

THERE ARE 31 WORDS FROM SKILLS 3, 4,5(PARTIAL)

Suggested ways to play SEE IT SAY IT CKLA WORDS small group

The teacher will turn over two cards at the same time and place them side by side for students to find the matching word. First one to SEE and SAY the one and only Kindergarten CKLA word that appears on any two cards will get both cards. Whoever has collected the most cards at the end of the game is the winner!

For students who may not be able to read the word, the teacher could say find the word _____ or show them the word, then see and say it!

BELOW ARE OTHER WAYS TO PLAY USING “SPOT IT” RULES

Object of the game

No matter the game, you always need to be the fastest to spot the identical sight word between two cards, name it out loud and then take the card, place it or discard it depending on the rules of the mini-game you're currently playing.

Mini-Game #1: The Towering Inferno

Set-up

Shuffle the cards, place one face down in front of each player and make a draw pile with the remaining cards, which will be placed face-up in the middle of the table.

Object of the game

Be the player who has gained the most cards from the draw pile when the game ends.

Game play

On go, the players flip their card face-up.

Each player must be the fastest at spotting the identical sight word between his or her card and the first card of the draw pile.

The first player to find the sight word names it, takes the card from the draw pile and places it in front of him or her, on top of his or her card. By taking this card, a new card is revealed.

The game continues until all the cards from the draw pile have been drawn.

End of the game

The game stops once all the cards in the draw pile have been gained. The winner is the player who has gained the most cards.



Mini-Game #3: The Hot Potato

Set-up

On each round, give each player a card he or she will keep hidden in their hand without looking at it. Set the remaining cards aside, they will be used for the subsequent rounds.

Object of the game

Be faster than the other players to get rid of your card.

Game play

On go the players reveal their cards while making sure that all the symbols are clearly visible (the best way is to hold the card in your open hand, like in the image).

As soon as a player finds the identical sight word between his card and an opponent's card, the player names it and places his or her card on the opponent's card.

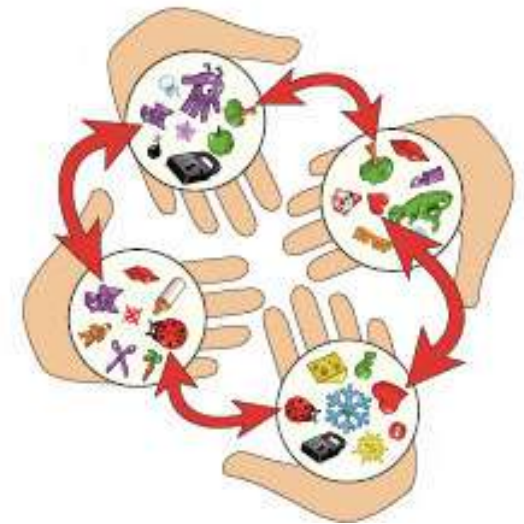
That opponent must now find the identical sight word between this new card and those of the remaining players. If that player manages to do so, all of his or her cards are given at once.

End of the game

The last player, who ends up with all the cards, loses the round and places them on the table near himself or herself.

The players start as many new rounds as they want (minimum of 5).

When there are no more cards to hand out, the mini-game stops and the losing player is whoever has gained the most cards.



Mini-Game #2: The Well

Set-up

Deal all the cards, one at a time, to all players, starting with the player who won the last mini-game.

Place the last card in the middle of the table, face-up.

Each player shuffles his or her cards and makes a draw pile placed before him or her, face down.

Object of the game

Be the fastest to get rid of all your cards - make sure you're not the last!

Game play

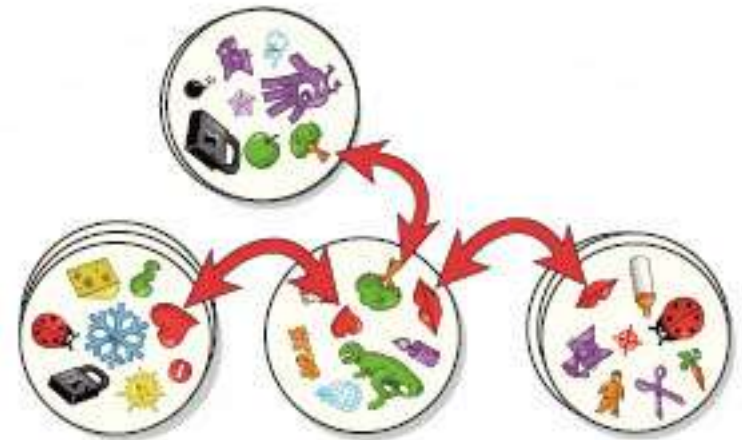
On go, the players flip their draw pile face-up.

Players must be faster than the others to discard the cards from their draw pile by placing them on the card in the middle. To do that, they have to name the identical sight word between the top card of their draw pile and the card in the middle.

As the middle card changes as soon as a player places one of his or her cards on top of it, players must be quick.

End of the game

The last player to get rid of his or her cards loses the game.



hot *it*

one

ran

if

on

if two

three

at but

not

big

on and

an at am

let

on

get

ten

but

had

am *hot*

but

him

red got

did

three

the

am

get one

but **an**

in ran
did
sit

cut **am**

ran
can two
let

it **an**

get **its**
got two

one

let
not **a**
red **an**

let **got**

ask **if**
did
and

can **at**

in ten
got one

sit
the
at
let
hot
its

ask
get
ran
him
a
at

two
in
ask
red
on
the

its
a
in
had
if
am

three
a
got
sit
on
cut

big
one
ask
cut
its
but

get if
red
can
big sit

it did
had red
at cut

him on
not did
can its

can the
and but
it a

ten
it sit
not
ask am

not in
cut and
get hot

ten big
two
hot
did a

three hot
an had
can ask

big
three it
in him
let

big ran
not
had got
the

one
two
and him
had sit

cut an
if
him the
ten