SIMPLIFIED
SYLLABIFICATION RULES FOR DECODING

1. Find the vowel and place a slash after the next consonant. As a general rule, pronounce the vowels as $/ \mathrm{a} /$, $/ \mathrm{e} /, \mathrm{li} /$, $/ \mathrm{o} /$ or $/ \mathrm{u} /$ (e.g., cgm/plex).
2. If there are 'twins' (the same consonant twice) following the vowel, place the slash after the twins (e.g., off/en/ded).
3. Two vowels together usually represent one phoneme (sound), so place the slash after the next consonant and join the letters representing the sound (e.g., mogn/beam).
4. Consonant clusters that represent one phoneme (sound) are kept together (e.g., bann/ish/ing).
5. If there are extra consonants at the end and no vowel, leave together (e.g., mis/treat/ment).
6. ' $y$ ' is the only letter than can be left by itself at the end and is usually 'acting' as a vowel (e.g., un/happ/y).
7. Don't separate the ' $e$ ' at the end of the word in split digraphs (e.g., con /fis/cate).
8. When working out the pronunciation of a syllable, be aware of letter combinations that represent one sound (e.g., cur/few).
9. When the letter after double ' $c$ ' is ' $e$ ', ' $i$ ' or ' $y$ ' place the slash between the double ' $c$ ' because the second ' $c$ ' is read as $/ \mathrm{s} /$ (e.g., ac/ednt).
10. Teach students to try the different phonemes represented by a grapheme and to 'tweak' when applying the strategy to the decoding of unknown real words.
