
PRONUNCIATION VS. SPELLING

OPTIONARY focusses on pronunciation rather than spelling – why?

To quote from a Saturday Night Magazine article (2004)

“English (iz a tuf languaj to spel)”

MANY other languages (e.g. Spanish, German, Finnish) are phonetically consistent.

NOT ENGLISH!! The article goes on to point out that there are 6 different ways to pronounce the “digraph” (a combination of 2 letters representing one sound) **ou**

(dough, cough, double, round, rouge, glamour)

And this is just ONE example of MANY. For instance:

- why the digraphs **“ph”** (phone) or **“gh”** (cough) to represent the sound that belongs to the letter **“f”**

- why the letter **“c”** when it says the sound of the letter **“k”** or **“s”** and has NO sound of its own?

- how about the letter **“x”** ? It is pronounced either **“ks”** (as in “box”) OR **“z”** (as in “xylophone”)

Little wonder SO MANY struggle with early reading and spelling – both English as a second language students as well as English speaking children and adults.

SO of course **OPTIONARY** needed to begins with “sounds” rather than spelling. For example: If the “clue” read “Begins with **bow** “ would that be as in **“Bow** down” or “Shoot the **bow** and arrow.” Hence, the sound beginnings in the game need to be consistent and specific as in “Begins with **boh** E.g. **bowl**”