# **Sight Word Games**

#### **Sight Word Memory**

#### What You'll Need:

- Index cards
- A permanent marker or pen
- A clean, flat surface, such as a tabletop

#### **Instructions**:

Select a list of sight words, such as the ones used in the Let Me Read to You series. Write each word on two cards in large, lowercase letters. (If you are using a permanent marker, make sure it does not bleed through to become visible on the back.)

Shuffle the cards thoroughly. Then, place all of them face down across the clean, flat surface, being sure not to put any cards on top of others.

Let your child select two cards. If they choose two of the same word, they have a match to keep. If not, they should put them back exactly where they found them. When it's your turn, you will select two cards, and so on. Play until all the cards have been collected as matches. The one who has the most cards is the winner.

<u>Tip:</u> In the beginning, you will be helping your child pronounce each word, even the ones that you select. Before long, they will be recognizing them without your help. Once they're reading most of the words independently, you can add some more words.

## Sight Word Go Fish

#### What You'll Need:

- Index cards
- Permanent marker or pen
- Instructions:

#### Instructions:

Select a list of sight words, like the ones listed in the Let Me Read to You series. Write each word on two cards in large, lowercase letters. (If you are using a permanent marker, make sure it does not bleed through to become visible on the back.)

Shuffle the cards thoroughly, and deal 5-7 cards to each player (depending on how many words you begin with.) Place the remaining cards face down in the center of your playing area. (This will be your Go Fish Pond.)

Have your child look at all the cards in his/her hand and put down any matches they have. (In the beginning, you will need to help them read the words, but they will be able to tell which ones are the same.) After you put down any pairs that you have, your child can ask you for a specific one of your cards. If you have it, hand it over. Then, they can ask for another card. If you don't have it, tell them, "Go Fish," and they must take a card from the Go Fish Pond. Each turn ends when the person draws a new card, and play continues until all the cards have been claimed as matches. The person who collects the most matches wins.

<u>Tip:</u> If you need to start out with fewer words, you can always make four of each card to play this game. It will help your child to see the words more frequently anyhow. Also, be sure to read the words together in the beginning. Before long, your budding young reader will be recognizing them quickly. Then, you can add more words.

# **Sight Word Bingo**

### What You'll Need:

- Index cards
- A few sheets of plain white paper or card stock
- A permanent marker or pen
- A handful of small items for each player to mark their wins (We use shiny pebbles for aquariums or small candies on special occasions, but use what you have on hand.)

#### Instructions:

Making your call cards: Select a list of sight words and write each one on a separate index card. Making your bingo cards: Draw a grid on each piece of paper or card stock with five rows and five columns of squares. Fill in each square with a random sight word from your cards, being sure not to put the same word twice on one bingo card. (We like to put a "free space" in the center square.)

Give each player a bingo card and a handful of objects to mark their wins.

Randomly draw from your deck of call cards, having each player mark the words from their bingo cards.

The first person to mark 5 spaces in a row (horizontally, vertically, or diagonally) wins the game. (We like to continue play until one person gets a "blackout," or marks every space on their card.)

<u>Tip:</u> Once I made our games, I had them laminated so that they would last longer. You could also slip your bingo cards into clear page protectors and use dry-erase markers on them.