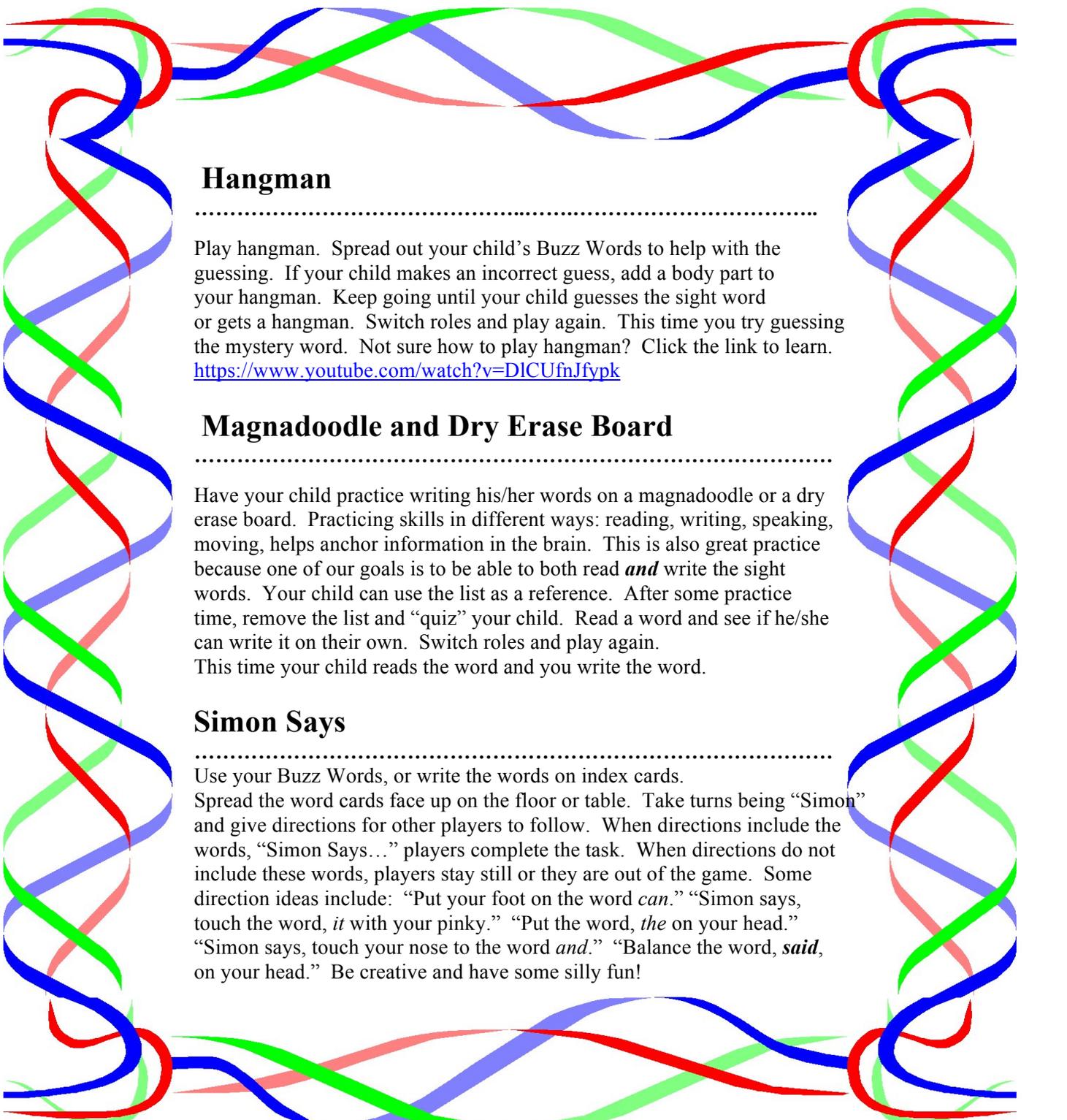


Buzz Word---Ways to Practice #4

Research tells us that readers need to recognize sight words as quickly and effortlessly as possible so that they can pay attention to the more mentally demanding task of understanding what they are reading.

“When children at an early age learn to recognize and automatically spell the most frequently occurring words, (sight words), all their attention is free for decoding and spelling less frequent words and more importantly, for processing meaning.” (Cunningham, 2000)

Try some of the activities below for some new fun ways to play with sight words! Keep this list handy to add fun and variety to your child’s sight word practice.

A decorative border made of colorful ribbons in red, blue, green, and purple, swirling around the text.

Hangman

Play hangman. Spread out your child’s Buzz Words to help with the guessing. If your child makes an incorrect guess, add a body part to your hangman. Keep going until your child guesses the sight word or gets a hangman. Switch roles and play again. This time you try guessing the mystery word. Not sure how to play hangman? Click the link to learn. <https://www.youtube.com/watch?v=DICUfnJfypk>

Magnadoodle and Dry Erase Board

Have your child practice writing his/her words on a magnadoodle or a dry erase board. Practicing skills in different ways: reading, writing, speaking, moving, helps anchor information in the brain. This is also great practice because one of our goals is to be able to both read *and* write the sight words. Your child can use the list as a reference. After some practice time, remove the list and “quiz” your child. Read a word and see if he/she can write it on their own. Switch roles and play again. This time your child reads the word and you write the word.

Simon Says

Use your Buzz Words, or write the words on index cards. Spread the word cards face up on the floor or table. Take turns being “Simon” and give directions for other players to follow. When directions include the words, “Simon Says...” players complete the task. When directions do not include these words, players stay still or they are out of the game. Some direction ideas include: “Put your foot on the word *can*.” “Simon says, touch the word, *it* with your pinky.” “Put the word, *the* on your head.” “Simon says, touch your nose to the word *and*.” “Balance the word, *said*, on your head.” Be creative and have some silly fun!