

More Activities to  
Reinforce and Teach  
Sight Words

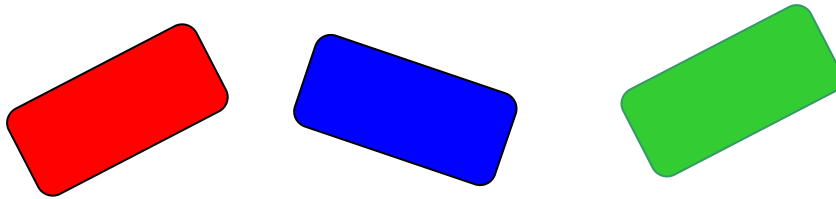
# Bean Bag Toss

Materials: One shower curtain liner divided into 20 boxes with a permanent marker

Bean Bag

Words on large cards

Attach the words to the shower curtain with tape or rubber cement before the game is being played. Put the small numbers on the corner of the cards. Divide the class into 2 teams. Each team will take turns throwing the bean bag to a square. If the student can read the word the bean bag lands on, the team gets the number of points on the card. If the student misses the word, the other team gets the chance to say it. The team with the most points wins the game.



# Around the World

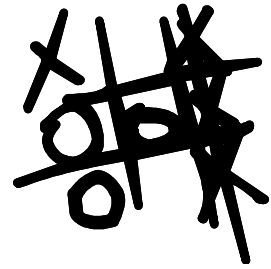


Materials: Word Cards

All the students sit in a circle. (Or the students can remain at their desks.) One student stands behind one student who is sitting. The teacher flashes them a sight word.

Whoever says it first moves on to the next student. The student that makes it back to their own desk or starting point is the winner. This is a pretty popular game, but the little ones love to try to stop someone who is making it "Around the World"!

# Tic Tac Toe



Materials: Chalkboard with the tic tac toe board drawn on it

## Word Cards

Divide the class into X's and O's teams. Write words in the tic tac toe spaces. Take turns having a member of the team come up and selecting a space to read. If he is correct, they may put an X or O for their team. If they are incorrect, the other team gets to send a player to the board to try the same word. You can keep score if you want. You can already have these boards made up on overhead transparencies to save time and keep the game moving if you are using a variety of words, like the sight word list.

\*You can also give everyone a blank copy of the tic tac toe board, and put the list of words on the board. Have them place the words where they want in their board. As you call the words out, you will have to say if it is an X word or an O. The first one to tic tac toe is the winner.

## Wordo

Materials: Blank "Wordo " cards with 9, 16, or 25 blocks.

Copy of words being studied

Have students fill in the card with the words that you are working on. Tell them that each card will be different and to try to mix up the words they are using. Playing the game is just like BINGO. Call out the words and have the students spell it out loud with you and then mark their spaces. This will give those who are unsure of the word some extra help. The first one with a row covered calls out the word "WORDO"! Let the winner be the one who calls out the words the next time.

# Baseball



Materials: Sight words of 4 levels. Make them on different colored cards and have the type of hit that each represents on each color posted somewhere that everyone can see it clearly.

Places in the room marked as 1st base, 2nd base, 3rd base, and home plate.

Divide the students into 2 teams and let them name themselves. Designate one team as home, and the other as visitors. Mix up the cards. One child goes to the home plate. Draw out a card. Match the color to the type of hit they are trying for. If the student can read the card correctly, they may move according to the type of hit. (A single -move 1 base, a double - move 2 bases, a triple-move 3 bases, and a homerun-go all the way to home plate.) Make sure that you have some strike out cards in the word cards also. If the student is unable to read the word, it is considered an out. After 3 outs, the next team gets to "Bat". Keep the score so that everyone can see.

# Erase Relay



Materials: Word lists on the chalkboard

Write on the chalkboard two columns of words that are approximately equal in difficulty. Write as many words on the board as there are children in the relay. Children are divided into 2 teams, and stand in two lines at right angles to the chalkboard. At the signal, the first child in each line points at the first word in his respective column of words and pronounces that word. If he pronounces it correctly, he is allowed to erase that word. The game is won by the side that erases all the words first.

# Team Sight Word Race

Materials: A group size set of sight words

The children are divided into 2 teams. Each team takes a turn attempting to pronounce a word turned up from a pile of sight words. If one team misses, the opposite team then receives a chance to pronounce that word in addition to their regular turn. Score is kept on the number of words each team pronounces correctly. Do not have members sit down when they miss a word, but have each team member go to the back of the line after each try whether successful or not. This enables all members to gain equal practice and does not eliminate those people who need practice most.

# The Head Chair

Materials: Group size cards



Mark one chair in the circle as the "Head Chair". Play begins when you flash a card to the person in the "Head Chair". A child can stay in his chair only until he misses a word. When he misses a word, he goes to the end chair and all the children will move up one chair. The object of the game is to try to end up in the "Head Chair".

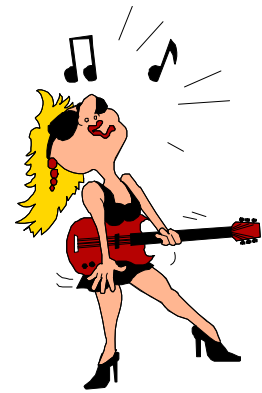
# Which Word Wins?



Materials: newspaper, highlighter, word list

Sit with your child and look at a newspaper to see just how often sight words pop up in print. Ask your child to choose a sight word from the list and an article from the newspaper. Look for the word together. Highlight and count the word each time it appears. Try the same thing with a second sight word. Which word appears more often?

# Sing a Song of Sight Words



Practice sight words by singing them to a familiar tune or making up your own. If you run out of words before you get to the end of the song, just start at the top of the list again. Some songs to try include "Twinkle, Twinkle, Little Star" and "Row, Row, Row Your Boat."

# Jump On It!



Copy sight words on index cards (one word per card). Make a second set of the same words. Scatter one set faceup on the floor, leaving about a foot between each card. Place the other set in a stack facedown. Turn over the first card in the stack. Have your child read the word (offer help as needed) and then jump on the corresponding card on the floor. Turn over the next card and have your child read it and jump to that word. Continue until your child has jumped on all of the words. Mix up the cards and play again!

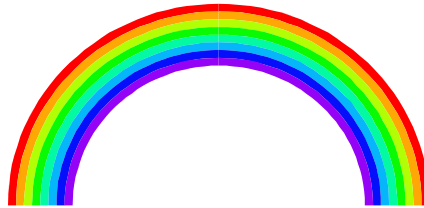
# In the Cupboard



Open a cupboard and take turns with your child, finding and reading sight words. Try the ones on the list first, then include other sight words your child is learning. Keep going until you run out words, time, or things in the cupboard.

# Rainbow Letters

Turn sight words into rainbows! Ask your child to write a sight word on paper in big letters. Using different-colored crayons, your child can then trace around the word again and again, reading the word each time.



# Read My Back!

"Write" a sight word on your child's back. Can your child guess the word? Trade places—let your child trace a word from the list on your back. Continue taking turns tracing and guessing sight words.



# On the Run



The next time you're going somewhere with your child, play a sight word game. It's easy—just have your child find as many sight words as he or she can on billboards, signs, and so on. If you don't have a sight word list with you, invite your child to read the "little" words. You can play this game in a car, on a walk, even in line at the grocery store!

# Beep!

Choose a picture book to read aloud.

Tell children that whenever they hear the word *Beep!* it means you've left out a word. They need to guess what the word is.

Read the story a second time, this time letting children chime in on as many sight words as they know.



### Game 1

Make up 1 or more game boards; use your own creativity. I like to make mine as interesting as possible. It is a good idea to make some game boards with fewer spaces and some with more. Then you can pick and choose which board you want depending on the amount of time available for play.

In a small group, the students roll the dice to see who will go first. Then, each student takes turns doing the following. . . Student rolls the dice.

The teacher/para says a word that the student should try to spell. If the student spells the word incorrectly, the teacher shows it to the student for a few seconds, then hides it. The student attempts to spell the word again. Usually the student gets it. If the student spells the word correctly, they may move the number indicated on the dice. While the next student is rolling, the previous student should write the word he/she just spelled on paper.

After playing one round of this game--I often have the students write each word on their list three times, write sentences with the words on their list, and/or add the words to a "spelling notebook" that I have them keep.

### Game 2

For a small group of two students, allow them to play tic tac toe, either with colored chalk on the board or with colored pencils on paper. Or, you could purchase commercially made tic tac toe games with manipulative pieces. Before a student can place an "x" or an "o" on the grid, he or she must spell a sight word correctly.

Other ideas:

This next idea is more of a general tip than an actual game. Here's the tip: diligently search at bargain stores and tag sales. Often, you can adapt already made games. A colleague of mine buys small, round tag sale stickers and uses them and a permanent pen to change game boards. She has shelves of outstanding materials that cost her next to nothing.

## BINGO!

Kids never get tired of BINGO. It amazes me! A couple of neat ideas: (1) Use non-toxic bingo markers on photocopied bingo boards. (2) Use colored pencils to x out words on the photocopied cards. (3) Buy magnetic bingo chips and a magnetic wand. The child who loses at BINGO can be the one to pick up the chips afterward.