

s37 common exception words	s 38 Suffix (vowel / > 1 syllable)	s39 y for an i	s40 short 'u' sounds (ou)	s41 Prefixes	s42 suffix - ation
	nationality	sympathetic	cousin	disorder	sensation
	polishing	typical	thorough	misplaced	examination
	disobeyed	pyramid	trouble	disagreement	alteration
	inspiring	syrup	courage	disrespect	
	obtained	lyrics	couple	misconduct	
	suffered	symbol	touch	increase	
	offered		young	disappointed	
	ordering		flourish		
	numbered				
	replacing				
	rewarded				
	developed				

s43 Suffix (ly)	s44 sounds like	s45 sion endings (ous)	s 46 Suffix	s47 tion/sion	s48 ch (k)
ferociously	mixture	vision	previous	passion	monarch
likely	creature	division	nervous	variation	architect
originally	measure	television	adventurous	operation	chorus
usually	puncture	persuasion	generous	percussion	character
curiously	texture	explosion	curiously	attention	mechanic
accidentally	adventure		ridiculous	reception	chaos
reluctantly			glorious	navigation	anchor
steadily			famous	caution	
frequently			jealousy	optician	
angrily				solution	
				suggestion	

s49 s sound

spelt ch

machine

s50g / gue

vague

tongue

unique

league

plaque

s51 s sound

spelt sc

descendant

muscle

scenic

scenario

scene

s52

e/ei/ey/eigh

lightweight

weightless

survey

obey

veins

reindeer

s53 cious/tious

cautious

nutritious

s54 cial/tial

facial

essential

special

official

substantial

social

residential

s55 ant/ent/ancy/en cy	s 56 able/ible/ably/i bly	s57 adding suffixes to fer endings	s58 i after e	s59 ough	s60 silent letters
distance	washable	offering	ceiling	thoughtless	knock
brilliant	probable	transferred	inconceivable	toughest	straight
substance	sensibly	preference	deceive	dough	crumb
violence	portable	referring	receipt	thoughtful	bruise
science	invisible		protein	enough	thumb
excellent	undrinkable		receiving	cough	numb
reference	memorable			cough	muscle
reluctance	affordable			ought	lamb
				through	island
					knight

s61 homophones

Y3/4 SWL

Y5/6 SWL

prey

coarse

council

sighed

banned

currant

queue

passed

scene