## Mapping Advanced Code

"Mapping" is a useful reading and writing activity that helps bring the advanced code to life for children. By using this activity frequently, the concept of code variation will begin to make sense and your child will be able to organize the written code. It must be taught after children understand The Logic of Advanced Code (two symbols when used together can stand for something completely different when those same symbols are used apart).

For this activity, you will need a copy of the mapping template and a word list for the specific sound you are working on. (These two documents should be placed side-by-side). Begin by filling in the sound at the top of the page as you tell your child, "We are going to learn all the ways we can show the sound /oe/".



Next, write all of the "pictures" for the specific sound that you are mapping in the boxes under the title. For example, if you are mapping the sound /oe/ as in toe, the boxes below would contain oe, o-e, o, ow, oa, & ough because they are all pictures for the sound /oe/.

oe	o-e	0	ow	oa
ough				

The pictures listed above are also going to be placed in the headings of each box below.

oe	o-e	0
ow	oa	ough
OW	oa 	ough
	oa 	<del></del>

Using your word list, ask your child to read the first word. After they read the first word correctly, ask them, "What is the picture for the sound /oe/ in that word?" For example, if the word is "boat," the child should tell you "oa". Now tell them to write the word "boat" in the correct box. For example, the word "boat" would be written in the box "oa" because it contains that sound picture. Tell them to, "Say each sound as you write the picture for that sound" (this is called mapping). Make sure your child IS NOT doing the following:

- Blending sounds together when they are writing them.
- Mapping with letter names.
- Mapping silently.