

Mario’s league

* pyramid
* mystery
* crystal
* oxygen
* typical
* system
* symbol
* physics
* symptom
* hypnotic

Date: \_\_\_\_\_\_\_\_\_\_\_

Score: \_\_\_\_\_\_\_\_\_\_\_

Tactic 3: ‘i’ sound spelt y

Tactic 4: ‘uh’ sound spelt ou

* myth
* gym
* Egypt
* hymn
* lyric
* cygnet
* syrup
* rhyme
* cycle
* cylinder

Date: \_\_\_\_\_\_\_\_\_\_\_

Score: \_\_\_\_\_\_\_\_\_\_\_

Luigi’s league

Bowser’s league

* country
* cousin
* doubled
* troubling
* encouraging
* encouragement
* nourish
* nourishing
* flourish
* flourished

 Date: \_\_\_\_\_\_\_\_\_\_\_

 Score: \_\_\_\_\_\_\_\_\_\_\_

Mario’s league

* country
* cousin
* enough
* doubled
* troubling
* courage
* encourage
* encouraging
* nourish
* flourish

Date: \_\_\_\_\_\_\_\_\_\_\_

Score: \_\_\_\_\_\_\_\_\_\_\_

Luigi’s league

* touch
* young
* double
* trouble
* tough
* rough
* enough
* couple
* cousin
* country

Date: \_\_\_\_\_\_\_\_\_\_\_

Score: \_\_\_\_\_\_\_\_\_\_\_

Bowser’s league

* symptomatic
* systematic
* symbolic
* physical
* mythological
* gymnasium
* Egyptian
* hypnotise
* dynasty
* synagogue

Date: \_\_\_\_\_\_\_\_\_\_\_

Score: \_\_\_\_\_\_\_\_\_\_\_