

## SIGHT WORDS

## PART-1

2 LEVELS  
OF PLAY

There are two types of cards in this game of learning Sight Words. Cards of Level I are thick cards containing Words and Pictures separately, and the cards of Level II are Flash cards of High frequency words. The game can be played individually by one child or by a group of children at home or in a classroom.

LEVEL I- with Matching CardsParent- Child Activities

1. Name the Picture: (with picture cards)
  - a. The parent/teacher should first help the child recognize and name each picture.
  - b. Pick up a few pictures say 5. Ask the child to name each picture one by one. Help him/her where required.
  
5. If the child has trouble reading one or more words follow the following steps:
  - a. Suppose the word is "could", say "This word is "could"
  - b. Child repeats the word (as the child says the word, move your finger underneath the word on the card, from left to right).
  - c. Continue the process till the child is able to read the word automatically.
6. Repeat the above steps for other sets of words.

Group Games – with set I**1. Show Me:**

Take out about 14 sets of cards (picture and word cards), mix them and spread them on some flat surface picture/word side up. Call out any word and ask the children to find the correct word and its corresponding picture on their turns.

**2. Memory (Concentration)**

- a. Take all the picture cards, mix and place them picture side down on a flat surface. Form 4 rows of 7 cards each.
- b. Similarly, make 4 rows of 7 cards with the "word cards".
- c. The first player picks up one card of each type and turns them picture/word side up. If they make a correct match e.g. a word card that correctly describes a picture card, the player keeps the cards. If not, the player returns them face down to their original positions.
- d. The game continues with players taking turns picking up two cards at a time.
- e. When all the cards have been picked up, the player with the most pairs wins.

**3. FISH:**

- a. A dealer is chosen and all cards are dealt to the players.
- b. Each player checks to see if they have any matching pairs. These matching pairs are removed and placed in front of each player.

- c. Repeat the process with the remaining pictures.
2. Name the Word: (with word cards)
  - a. Take out some of the word cards and ask the child to read each word one by one. Help him/her when needed.
  - b. Repeat the activity with other cards.
3. Matching Pictures with Words: (with all picture and word cards)
  - a. Spread 4 to 5 sets of pictures and their corresponding word cards on a flat surface and jumble them together. Pick up one picture or word card, ask the child to match the card with its corresponding picture/word card.
  - b. Gradually make it more difficult by spreading more sets.



- c. Repeat the above process with other cards

LEVEL II – with Flash Cards

Flash cards help children recognize some of the most frequently occurring words automatically by sight. Make sure that the child/children are able to recognize and name all the lower-case letters of the alphabet.

**THE PLAY**

1. Select a few flash cards you want to introduce first.
2. Hold up the flash card for the first word. Show and say the word loudly.
3. The child looks at the word on the flash card and says the word.
4. The child says the word and spells out the letters, then reads the word again.
  - c. The player to the next of the dealer starts the play. The game goes on in a clockwise direction.
  - d. Children must now attempt to find a "match" for the cards that they have left with, by asking a specific player, "Do you have the word.....Friend? OR, Do you have the picture of a dog? etc.
  - e. They must only choose one player each turn, and that player MUST hand over that card if he/she is holding.
  - f. The player with the most sets of matching pairs at the end wins.
4. SNAP:
  - a. A dealer is chosen and all cards are dealt to the players.
  - b. The youngest player starts, and the game continues in the clockwise direction.
  - c. Each player takes a turn to place the top card from his or her pile, face up in the middle stack.
  - d. At any time when the two consecutive cards match, the center stack may be claimed by the child who places his/her hand on the stack, calling "SNAP". Cards that are "claimed" are always placed at the bottom of the child's hand of cards.
  - e. When any player is left with no cards, he/she is out of the game.
  - f. The winner is the last player left with cards.

**D. Important Note:**

The teacher/parent should relate these words to the environment of the child so that these words become a part of their active vocabulary.

