

Sample Schedules for Syllable Spell Success Program

The following are the exercises to be read and worksheets to be used for each lesson, regardless of which schedule you are following. All but young students should use the nonsense word versions of Blend Phonics and syllable division exercises if at all possible. The exercises and worksheets will follow the DVD or YouTube video instruction. Pause the movie for each exercise.

Exercises/Worksheets

Lesson 1	Time
Blend Phonics Unit 2	1
Syllable Division Exercise 1	2
Blend Phonics Unit 6	1
Blend Phonics Unit 7 - 9	2
Blend Phonics Unit 10 - 13	2
Syllable Division Exercise 2	3

Lesson 5	Time
Blend Phonics Unit 39	2
Blend Phonics Unit 40	2
Blend Phonics Unit 41 - 42	2
Syllable Division Exercise 7	3
Blend Phonics Unit 43 - 44	3
Syllable Division Exercise 8	2

Lesson 2	Time
Blend Phonics Unit 14	3
Blend Phonics Unit 15 - 17	2
Blend Phonics Unit 18 - 20	2
Syllable Division Exercise 3	3
Syllable Division Exercise 4	4

Lesson 6	Time
Syllable Division Exercise 9	3
Syllable Division Exercise 10	2
Syllable Division Exercise 11	3
Webster Table 26	5

Lesson 3	Time
Blend Phonics Unit 21 - 22	2
Blend Phonics Unit 23	1
Blend Phonics Unit 24	1
Blend Phonics Unit 25	2
Blend Phonics Unit 26 - 27	2
Syllable Division Exercise 5	3

Lesson 7	Time
Language Worksheet	4
Webster Table 32, 66	10

Lesson 8	Time
Language Worksheet	4
Webster Table 68, 81, 90	10

Lesson 4	Time
Blend Phonics Unit 30 - 31	2
Blend Phonics Unit 32 - 34	2
Blend Phonics Unit 35 - 26	2
Blend Phonics Unit 37	2
Syllable Division Exercise 6	3
Blend Phonics Unit 38	2

Lesson 9	Time
Language Worksheet p 3	4
Language Worksheet p 4-5	5
Webster Table 100	5

Lesson 10	Time
Webster Table 102, 121	10

This is an example 3 day schedule. Depending on the number of volunteers and their experience giving the tests, you may need to add or subtract time from the testing time and adjust the schedule accordingly. During the game time, a few volunteers should take students aside one at a time and do nonsense word fluency tracking. During the last day at the last break/snack time, a few volunteers can score the tests and calculate the average class grade level improvement to announce at the end.

3 Day Schedule

Day #	Lesson #	Work Time	DVD Time	Game Time	Total Time	Min	Hours
1	Test	60			60		
	L1	11	13	11	35		
	Break	15			15		
	L2	14	8	8	30		
	Break	15			15		
	L3	13	8	19	40	195	3.25

2	L4	13	7	10	30		
	Break	15			15		
	L5	14	5	11	30		
	Break/Snack	30			30		
	L6	13	10	7	30		
	Break	20			20		
	L7	14	5	21	40	195	3.25

3	L8	14	6	10	30		
	Break	10			10		
	L9	14	10	11	35		
	Break	15			15		
	L10	10	5	10	25		
	Break	10			10		
	Test	60			60		
	Break/Snack	60			60		
	Results	10			10	255	4.25

This is an example 4 day schedule. Again, test time may need to be adjusted.

4 Day Schedule

Day #	Lesson #	Work Time	DVD Time	Game Time	Total Time	Min	Hours
1	Test	60			60		
	L1	11	13	11	35		
	Break	15			15		
	L2	14	8	18	40	150	2.5

2	L3	13	8	9	30		
	Break	15			15		
	L4	13	7	10	30		
	Break	20			20		
	L5	14	5	21	40	135	2.25

3	L6	13	10	7	30		
	Break	15			15		
	L7	14	5	11	30		
	Break	20			20		
	L8	14	6	20	40	135	2.25

4	L9	14	10	11	35		
	Break	10			10		
	L10	10	5	10	25		
	Break	10			10		
	Test	60			60		
	Break/Snack	60			60		
	Results	10			10	210	3.5

This is an example 6 day schedule. Again, test time may need to be adjusted.

6 Day Schedule

Day #	Lesson #	Work Time	DVD Time	Game Time	Total Time	Min	Hours
1	Test	60			60		
	L1	11	13	21	45	105	1.75
2	L2	14	8	8	30		
	Break	20			20		
	L3	13	8	19	40	90	1.5
3	L4	13	7	10	30		
	Break	20			20		
	L5	14	5	21	40	90	1.5
4	L6	13	10	7	30		
	Break	20			20		
	L7	14	5	21	40	90	1.5
5	L8	14	6	10	30		
	Break	15			15		
	L9	14	10	21	45	90	1.5
6	L10	10	5	10	25		
	Break	10			10		
	Test	60			60		
	Break/Snack	30			30		
	Results	10			10	135	2.25

This is an example 12 day schedule. Again, test time may need to be adjusted.

To teach this as a 10 lesson course, you can have a parent give the grade level test before the first lesson. During the first part of the class, have students turn in their tests or test scores and have volunteers give the test to any students who did not get their test completed. The rest of the students can color in their one page vowel and consonant charts and you can shorten game time at the end. After lesson 9, again have the parents give the test. During the final lesson, lesson 10, give the test to any students who did not get their test completed during review time and game time.

12 Day Schedule

Day #	Lesson #	Test Time	Work Time	DVD Time	Review Time	Game Time	Total Time
1	Pre-Test	50	0	0	0	5	55
2	L1	0	11	13	15	16	55
3	L2	0	14	8	15	18	55
4	L3	0	13	8	15	19	55
5	L4	0	13	7	15	20	55
6	L5	0	14	5	15	21	55
7	L6	0	13	10	15	17	55
8	L7	0	14	5	15	21	55
9	L8	0	14	6	15	20	55
10	L9	0	14	10	15	16	55
11	L10	20	10	5	10	10	55
12	Post-Test	50	0	0	0	5	55