lets keep it simple. In short, 2 letter syllables, all long sounds, start with the first letter sound, and end with the second letter. The whole language can be read close to actual or perfect like this. Zydeco should be played as Zy-de-co. Let's make some Cajun music!

This is a lesson plan of attack, a pep rally, to give your child some games to start reading or at least learning letters, various fonts and sizes, and words. It is for the parent to read and pass on in their own words to their child or students. **Game 0** is for everyone that can find a matching symbol or letter. Point the left forefinger at a letter, and use the right forefinger to find a match. Alternate left and right hands if you can. Pattern recognition will really prove fun, and developmental. Learn while passing the letters, and words, etc. looking for the match.

These games are for the children to pass on to their friends and to bring the language down to the child's size, allowing that child of any age to learn at their own pace. For these games a little notepad and crayon is all that is needed. They do not have to keep notes or count, it is just for fun. In the years since first publishing there have been readers 3 years of age placing in summer reading programs. 1000 books read before Kindergarten in the East Baton Rouge Library system. These and other great games and programs have taken reading to all ages.

This is a book to help the reader start off on the right foot. With the best intentions is a grand first step, so that all other steps will be as simple as possible. We concentrate on giving the new reader something to do which will help them to the greatest heights. Simple games made reading fun, became such a pastime, and were so very productive in the long run. Game 0 is all about patterns in any language a strength skill for the mind. It is like Brain Candy! Play to relax, it is a cathartic cleanse to bare the cupboards and restock the shelves. Efficient, effective, FUN!

Every parent has games to give their children which keep them busy, safe, and happy while the parents get the chores done. Here are five such activities that involve books. Handling books, turning pages, and scanning the text with the finger at first are mechanics of reading which slow down or discourage young readers. Give the young reader a book, tell them how much it costs, show them how to respect books, and they will know they are truly able to handle any book.

A child's obstacles to reading involve not knowing anything but the letters and having no understanding of syllables, pronunciation, meaning, or usage. So why bother with all of this at this phase? It only overloads the new reader. Give the child some games that make the more complex facets of reading and comprehension easier. If they learn each new word as best as they can, then their reading gets better with time. Like baseball or piano, a child's reading skills will improve with practice and time.

The key is to not worry the reader out of reading or to discourage them in any way. Here, we ignore everything but the letters and the most simple pronunciation. Every letter is pronounced just as when saying the alphabet, A sounds like hay, B sounds like Bee, C sounds like Cement, etc. Except W (Double-U), which if said as the sounds instead of what it looks like would be (Wubba-U). Allow the reader to make a few of their own pronunciation rules. Keep it short and let them create their own games and learn as they go. They will learn the rest later with a small dictionary. Think simple.

If the word is recognized, then the pronunciation can be altered to fit the guidelines of the language. If the word is not recognized, do not worry about it. The child can look it up or just wait until they hear someone say it correctly. This process of matching is also another great builder of basic thinking, creativity, and memory skills. The science and efficiency are described in the advanced book. For right now it is all about fun. When they are 5 give them a pocket dictionary and let them study the pronunciation, syllabic breaks, meaning, and usage, etc.

Every word or letter game the child plays with a book reinforces study, and excites the imagination. Hand-eye coordination, balance, and motivation are all part of reading. Give a child a book and tell them just to turn the pages and look at the pictures, letters, or words. Count the periods on a page and see how many sentences are there. Explain that words are just made of letters, separated by spaces or punctuation marks. A sentence is a group of words that end with a period.

Don't worry about paragraphs, chapters, short stories, or whole books yet. Concentrate on letters and words. This will be a tremendous start, and all of these things are so much fun for a child. These types of games lead children to develop their own games. They can learn that they do not have to read the entire book or every word on a page to have fun. The whole language can be learned two letters at a time. Attached like train cars and so fun to sound out. The bigger the word the funnier it sounds. Flow into reading each word like water, y'all are friends for life!

Children are so happy with a simple approach that is consistent. Your child will love these games and create many of their own. It is this process of imagination and confidence building that makes a great student of all things and promotes lifetime achievement. In addition, these games will also help adults learning a new vocabulary (such as medical terms or Latin for law school), a new language, or just starting to read. A strong simple sometimes correct approach to new words. Get close and you will recognize it from your years of listening.

The key is to know that, to a child, every word they read is a miracle of discovery. Reinforce every discovery, and the child will continue to play and develop with these games. Not worrying about the meaning of *greenhouse gases*, the words *green*, *house*, and *gases* are by themselves wonderful. No pressure, and every discovery is an Ah-Ha moment. Every book in the library full of gaming moments and learning. New words are all over and so much fun to find. The ones you have already read are like pals.

Do not worry that the child is not understanding everything they read. They will read books several times, and each time they will understand a little more. This book concentrates on the three- to five-year-old who cannot yet read but is willing to learn. Hopefully they already know the alphabet; but if they do not they can learn it with these games. At the same time they are becoming familiar with the patterns of the letters and words. A child, teen, or adult can get to reading in a few months and back on track. Your spoken vocabulary helps you recognize the words.

If a reader could always completely understand a writer, it would be wondrous. Yet this may happen only some of the time. The best a writer can ever do is point the reader in the general direction and hope them well. Language, vocabulary, shifting meanings, and even current events can change the meaning of the written word. Sarcasm, irony, humor, etc., can all be confusing and easily misunderstood. Things are covered repeatedly as repetition is the key to enjoying the letters and words and gaming concepts for how they are so beautiful.

It is impossible to know all the meanings of every word. Pronunciations can be different just because of accents. So do not even worry the new reader about all that. Concentrate on the just the long sounds of each letter and building confidence in reading. Reading is the most common form of learning. Mastery of reading is the gateway to all things. Give someone the gift of reading, and you will make a friend for life. Be the Teacher! Go slow, articulate, play each game for a month or more. Then try a picture book and read the whole thing with comprehension!

This book comes before the *The L.A. Reading Technique*. It is better to know where you are going before you learn how to get there. This prequel book was the active gaming Edutainment once the research and techniques were made available. That book concentrates on why this is a great way to learn how to read. The simple organization of the data in a very simple structure that works much better for the mind to store and retrieve. Everyone asked how that level of reading was achieved so early? This is how and it is working all over the world.

Remember, we want the children to be so confident in recognizing the letters and lots of words before they worry about what things mean as a series of words, sentences, paragraphs, chapters, or books. Spending two years playing games with letters and words will make your child the greatest student and reader. A sleuth and pattern recognition problem solving specialist that just feels comfortable and confident around books of any size. Medical books or encyclopedias are filled with the same 26 letters. So much fun!

The author played these games for years as a child, and was so confident by the time he started reading for comprehension. Learning word meanings and correct usage was not piled on top of learning letters and words. This made it much less confusing because the reader is so familiar with the words. In fact, one day they will just start understanding because the words are known and not the point or limit of concentration.

Again, these are lesson plans, sales script, and cheer for the new student. The key is that they will spend hours reading and playing games in the most productive way possible. Patterns are a strength of the mind where currently we overwhelm to the weaknesses. Develop along the natural strengths, and there are several. Just remember to take breaks every once in a while. Have good lighting, and do not worry if they put the book down and not finish it at that moment. They can always start back up after a nap, rest or just a break.

## Game 1: Pick a Letter

Have the child pick one letter and go through a short book to find every time that letter is used. Make a mark on a piece of scratch paper every time and you can count them when you are finished. Ignore all the other letters. *Aa* and *li* are great because they are frequently used independently as words and are easy to pronounce.

Aa Bb Cc Dd Ee Ff Gg Hh li Jj Kk  
Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu  
Vv Ww Xx Yy Zz.

(Try to draw the letter too.)

If you can give the new reader a little notepad to write each letter as they play this game it will help to keep track of progress. They may may play this two or three times with each letter, depending on how quickly they can recognize them all. They can always go back to these anytime. With the rarely used, like Q and Z, find a book with the letter. Just in case they use this book: The quick fox jumped over the quaky lazy zebra. :)

Count: 1

## Game 2: Two Letter Words

Scan the books for two letter words. Sounding out two letter words is a great start. The child will find it easy to just say the letters and combine the two sounds. They will then start to recognize the two letter words they have already read and realize how frequently these short words are used. After a while, the child will know all the two letter words and be able to read them very quickly.

Learning independently is the key to great thinking and imagination. Letting the child figure these words out on their own will give the child great confidence. When the child is able to read every two letter word, they will realize the same will be true with longer words. The language has then been effectively reduced to their size.

Leave some pages in your book to maybe draw the small words. After you have played this a while.

Count: 1 and 2

Don't just use this book or other childrens books; use an encyclopedia, newspaper, street signs, or magazine for pictures and small words. It can truly become one of the greatest pastimes. Your child will feel like the smartest kid around. Just use one page or one column to play.

To sound out words, just say the two letters and put the two sounds together. For example: Be starts with a “B” sound and ends with an “E” sound and you just read a word. “To” may sound like “toe” with this technique, but the key is consistency and simplicity. They can always adjust for the various sounds of each letter and rules for each word.

### Game Three: All the Letters

Once the child has gone through all the letters and are comfortable with them, then the child can say all the letters in each word. If they are not sure of the letters in some words, then they can skip it and go on to the next word. Remember to explain that words are separated by spaces or punctuation marks such as commas or periods. The child can then count the letters in each word.

They can then identify and try pronouncing all the three letter words. They can always go back and “Pick a Letter” or play the “Two Letter Words” game. Let them try with magazines and explain that the letters may look different because of the font or size, but that there are only twenty-six letters.

Encourage them to look at letters written in different fonts. If they can say the letters, they can read the word with this technique. They will practice the sound and know how to spell it, they just may not know the meaning or usage yet. They will get that later. This first step is really the tough part of reading. They can also start practicing “drawing” the letters in their notebook.

Count: 1 2 3 4

## Game Four: Four and More!

Once the child starts reading bigger words, they will find that words are pronounced so many different ways. If they mispronounce a word, it is not a problem- they are reading! In this learning phase we want the child reading by practicing the letters and gaining confidence. All the counting from 1 to 5 is great practice as well.

Count: 1 2 3 4 5

If they imagine that words are just combinations of their two-letter words, it makes reading so much easier. For this game, we pretend that all words are made of two letter words and ignore the meaning. The child will have plenty of time to see the forest once they know all the trees and plants. Picture books are great at teaching meaning, but the child will be able read the words too.

Game Five: A letter per grade.

I didn't know what school was like, so I imagined one letter words were learned in first grade, two letter words were learned in second grade, and so on. So when I was reading five letter words I felt like a fifth grade genius! Limit the child to a certain length word that has letters they can say.

Count: 1 2 3 4 5 6 7 8 9 10

The child will have no problem counting to six and even to ten. They are counting for a reason, and that really helps. When they read a big word, all the smaller ones seem so simple. A ten letter word was like being in high school! They will see giant words in school even in the first grade but for now Be the Genius! Believe it they are, and will know all those words already.

Bonus Game:

“The Reading Sleuth”

The child has no pressure to get things perfectly right. The key is having fun trying. Pick a big word and then you have to find out how to say it. You don't have to try and figure out all the rules. By saying all the letters and playing with the sounds, the child will know how to spell it without having to ask anyone. Perhaps deciding to Sleuth doubts or problems of interest? Be the Sleuth and Best Wishes!

This is time for the child do some thinking. They will learn to listen to people speak and imagine how to spell those words. The key to this game is independence. The reverse of this game is hearing a word and looking it up in the dictionary. But that is very advanced. You can show them the alphabet and tell them the dictionary puts the first letter of the word in that alphabetical order.

Then the second letter, and so on. The child can see how the word is split into syllables, and also the meaning. At this time they are on a lifetime of reading and learning adventures. The parent or teacher can assign a word that is interesting and fun.

Super Computers cannot recognize patterns as well as a 1 year old child. Develop your genius, and life is a great read.

These six games and the bonus are a great start. There are many others, but children should make up some of their own games. Have fun, take breaks, and make sure they have good lighting. Young or old, people will meet with new words and will be better off for knowing how to at least try to learn them. The important thing is that the child is practicing the mechanics of reading and learning.

Remember the picture books can be used to teach the meaning of a word using a picture. Keep pictures out to allow the child to feel comfortable with the newspaper or a magazine with different sized fonts and formats. The bigger the word the more fun it is to read! Best wishes and keep reading!

Remember there is a more advanced book, and workbook. It is not an e book but a softback. "The L.A. Reading Technique" at AuthorHouse. Also a site at [www.eptrs.com](http://www.eptrs.com) with so much great information, even videos.

Best Wishes and Fun  
Reading and Sleuthing.