

Donkey

The game is played the same way as the traditional Old Maid. Instead of matching pictures, the players match words, reading the word each time they get a matched pair. The goal is to avoid being the one holding the Donkey card when the game ends.

Shuffle the cards and deal them all, face down, to the players. It's OK if not everyone has the same number of cards. Everyone picks up their hand and looks for pairs of matching words. They take any matching pairs and put them aside, reading the word aloud as they discard the pair. The group checks the reading and if necessary corrects any mistakes.

This is a good point to help the child by having them read all the words on their cards to you. This gives them some extra practice, and gives you an opportunity to correct any reading mistakes.

Now the first player holds up their cards for the player on their right, who gets to take one of the cards. If that results in a matched word pair, then the second player reads out the word and puts the pair of cards aside. Then the second player holds up their cards for the player on their right.

The game continues like this until all the word cards have been matched, and one player is left with the Donkey card. That player is declared the Donkey.

"Donkey" Reading Sight Word Game

<https://youtu.be/rxsZ6oSxf9E>



Boom!

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, moving her index finger from left to right underneath the letters as she reads. (An adult should demonstrate this reading technique at the start of the game to teach or remind children how best to read the word.)

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 does not read the word correctly, review the word together and it is placed on the bottom of the pile.

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 placed in a discard pile.

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.

Confidence Builder

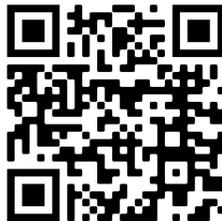
If the child is easily discouraged when she loses her cards, simply play with fewer BOOM cards.

Variation

Set a timer for anywhere from one to five minutes. Challenge the players to read as many words and collect as many cards as they can before the time runs out. But they still have to watch out for the BOOM cards!

“Boom” Reading Sight Word Game

<https://youtu.be/Kdm-Bz9tizc>



Go Fish

These instructions are for a game with 3-4 players. Sight Words Go Fish can also be played easily with just two players.

Deal 5 cards to each player (7 cards each if there are only 2 players), then place the remaining cards face down in the middle of the circle formed by the players. All the players look at their cards but do not reveal them to each other.

Player A takes the first turn. Player A selects one of her cards and reads the word on it out loud, moving her index finger from left to right underneath the letters as she reads. (An adult should demonstrate this reading technique at the start of the game to teach or remind children how best to read the word.)

Player A then selects another player and asks him, "Player C, do you have any cards with the word BEFORE?" If Player C has a card with that word, he must say "Yes, I have a card with the word BEFORE," and hand it to Player A, who then gets another turn. If any player struggles with reading or pronouncing a word, take a moment to go through the sight words to reinforce the correct pronunciation.

If Player C does not have any of the requested card, he shouts, "Go Fish!" Player A must then draw a card from the stack. If the drawn card has the word she was looking for, she shows the card and gets to take another turn. Otherwise, her turn ends, and the child who said "Go Fish" gets the next turn.

If a player collects both cards of a particular word pair, he puts them in a face-up stack in front of him. The game continues until someone has no cards left or the face-down stack runs out. The winner is the player with the most pairs of matching cards.

Confidence Builder

To make the game a little easier, especially for a younger child, simply use fewer pairs of cards.

"Go Fish" Reading Sight Word Game

<https://youtu.be/DhhRhXSypNc>



Last Card

Sight Words Last Card is a vocabulary-themed variation on the popular card game of UNO. Children will take turns playing their cards, matching them by number or color, reading the words printed on them before they can take a turn. The winner is the first one to play their last card.

You can play this game with your child, or two to four children can play each other. This game is best for older kids who are familiar with the rules of UNO.

Activity

Shuffle the cards, and deal seven cards (face down) to each player. The players should not show their cards to each other. Put the remaining cards in a **face-down stack**. Draw one card and place it face-up next to the stack; make sure it is a numbered card. This starting card is where players will place their cards as they play them.

Flip a coin, roll dice, or draw cards to decide who goes first. Player A plays one card — it must match the number OR color of the starting card. For example, a starting card that is a *pink 6* could be followed with a *pink 3* or a *blue 6*. She must read the word on the card correctly before she can play it.

If she cannot read the word correctly within a few seconds, go through our sight words correction procedure to review and reinforce the correct word. She must keep the card in her hand and let Player B take a turn.

The special cards (Skip, Draw 2, Reverse, and Wild cards) add some excitement and variety to the game. A Wild card may be played on top of any card. The other special cards must match the color of the previously played card or be the same type of special card. Here is how they work:

- **Skip Card** — If Player A plays a Skip Card, then Player B's turn gets skipped and it is Player C's turn (or Player A's turn if there are just two players). Player B cannot cancel a Skip Card by playing another Skip Card, but Player C could then play another Skip Card of a different color.
- **Draw 2 Card** — If Player A puts down a Draw 2 Card, then Player B must draw two new cards from the face-down stack. Player B does not get to play a card until his next turn. Player B cannot cancel a Draw 2 Card by playing another Draw 2 Card, but Player C could then play another Draw 2 Card of a different color.
- **Reverse Card** — If Player A plays a Reverse Card, the direction of play changes, and the previous player gets another turn. If there are only two players, then a Reverse card does not change anything.
- **Wild Card** — A Wild Card can be played on top of any other card. If Player A plays a Wild Card, she calls out one of the four colors. Then Player B must play a card of that color.

If a player does not have any playable cards in her hand, she must draw one card from the face-down stack and let the next player take a turn.

When a player plays her next-to-last card, she should shout "Last Card!" If she plays the card and forgets to say this, another player can "catch" her by being the first to shout "Last Card!" If she gets "caught" in this way, she must draw two cards from the face-down stack.

The first player to play her last card is the winner of the game.

Confidence Builder

If the children struggle with the complexity of the rules, remove all the Skip, Reverse, and Draw 2 cards to simplify the game.

"Last Call" Reading Sight Word Game

<https://youtu.be/XzBi3zz6uK8>

