

S.O.S.

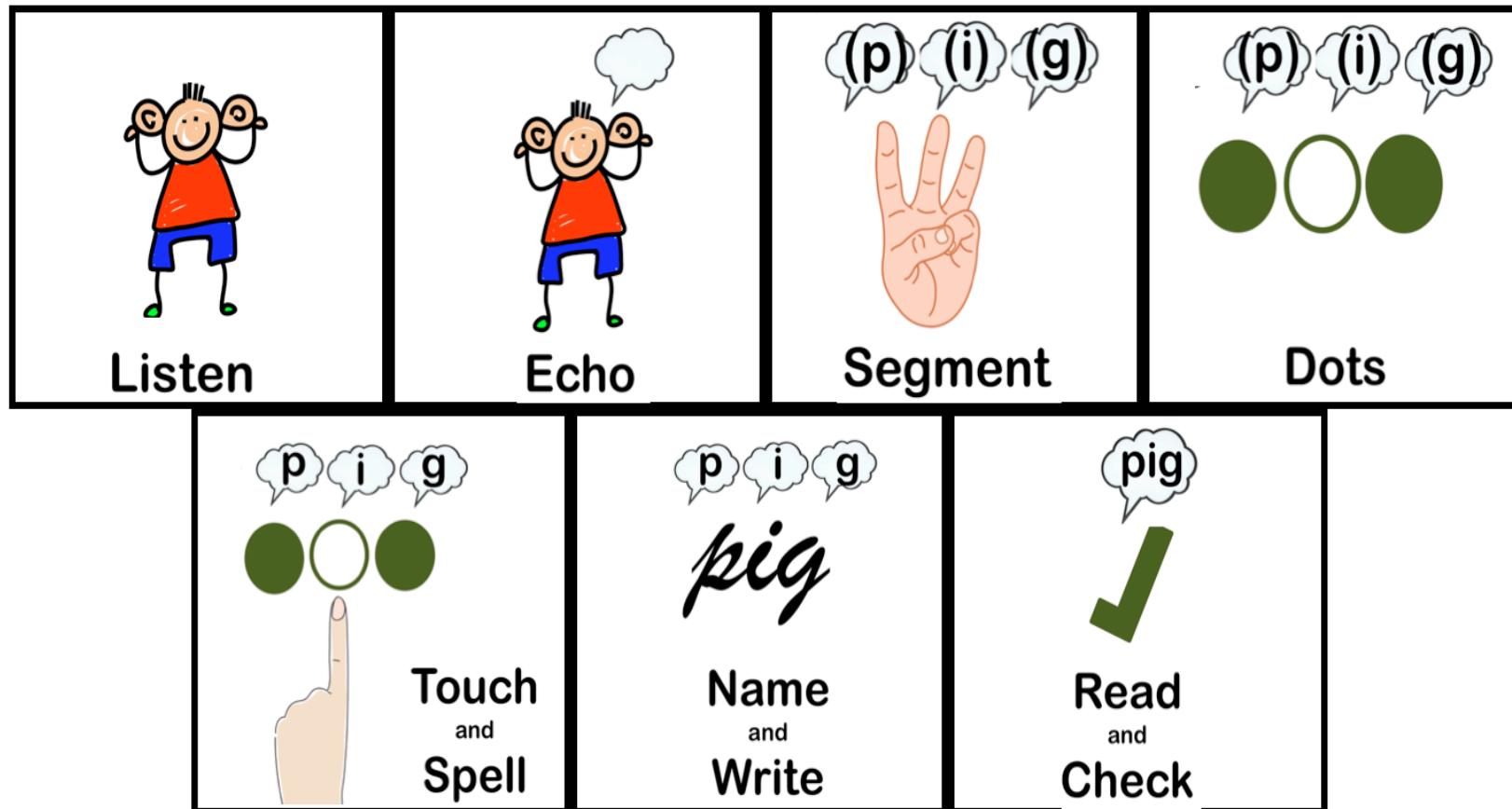


Figure 1. Simultaneous oral spelling (S.O.S.) procedure. 1) Look and Listen, 2) echo, 3) segment, 4) dots, 5) touch and name, 6) name and write, 7) read and check. (Used by permission of ReadWrite Center, OKC, OK. Sources: Cox, 1992; Gillingham & Stillman, 1960.)

START	_id	_eel	_own	_all	_amp	_ap
_ite	_orn				_arp	
_one	_dr	Return to Start				
_ey			_ept			
_ick	_art	_ilt				
_ing				_lick		
_ang					_lose	_ick
_iss						
_eg	Move Back 3 Spaces	_ink				

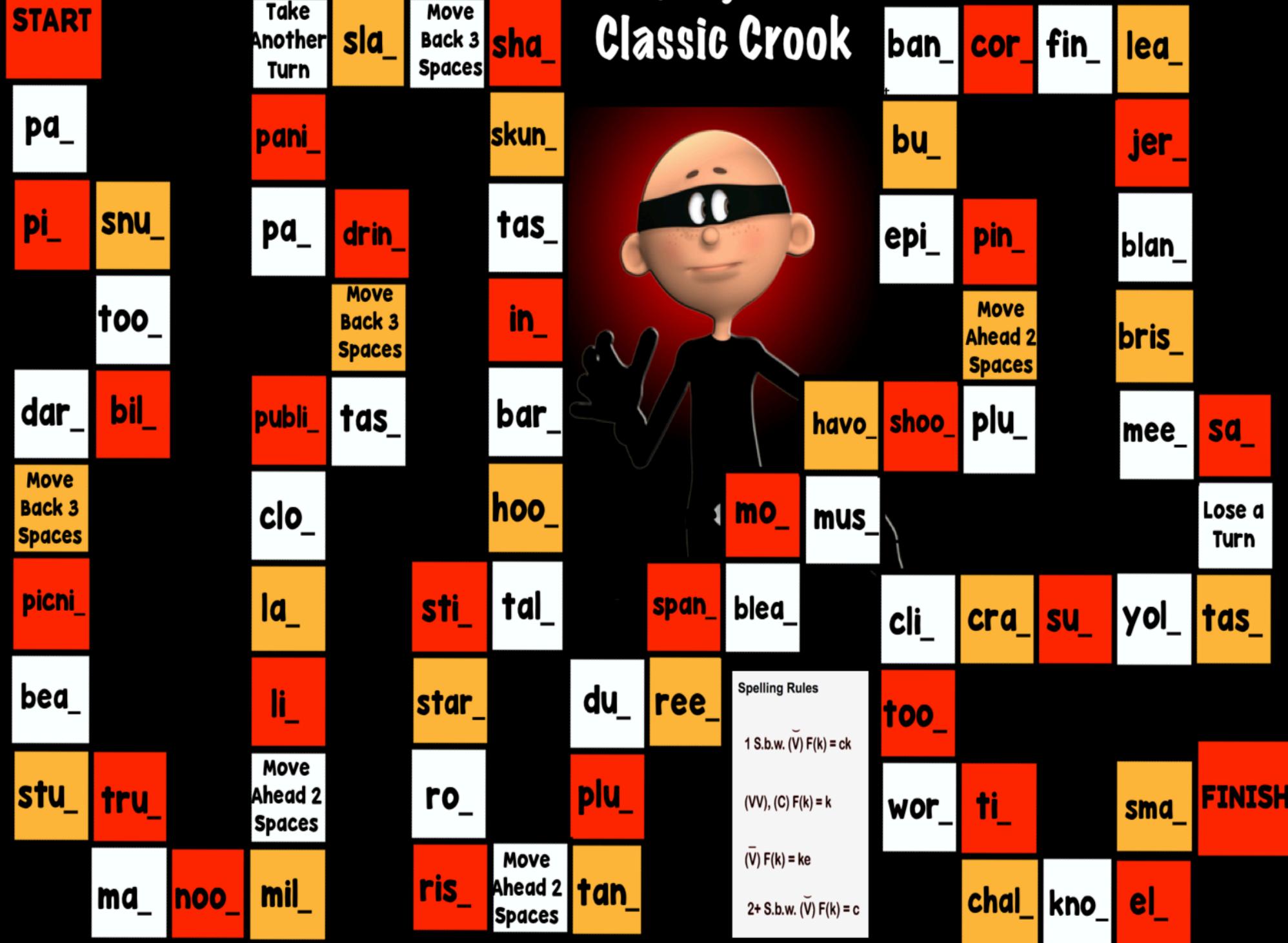


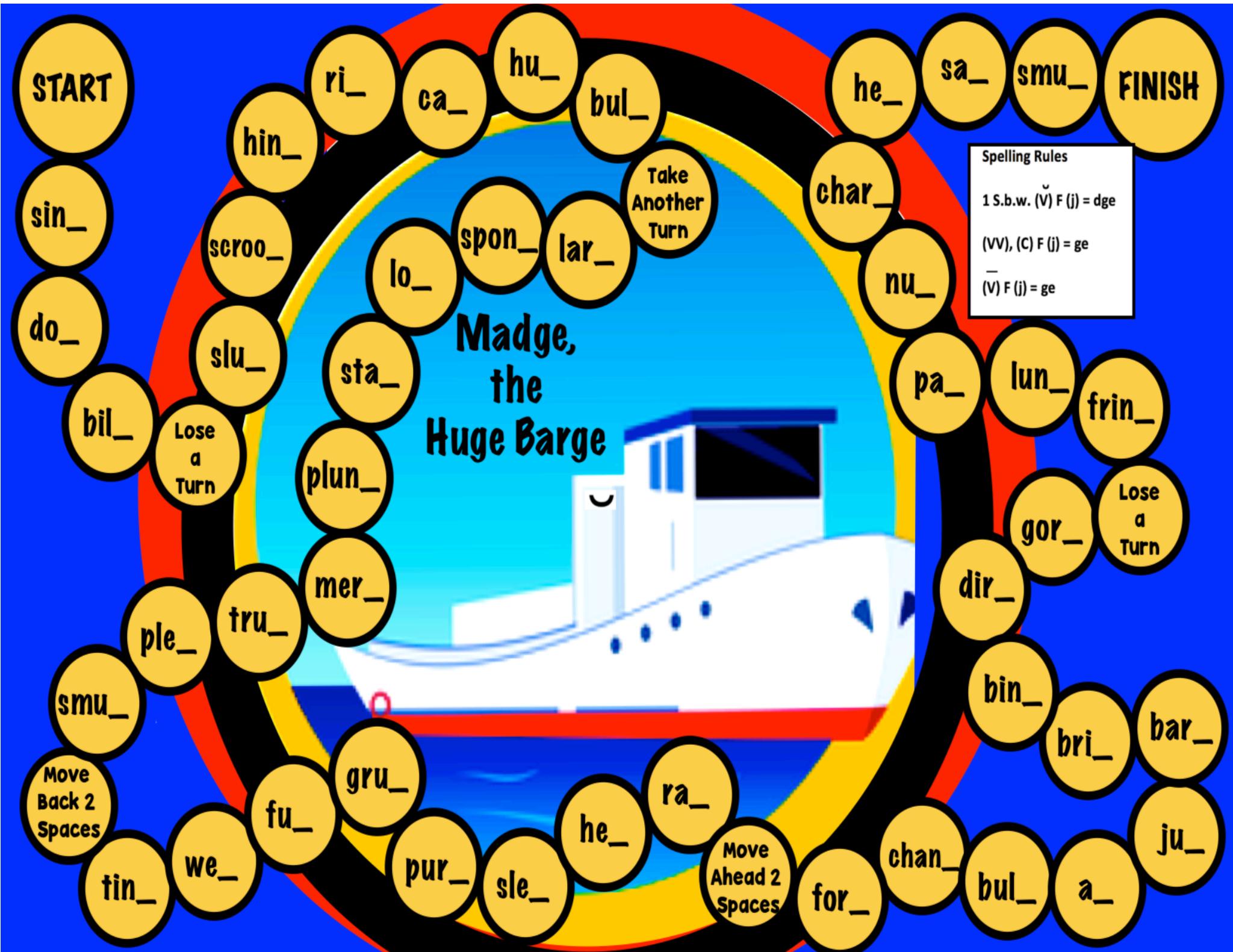
(k)a = c	(k)e = k	Move Back 3 Spaces	s_dr	_ilt
o	i		_atch	_en
u	y			_itten
c				_eep
				_rash
		Move Ahead 2 Spaces	_ept	_een
				_ode
				_indle
				_ore
				_ost
				s_ip
				FINISH

KIP, the CRANKY CACTUS

-ope Take Another Turn -an -ow -raft -ill -rime

Nick, the Classic Crook



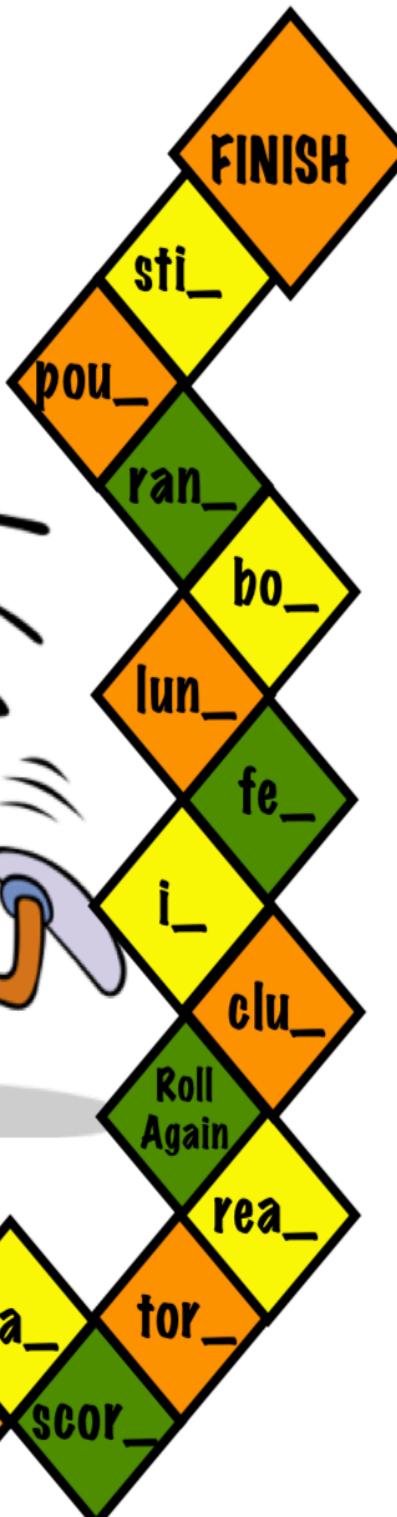
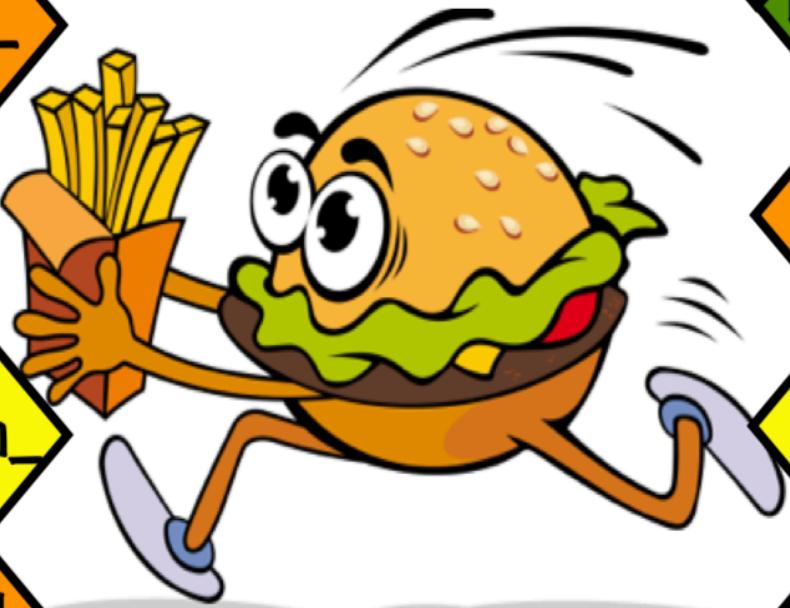


Spelling Rules

1 S.b.w. (V) F (j) = tch
(VV), (C) F (j) = ch



CATCH THAT LUNCH!



START

ri_

cactu_

hor_

pa_

goo_

addre_

Roll Again

axi_

mi_

ki_

gra_

rin_

loo_

tra_

spi_

stre_

ten_

spar_

vi_

trelli_

me_

Lose
a
Turn

mou_

mu_

dedu_

spli_

nur_

grou_

pur_

licen_

pul_

gee_

gla_

hou_

cur_

basi_

Spelling Rules
1+ S.b.w. (V) F (s)' = s:
—
(V) C = ce
(VV), (C) F (s) = se

FINISH

ble_

fungu_

dre_

cla_

Lose
a
Turn

nimbu_

noo_

mo_

spar_



**Hoss, the Race Horse,
and
the Walrus**

V
1 S.

F (f)= ff
()= ==
(s)=ss



FLOSS

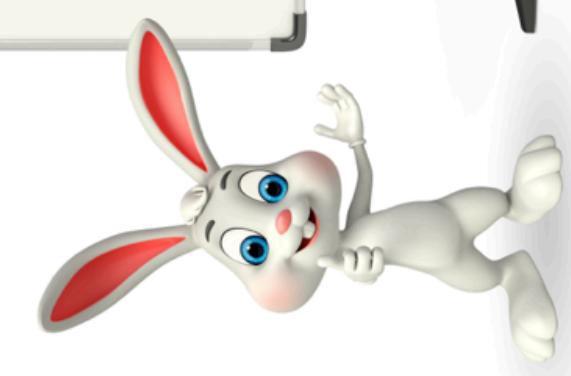
sniff
fell
press

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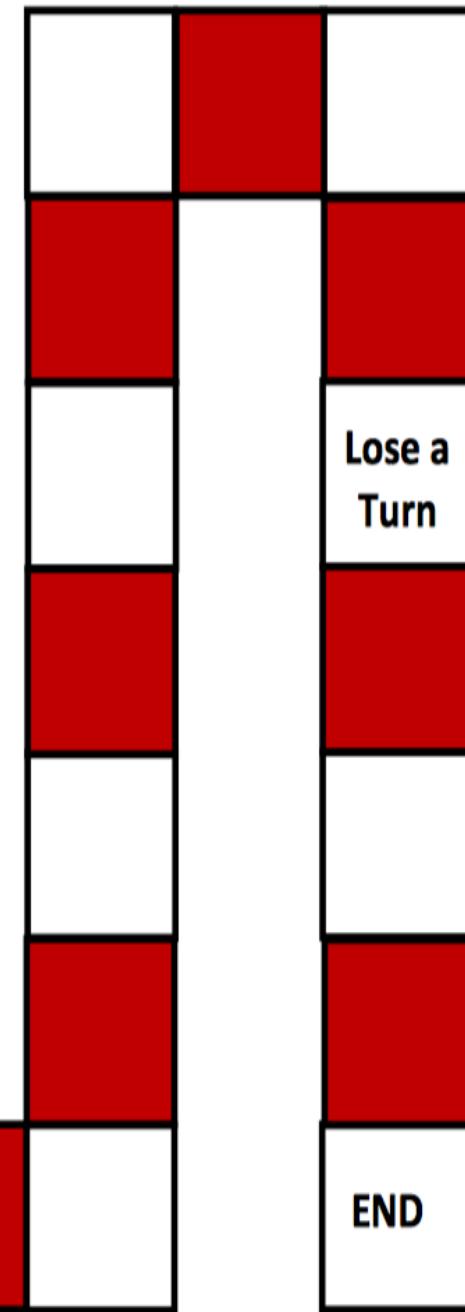
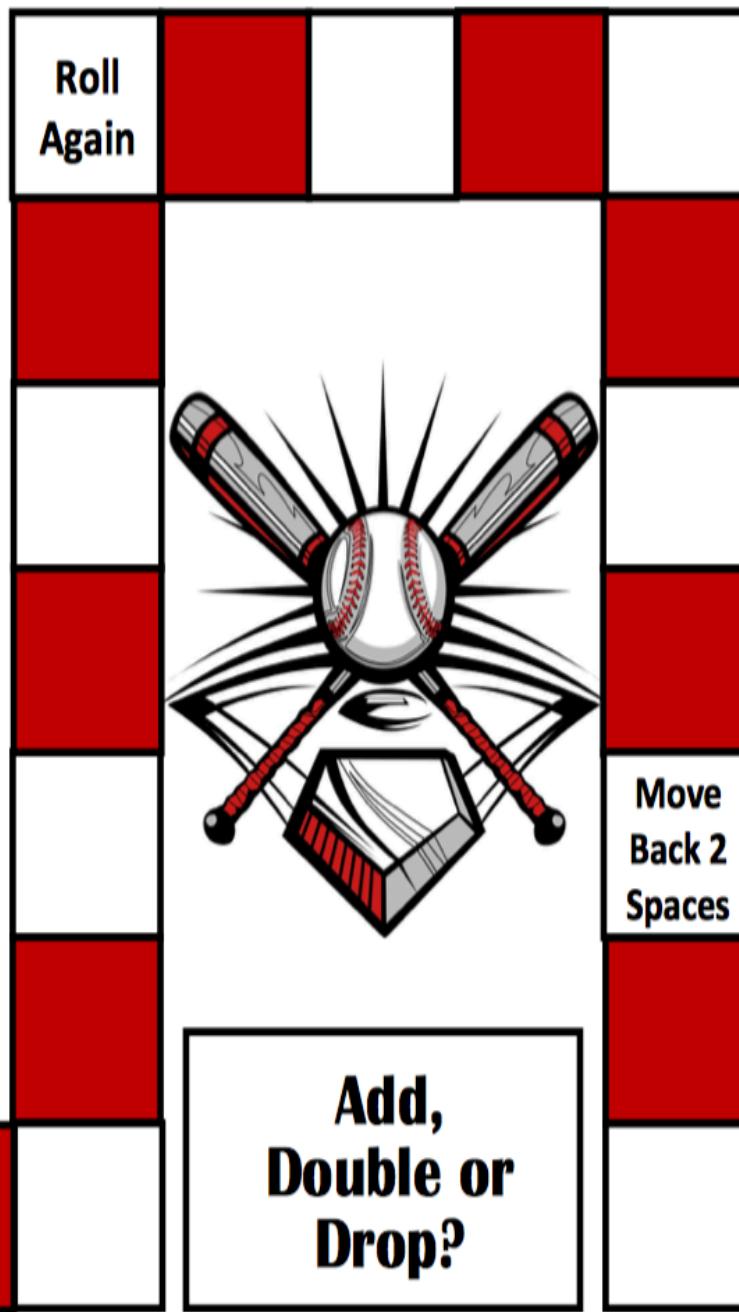
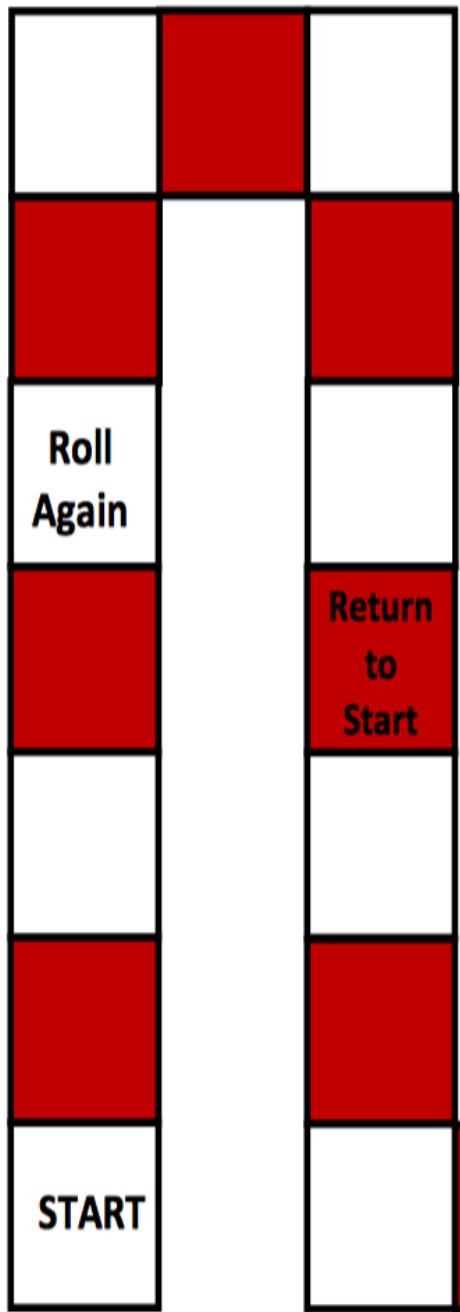
CHECKPOINTS

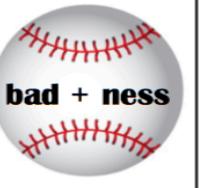
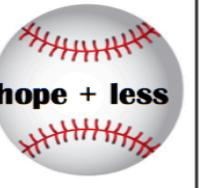
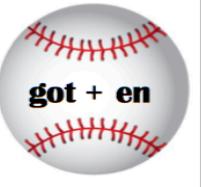
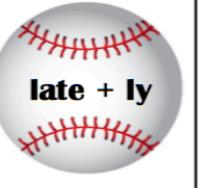
2 S.
M (C)
V in 1st S.
X M (C)
rabbit



Derivative Spelling Rules

FORMULA	ACTION
b.w. + -C =	 redness
b.w. CC + -V =	 jumping
b.w. VW + -V =	 fleeing booking
b.w. VC + -V =	 stopping beginning
b.w. C <i>q</i> + -V =	 hoping
b.w. C <i>ÿ</i> + -V-C =	 cried
b.w. C <i>ÿ</i> + -i =	 crying



 white + en	 book + ish	 cure + able	 bad + ness	 chip + er	 swim + ing	 beg + ed	 late + est
 sick + en	 boy + ish	 like + able	 hope + less	 tip + er	 shop + ing	 play + ed	 brave + est
 got + en	 damp + ish	 wash + able	 arm+ ful	 sand + er	 hide + ing	 tap + ed	 hot+ est
 drive + en	 green + ish	 drink + able	 hot + ness	 ripe + er	 stand + ing	 stamp + ed	 warm + est
 fat + en	 mule + ish	 stop + able	 cost + s	 bump + er	 help + ing	 bake + ed	 sweet + est
 take + en	 wet + ish	 hate + able	 late + ly	 late + er	 drive + ing	 flip + ed	 thin + est
 dark + en	 girl + ish	 win + able	 fate+ ful	 run + er	 stand + ing	 rope + ed	 big + est

START

DOUBLE OR DON'T?

Roll
again



Return
to
Start

Move
back 3
spaces

Move
ahead 2
spaces

Move
back 2
spaces

FINISH



Return
to
Start

Spelling Rules

C
(V) (C) (V) = VCCV

—
(V) (C) (V) = VCV

DOUBLE OR DON'T?		DOUBLE OR DON'T?	
tiger	robot	rabbit	yellow
unit	meter	mitten	utter
bonus	motel	sudden	better
tulip	protect	pattern	lesson
silent	pony	bunny	happen
relate	raven	letter	comment
bogus	deduct	muffin	butter
protest	saber	ladder	puppet
open	slogan	rubber	commit
hobo	rodent	tennis	raccoon
beside	frozen	fossil	griffin
profile	clover	supper	bobbin
elope	acorn	rubber	button
moment	spider	traffic	russet
humane	hotel	banner	gossip
pretend	even	puffin	horrid
cupid	student	lobby	totter
donut	over	taffy	parrot
paper	tiny	hobby	tunnel
fever	female	matter	shudder



Procedure for Learning Irregular Words
(words that are spelled in an unexpected way)

1. Circle the part of the word that is spelled in an unexpected way.
2. Trace the model three times.
3. Make three copies.
4. Spell the word three times with eyes closed.
5. Write the word from memory (without the model in view) three times.



Learned Words

1. _____

1. _____

| 1. _____

2. _____

2. _____

| 2. _____

3. _____

3. _____

| 3. _____

4. _____

4. _____

| 4. _____

5. _____

5. _____

| 5. _____.

1. _____

1. _____

| 1. _____

2. _____

2. _____

| 2. _____

3. _____

3. _____

| 3. _____

4. _____

4. _____

| 4. _____

5. _____

5. _____

| 5. _____.