

# *Kindergarten Sight Word Game Directions*



Shuffle the cards and put them in a **face-down stack**. Player A draws a card from the stack and reads the word on it out loud.

If she reads the word correctly, she gets to keep the card. Then Player B takes a turn (if there are multiple players). If Player A does not read the word correctly, Player B gets a chance to read that word and collect a card.

**NOTE:** If there is a word that no player can read correctly, the adult should set the card aside as a reminder to work on that word in the next day's lesson.

The **BOOM cards** are what make this game fun and exciting! If a child draws a BOOM card, she loses all the cards she has collected. On her next turn she can start collecting new cards. The lost cards (including the BOOM card) should be shuffled and added to the bottom of the face-down stack.

Keep playing until all the cards in the face-down stack have been collected. The winner is the player with the most cards.

If there is only one player, she plays to see how many cards she can collect before losing them to a BOOM card. She can play repeatedly, trying to beat her previous record.



## Sight Word Pathways

Arrange the cards, face up, to make a “path” on the floor. They should be close enough together that a child can easily step from one to the next. Don't make it a straight line – be creative! The more it twists and turns throughout the house, over chairs and under tables, the more fun it will be for the children.

A child stands at the beginning of the path and reads the word on the first card out loud.

If the child does not know a word, go over the word and move that card to another place on the pathway so it can be practiced again.

Once she has correctly read the first word, she can step on that card. Then she will repeat the procedure with the next word card, and the next, etc., until she reaches the end of the path. Then it is the next child's turn (if playing with more than one child). As the children get the hang of the game, encourage them to read and walk the path more and more quickly.



## Slap It!

Set up the game by placing the fly cards out on a table, well spaced out, and word side up. The adult calls out one word at a time. The child must find the word among the fly cards on the table and then “splat” the word with their fly swatter while repeating the word.

For a child that is just starting with sight words, you will begin with around five fly cards. As the child gets more advanced, you can add more words, and words that are deliberately chosen to be similar so that they are harder to distinguish.



## Hangman

Put the Hangman board in front of the child. Shuffle the flash cards and put them in a **face-down stack** next to the board.

The child draws a card from the stack and reads the word out loud. If he can't read the word correctly within a few seconds, tell him the word and return the flash card to the bottom of the face-down stack of cards. Draw a body part on the Hangman board.

If he correctly reads and says the word, then he can move that flash card to a “keep” pile. Continue in this way, until all the body pieces have been added to the board. Add the head, then the torso, then the two arms, and finally the two legs. That ends this first round of the game. The child can then count up the number of flash cards in his keep pile — that is his score.

As the child gets the hang of the game and knows the words better, challenge him to read the words faster and faster, until he can correctly read each word in one second or less.

Also challenge him to beat his own record in subsequent games, collecting more and more flash cards for his “keep” pile before the game ends.

**NOTE:** If you have multiple players, each one should have his own board and set of body pieces. The winner is the person with the most flash cards in his “keep” pile after everyone has put all their body pieces on their board.