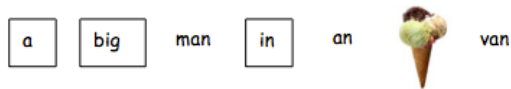


Silly Sentences

You will need: your child's word cards, a pen.

Make sentences out of the word cards and get your child to read them. Write or draw other words that your child may need to complete the sentences.

For example:



In the above example you would write out 'man' and 'van' which your child may not know but could sound out, while ice-cream would be drawn

Twister

You will need: A twister mat (or create your own with the words), write or stick the words your child needs to revise onto the circles of the twister mat, 1 pile of corresponding word cards, a spinner to direct your hands/feet etc.

Get a twister mat and stick words onto the circles with post it notes, use the spinner as normal for the hands and feet but create a pile of words that match the ones on the circles turn the word over and direct what word the child needs to put their hands/feet on. Get the child to say the word as they put their hand/foot on it. Once the child has had a go being on the mat the child could have a go directing the adult.

Penalty Shoot Out

You will need: a football, goal posts (e.g. net, 2 cones, 2 chairs), a pile of words your child is learning on cards.

Turn the first card over, if the child gets it correct they can try and kick a ball between the goal posts (or cones or chairs). Why don't you have a competition and keep score.

Fly Swat

You will need: a fly swat (or anything your child could hit the words with), your child's word cards.

Set the word cards out on a table face up, the adult calls out the words and the child hits the correct word with the fly swat.

You could also play this game with a bean bag or ball. Or you could write the word on a path with chalk and your child could shoot them off with a water pistol.

www.sightwords.com/sight-words/games

Jail Game

You will need: A basket or box, two sets of the word cards that your child is revising.

The Adult who is the jailer picks 4 words and places them under the box. The child keeps the 4 corresponding cards.

The child looks at the first card to find out the word they have to save. The child reads the word.

The jailer lifts the box up revealing the cards underneath and counts down, as they count down they slowly lower the box. The child has to try and retrieve the correct card before it disappears back under the box.

If they have rescued the correct card they keep it, if not they put it back under the box. Play again.

Key Word Games and Activities