

## 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>



## FLY SWAT

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.

**Adult:** We are going to play the Fly Swat game. Are you ready to SPLAT some bugs?

**Child:** Yes!

**Adult:** I am going to call out a word, and you swat it with your swatter.

I’ll do the first one. *You*.

[The teacher hits the *you* fly card with the fly swatter.] *You*. Your turn.

The adult then calls out words one at a time, allowing the child time to find and splat the relevant fly. When the child gets the words correct, offer occasional praise and encouragement. As the child gains confidence, very gradually increase the speed at which you call out the words to encourage the student to develop more speed with their sight words.

If the child gets the answer wrong, or cannot spot the word within ten seconds, help by reviewing the word. The game continues for 5-10 minutes, allowing you enough time to cycle through the words several times.

### Variations

You can change the difficulty of the game, making it easier by using fewer words, using words that are very different, and giving the child more time to find each word. The game can be made more challenging by using more words, using words that are similar (e.g., *the*, *that*, and *there*), and speeding up the rate at which you call out new words.

### Compound Fly Swat

Instead of calling out just one word at a time, the adult calls out two and eventually even three or four words. The child then has to “splat” each of the fly cards in the order they were called. This helps the student develop memory and recall as well as building speed in recognizing the words.

### Reverse Fly Swat

The adult uses the fly swatter to “splat” a fly, and the child responds by saying the word on the fly card. As the child gains confidence, the adult speeds up their rate of “splatting” the words. This game is more difficult, because it requires the child to read the word without any clues from you.

“Fly Swat” Reading Sight Word Game

<https://youtu.be/xbsCjeEQJWw>



## 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

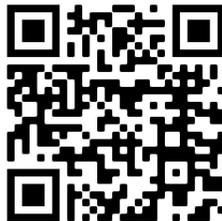
If the child is easily discouraged when she loses her cards, simply play with fewer BOOM cards.

### 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>



## **Bean Bag Toss**

A child simply tosses a bean bag toward an array of sight words flash cards, reading whatever word the bean bag lands on. It is a simple game with a fun physical element to help children use up some of the fidgety energy.

### Materials

The game requires one or more bean bags and some sight words flash cards. If you don't have any bean bags, you can instead use any other item that behaves similarly. It must be relatively small and stay in one place when it lands on the floor, with no significant bouncing or rolling.

For cards, you can simply use flash cards or cards from any of our other SightWords.com games.

### Activity

Spread the cards, face up, on the floor. They should be close together, but not touching each other. Have the child stand nearby and gently toss a bean bag toward the cards. He can aim for a specific card if he likes, but it's not necessary. If a child lacks the coordination to toss the bean bag accurately, have him stand right next to the array of cards and basically drop the bean bag onto one of the cards.

After the bean bag is tossed, the child should walk over and pick up the card the bean bag landed on top of (or closest to). He should then read the word on the card, using his finger to underline the word from left to right. If he reads the word correctly, congratulate him and send him to the back of the line so the next child can have a turn. If he cannot read the word, go over the word together to review and reinforce the correct pronunciation.

### Variations

You can scale the difficulty level of the game by using an easier or more difficult set of words. Adjust the distance the children stand from the cards as well as the size of the cards used to match their throwing ability and aim.

Feel free to stop mid-game and rearrange the cards on the floor, if children are hitting the same few cards over and over. This also forces the child to read each word instead of simply memorizing which word is in which location.

With just one child, you may want to remove cards as they are "played," to encourage the child to go through all the cards.

### Assessment

Observe the game and make note of which words the children are struggling with. You can then give these words extra attention in your next lesson. Also look out for individual children who are having trouble with lots of the words.

Remember that the child's throwing accuracy is the least important part of this game, so do not get distracted from your sight words curriculum by a pitching lesson!

"Bean Bag Toss" Reading Sight Word Game

<https://youtu.be/Ka5J-Rt0JO>

