

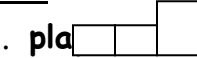
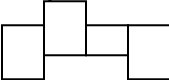
WORD WALL WORD ACTIVITIES:

1. **GO FISH:** Write each word on two index cards or slips of paper. Deal 5-7 cards to each player. Put the rest in a pile or "fish pond." Player #1 reads one of the words from his/her card to another player. If the other player does not have that word, player #1 "goes fishing." If player #2 does have the same word, s/he gives it to player #1, who puts the match in front of them. Play continues until all cards have been matched.

2. **MEMORY:** Write one word on a card or slip of paper. Have your child write the same word on another card or slip of paper. Shuffle both sets of cards together and lay out the cards in rows, face down. Have your child turn over 2 cards and read them. If both cards have the same word, it is a match, and the child gets to keep the pair. They get another turn. If the words are not the same, the child turns both cards over and it is the next player's turn. Continue playing until all the cards have been matched. (VARIATION: If the 2 cards turned over do not match, leave them face up. When the next player turns over 2 cards, if any match, they get those matches.)

3. **STORYTIME:** Here are a few suggestions for when you are reading a book to your child, or your child would like to read to you:
 - a. Before beginning to read the story, go through the book and have your child pick out words s/he knows and have him/her read them to you. Then, read the story, having your child read the words they know with you as you get to them.
 - b. Have your child tell you what they think is going to happen next in the story by looking at the picture and reading any words that they know. Then read the page to them and see if they are right!
 - c. Have your child add words that they don't know to a list so they can learn them.

4. **WORD BLANKS (or HANGMAN):** Choose a word from the list. Write only part of the word on a piece of paper and leave blank spaces for the letters that you have left out. Have your child try to guess what letters go in the blank spaces. Once your child has mastered some words, you can even make up whole sentences and leave out some of the words s/he knows. This will increase their comprehension skills as well. (i.e. ____ girl ____ little. *The* and *is* have been left out).

5. **RHYMING WORDS:** Choose a word from the list, and ask your child to say a word that rhymes with it (it doesn't have to be a real word!) Then you say their word and say a word that rhymes with their word. Continue until one of you can't think of anymore rhyming words. Then start again with another word on their list. This is a great game to play in the car while on trips.
6. **LABELING:** Help your child to label items in their room, the kitchen, or other room in your home. Write a sentence using the names of these things on paper. Tape them to the appropriate place in the room. (For example, label the bed. Write the sentence, *This is my bed.* Or, *The toys go in the toy box.*)
7. **SENTENCE MAKER:** Take words that have been written on index cards or slips of paper. See if your child can say a sentence using that word. As they get better at this, see if they can use more of the words in a sentence or a story!
8. **SENTENCE BUILDER:** Have your child say a sentence using sight words. Write it on a paper. Cut it up between the words and see if your child can put the sentence back together in the right order.
9. **CHEER THE WORD!** (TALL letters (l,t,b,X, h, etc.) = stand with arms straight above your head, **short** letters (a,c,e,o,m,etc.) = squat down, hanging letters (g, j, y,q, etc.) bend over with arms touching your toes)
- GAME 1:** You call out a word and the child cheers/spells it using the actions above. When they are finished, they say the word and put their hands on their hips.
 - GAME 2:** You cheer/spell the word only with the actions and see if your child can guess the word you are cheering.
10. **MAKE THE WORD SHAPE:** Draw the shape of a word and have your child match it. **and** would look like:  look like: 
11. **I'M THINKING OF A WORD:** Both of you look at the list of words. Each chooses a word. The first person gives clues, one at a time, to help the other person figure out the word. Some clue suggestions:
- give the number of letters in the words
 - number of vowels
 - number of consonants

- d. number of "a"s in the word
- e. number of tall, short, hanging letters
- f. words that rhyme with your word
- g. a description of the word in a sentence (I went to ____ store.)

12. **FLASH CARD RACE**: Using the words written on index cards or slips of paper, put the cards in a pile, face-up. Time your child reading the words to you. If they get a word wrong, set that card aside. Count the number of words they correctly read, and the length of time it took your child to read them. (i.e. 20 words, 2 min.) When done, go over the words that were read incorrectly. Do this nightly and see how much quicker they get at reading. When they can read all of the sight words on the list within a preset time limit (i.e. 3 minutes), or when they read them without any hesitation, have an ice cream party to celebrate!
13. **SIDE WALK WRITING**: Give your child some sidewalk chalk or a paint brush and water. Let them write (or paint) their words on the sidewalk.
14. **HOPSCOTCH**: Draw a hopscotch game but substitute the numbers for words. Have your child say the word they jump to before they jump.
15. **SWAT THE WORD**: Use a fly swatter. Put word cards on the ground face up. Call out a word. Let your child "swat" the word with the fly swatter, saying the word as they swat.
16. **"CALL" or "TEXT" THE WORD**: Use an old cell phone or draw one on a large piece of paper. (You can also make the "keys" of the phone using cards.) Call out a word and let your child "text" the word.
17. **TYPE WORDS**: Have your child use the computer and type words you call out. Use different fonts to show your child the same word. Have them match words in different fonts. (i.e. **and** = *and* = **AND**)