

High-frequency word games

Matching word games

In these games players need only match words. Read the words aloud so students hear the word as they see the word.

Snap

- Players sit in a circle
- One player shuffles and shares the double set of word cards.
- Deal out all the cards face down to all players. Players do not look at their cards.
- Players take it in turns to place a card (face up) on the pile in the middle. When two cards with the same word appear on the top of the pile, a player calls out 'Snap'. The first player to slap their hand on the pile wins the pile of cards.
- The player who obtains all or most of the cards is the winner.



Variations:

- Players read the matching pair of words instead of calling out 'Snap!'
- Players read all the words as they are placed on pile.

Concentration (or Memory)

- Shuffle the double set of word cards and place them face down in neat rows.
- One player turns over two cards to see if the same word is on both cards.
- Players read (or attempt to read) the words on both cards.
- If the two cards don't match, the cards are placed face down again.
- If the cards match, the player wins the two cards.
- The next player then has a turn.
- The players continue until all the cards have been matched.
- The player with the most pairs wins.



Bingo

You need:

- a Bingo board for each player with six different words on each card e.g.

<i>the</i>	<i>and</i>	<i>a</i>
<i>To</i>	<i>you</i>	<i>that</i>

- 6 counters for each player

How to play:

The 'caller' selects a word card, reads it and holds it up for other players to see.

If the player has that word on their board, they cover it with a counter.

The first player to cover all the words on their board calls out 'Bingo!' and is the winner.

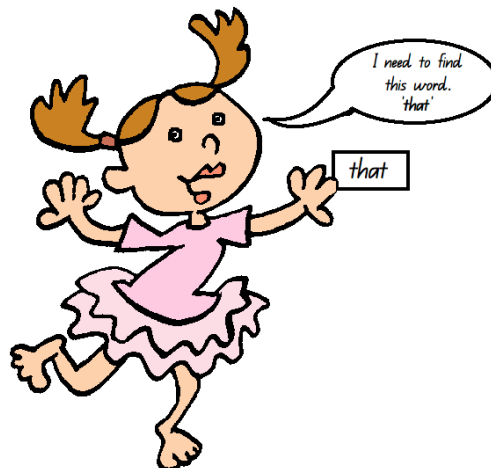
Variation:

The 'caller' or 'players' read the word as it is held up.

Treasure hunt

Hide one set of word cards around the room/house or garden.

Players take one word card from the second set and go and find the matching card.



Craft ideas

- Write words with lemon juice and heat with an iron or leave out in the sun. Watch the words appear.
- Write words with white crayons or candles and paint over them with water paint. Watch the words appear.
- Trace words in sand, shaving cream or make them out of playdough.
- Write words with a glue stick on paper. Sprinkle with glitter.



Reading word games

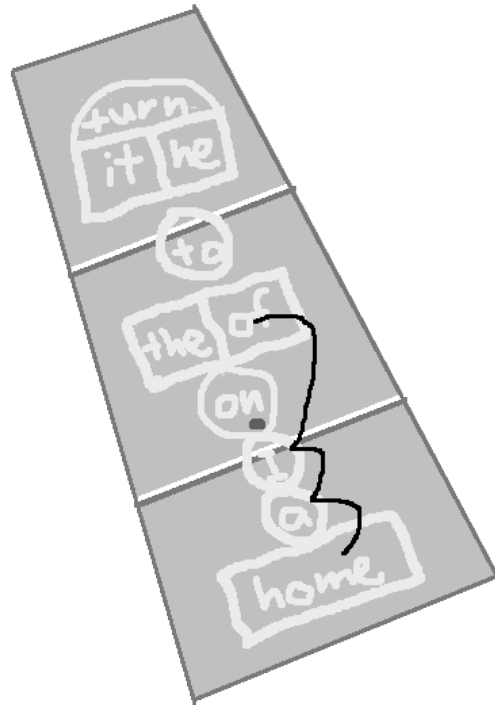
Play these games when students are able to read some high-frequency words.

Hopscotch

Draw a hopscotch path on a flat surface. Write (or ask students to write) some of the high-frequency words in the spaces on the hopscotch pattern.

How to play

- Stand on the space marked 'home'.
- Roll your marker so that it lands in any space.
- Hop/jump along the path but hop over (do not hop in) the space where your marker has landed.
- Read the word in the space as you hop/jump over it, then continue along the path to the space marked 'turn'.
- On the way back pick up the marker in the space and continue to hop/jump along the path until you reach 'home'.
- The next player has a turn.
- Players continue to take turns until all the words have been read.



'What's the word, Mr Wolf?'

- Use one set of word cards and a card that says 'Dinner time'.
- This game is played like 'What's the time, Mr Wolf?' - instead of the 'wolf' calling out a time, they hold up a word card.
- Other players read the word on the card and count the letters in the word. They then take that many steps towards the 'wolf' e.g. if the word is 'and', players take three steps towards the 'wolf'.
- When the 'wolf' holds up the 'Dinner time' card all the players run away from the 'wolf'.
- The player that the 'wolf' catches becomes the 'wolf' in the next game.

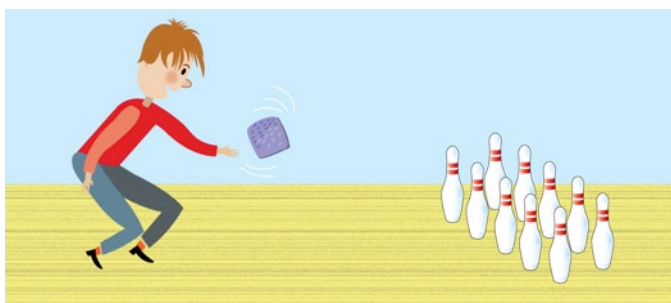


Bean bag toss

- Attach one set of the word cards to shoe/cardboard boxes (milk crates, tiles or placemats).
- Players stand behind a line and throw the bean bag into the box (or onto the placemat or tile).
- Players read the word that the bean bag lands on.

Skittles

- Attach one set of the word cards to skittles (or empty milk cartons or plastic bottles).
- Roll a ball or throw a bean bag and read the word/s on the skittle/s that are knocked over.
- Keep score for words correctly read.



Fishing for words

You need:

- A magnetic fishing rod (tie a bar magnet to one end of a piece of string and tie the other end of the string to a cardboard tube, short stick or dowel.)
- One or two sets of word cards (or write high-frequency words on fish shapes)
- Attach a paper clip to each word card.

How to play:

- Use a chair, a bean bag or a box to be a boat.
- Place a blanket on the floor to be the water and place the word cards (pretend fish) in the pretend water.
- Players use the magnetic rod to catch fish and read the words on the cards (pretend fish).
- If players can read the word they can keep the 'fish'. If they don't know the word they throw it back and try again.



Lucky dip

Place one set of high-frequency word cards in a bucket or bag (pillow slip).

Students put their hand in the bag and pull out one card at a time.

If they can read the word keep it. If they cannot read the word put it back.



Fan game

Hold up five or six high-frequency word cards in the shape of a fan.

Students take a card and say the word.

If correct, keep the card.

