

# TIER III INTERVENTION

## Sight Word Recognition



### "Sight Word Games"

**Description of Intervention:** The student increases sight word knowledge through fun and interactive educational games.

#### **Procedures for Implementing the Intervention:**

**STEP 1:** Introduce ten new sight words (or less) by showing each word on a flashcard and stating the word. Have student repeat each word. Repeat this step until student becomes familiar with the new words.

**STEP 2:** Choose one of the games listed below to promote mastery of the new sight words:

- **Sight Word Concentration:** Two sets of cards will be needed for this game. Create two identical sight word cards for each word. Mix up all of the cards and place them on the floor or table face down in front of the student. Have the student flip two cards over to see if they match. The student **MUST** read the two cards he/she turns over aloud. If the two cards match the student must use the word in a sentence to keep the cards. Continue until all cards have been matched.

- **Sight Word War:** Two sets of cards will be needed for this game. The teacher uses one deck and the student uses the other. Place cards in a stack face down and flip the top card over to reveal the sight word. The person who has the word with the most syllables wins and takes the other person's card(s). If both cards have the same number of syllables then WAR is declared. Both the teacher and the student count out 3 cards (W-A-R) and then flip over a 4th card. The card with the most syllables wins. If a tie occurs yet again, continue going to WAR until a winning card is revealed. Make sure the student practices saying the words throughout the game and states how many syllables are in each. You may also use other criteria to specify a winning card. For example, cards that begin with consonants win over cards that begin with a vowel or cards that have action verbs on them win over other cards, etc.

- **Sight Word Bingo:** Using a BINGO template, have the student choose eight or sixteen sight words from that lesson AND from previous lessons to write on the bingo card (the template). Play the game by calling out a sight word and having the student place a marker over the word called. This is a good game to play when students are FIRST introduced to the words to help them recognize them after hearing them read orally. The student says "BINGO" when he/she fills up the ENTIRE card. When checking after BINGO is called, have the student say each word on the card and have him/her find the flashcard that matches it.

- **Sight Word Bean Bag Toss:** Place all of the focus sight word cards on the floor in front of the student face up. Space them out so that there is about a foot between each card. Give the student a bean bag to toss onto a word. The student reads the word the bean bag lands on (or near). Previously learned sight words can be added to increase the difficulty of the lesson.

- **Sight Word Direction Game:** Place all of the focus sight word cards on the floor. Give the student(s) oral directions focusing on the sight words. Examples: "Go stand next to the word \_\_\_\_\_.", "Hop over the word \_\_\_\_\_.", "Pick up the words \_\_\_\_\_ and \_\_\_\_\_.", "Point to the word that is a color word.", "Point to the word that is the opposite of big.", "Find a word that starts with the same letter that begins the word fish.", etc. Make sure the student reads the word each time. Previously learned sight words can be added to increase the difficulty of the lesson.