



cotton

piglet

bandit



fossil

public

tennis

sudden

rabbit



lesson

10

ribbon

sunset

picnic

puppet

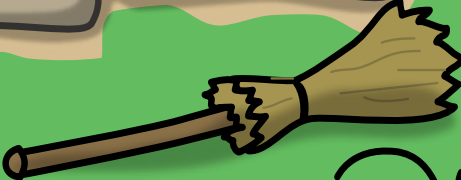


sandal

signal

kitten

button

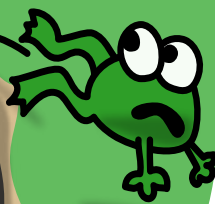


20

tonsil

napkin

coffin





velvet

bottom

cobweb

tinsel

magnet

cactus

hotdog

pistol

basket

gossip

muffin

common

bitten

custom

happen

goblin

helmet

wisdom

gallop

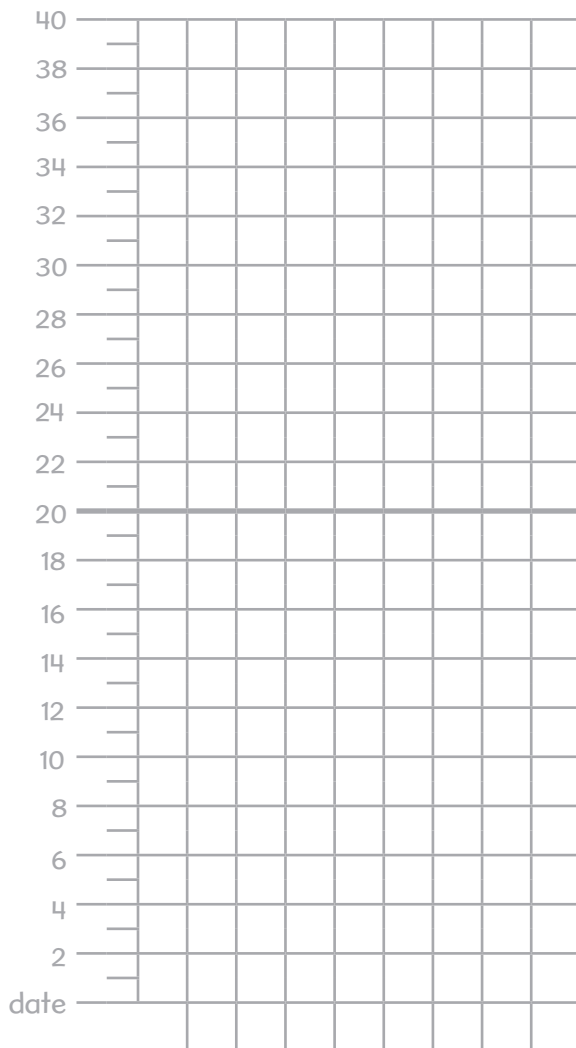
kidnap

## 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.



**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.