

# Sight Word Games

## Tic Tac Toe



Players: 2

Materials: Piece of paper with tic tac toe board drawn on it (or you may print one off my Blackboard page), sight word cards

How to Play: Decide who will be X and who will be O. Put sight words in the tic tac toe spaces. Take turns having each person select a space to read. If they can read the word, they may put an X or O for their team. If they are incorrect, the other person gets to try the same word.

## Wordo

B	I	N	G	O
7	25	44	57	62
15	22	40	50	70
11	30	32	46	74
2	28	37	55	68
10	27	39	59	75

Players: 2 or more

Materials: "Wordo" cards (You can print these off my blackboard page), sight word cards, bingo chips (you can even use potato chips or small pieces of candy).

How to Play: Have your child write sight words in the blank spaces on the wordo board. Playing the game is just like BINGO. Call out the words and have your child spell it out loud with you and then place a piece of candy on the space. When your child has filled up a row they can call out "WORDO"!

## Newspaper



Players: 2 or more

Materials: newspaper, highlighter, sight word list from your child's red homework folder

How to Play: Sit with your child and look at a newspaper to see just how often sight words pop up in print. Ask your child to choose a sight word from the list and an article from the newspaper. Look for the word together. Highlight and count the word each time it appears. Try the same thing with a second sight word. Which word appears more often?

### Jump On It!



Players: 1 or more

Materials: 2 sets of sight word cards

How to Play: Print 2 sets of sight word cards. Scatter one set faceup on the floor, leaving about a foot between each card. Place the other set in a stack facedown. Turn over the first card in the stack. Have your child read the word and then jump on the corresponding card on the floor. Turn over the next card and have your child read it and jump to that word. Continue until your child has jumped on all of the words. Mix up the cards and play again!

### In the Cabinet

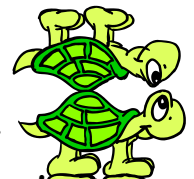


Players: 2 or more

Materials: none

How to Play: Open a cabinet and take turns finding and reading sight words. Keep playing until you run out of words, time, or things in the cabinet.

### Read My Back!



Players: 2 or more

Materials: sight word list from your child's red homework folder

How to Play: "Write" a sight word on your child's back. Can your child guess the word? Trade places—let your child trace a word from the list on your back. Continue taking turns tracing and guessing sight words.

## Old Maid



Players: 2 or more

Materials: 2 sets of sight word cards, Old maid cards (from my Blackboard page)

How to Play: Pick 20 sight words to play with at a time. Make sure you have 2 of each card. To play, deal out all cards to players (it doesn't matter if everyone doesn't have the same number of cards). Players lay down any matches that they have. Players take turns selecting one card from the hand of another player and adding it to their hand. If it makes a match, they may read it out loud and lay it down. Continue playing until all matches are made and someone is left holding the Old Maid card.

## Concentration



Players: 1 or more

Materials: 2 sets of sight word cards

How to Play: Choose 10-15 sight words. Make sure you have 2 of each card.

Mix the cards and lay them on the floor face down. Take turns turning over 2 cards. If the cards match AND you can read them, you get to keep them. If they do not match or you can not read them, turn the cards back over. The game is played until all cards are matched.

## Go Fish



Players: 2 or more

Materials: 2 sets of sight word cards

How to Play: Choose 20-30 sight words. Make sure you have 2 of each card.

Each player is dealt seven sight word cards, and the rest of the cards are neatly stacked face down in a pile. Players take turns asking each other for specific cards to make a pair. For example, Player One may ask Player Two, "Do you have the word 'the'?" If Player Two has that card in her hand, she gives the card to Player One, who pairs it with the matching "the" card in his hand to make a pair. If Player Two does not have the card she is asked for, she says, "Go fish!", and Player One must draw a card from the pile to add to his hand. The first player to collect the matching cards to all the cards in his or her hand wins the game!

## Bang



Players: 2 or more

Materials: sight word cards, bang cards (on my website), plastic bowl

How to Play: Mix all sight word cards and put them in the bowl. Take turns pulling out a sight word card and reading it. If you can read it, you can keep it. If you can not read it, the next player will have a chance to read it. If they can read it, they keep it, if not, it goes in a "I don't know" pile on the floor. When a bang card is pulled, that person must keep the bang card but put the rest of their cards back in the bowl. The game is played until all cards are drawn.

## Lightning



Players: 3 or more (1 caller and at least 2 players)

Materials: whiteboard or paper for each player, sight word list

How to Play: The caller will call out a word from the sight word list. The other players must write the sight word on the whiteboard as fast as they can. The player that spells the word the fastest gets 2 points. If the other player spells the word correctly, they will receive 1 point.

## Teddy Bear



Players: 2 or more

Materials: paper or whiteboard, sight word list

How to Play: This game is played like hangman. You will just draw a teddy bear instead of a hangman. Choose a word from the sight word list in your child's red homework folder. Count the number of letters and draw spaces for each letter. The other person will guess letters in your word. If they guess it correctly, write it in the correct space. If they do not, draw one part of a teddy bear (arm, buttons, ear, etc.). The game is played until one person either guesses the word or the whole teddy bear is drawn. You may play again with your child choosing a word and you guessing.

## Erase-A-Face



Players: 2 or more

Materials: sight word cards, whiteboard or piece of paper

How to Play: Draw two faces with eyes, nose, mouth, ears, hair, hat, necklace, etc. Place the sight word cards in a file on the floor. Take turns choosing a card. If you know the word, you can erase part of the picture (like an ear or an eye). The game is played until one person has "erased the face" first.

## Parking Lot



Players: 1 or more

Materials: parking lot game board (on my Blackboard page), sight word cards, toy cars or small pieces of candy, timer

How to Play: Put the sight word cards face up on the parking spaces. Your child can then park the car in the appropriate space. See how many spaces your child can fill within a minute. If you have several cars, keeping track of the score is easier, as you can simply leave cars on their respective spaces in order to tally when through.

## Slap Jack



Players: 3 or more (1 caller. 2 or more players)

Materials: sight word list, sight word cards

How to Play: Lay all the sight word cards on the floor faceup. Play sit next to each other as sight word cards are being called. They must keep their hands to their sides at this time. Once a card is called, players will try to slap the card as fast as they can. Whoever has their hand on the card first, takes that card. Whoever has collected the most cards by the end of the game, wins.

## Dominoes



Players: 2 or more

Materials: domino cards (on my blackboard page), sight word list

How to Play: Print the domino cards from my blackboard page. Write sight words on the spaces so that there is a match for each word. Spread out the dominoes face down. Turn one domino over. Take turns picking a domino. If it matches a word on the first domino, place it so that the matching words are touching. If the selected domino does not match either of the words, put it back on the table face down, and the next person takes a turn.

## Fly Swatter



Players: 2 (1 caller, 1 player)

Materials: sight word cards, fly swatter, timer

How to Play: Choose 15-20 sight word cards and spread them out a good distance apart from each other. Set the timer for one minute and begin calling words. As each word is called, your child will have to swat the card with the fly swatter. Then they may take it. The idea is to get the most words that you can in less than one minute.

## Hopscotch



Players: 1 or more

Materials: chalk, sight word list

How to Play: Use sidewalk chalk to draw a hopscotch board outside. Write a sight word in each square. Your child must be able to read a word before hopping or jumping into each square.