

Swattin' Sight Words Game

This Really Good Stuff® product includes:

- 100 Sight Word Fly Cards
- 4 Fly Swatters
- 100 Hook Velcro-like Circles
- 4 Loop Velcro-like Strips
- This Really Good Stuff® Instructional Guide

Congratulations on your purchase of the Really Good Stuff® **Swattin' Sight Words Game**, a fun, hands-on activity to help your students master important sight words.

Objective

Swat fly cards with sight words on them and read the words fluently and automatically.

Meeting the Standards

The Really Good Stuff® **Swattin' Sight Words Game** aligns with the Common Core State Standards for English Language Arts below. For alignment with other state standards, please refer to our website's Standards Match.

Phonics and Word Recognition

RF.K.3c Read common high-frequency words by sight.

RF.1.3b Decode regularly spelled one-syllable words.

RF.1.3g Recognize and read grade-appropriate irregularly spelled words.

Swattin' Sight Words Game is an engaging yet simple game. The words on the fly cards are some of the most common words in the English language. Mastery of these words is essential to reading fluency and comprehension. Good readers recognize these words instantly.

Included in this set are 100 essential sight words for readers up to 2nd grade. The words are divided into four colored groups of 25 for easy management. It is recommended that the words be played following the order on the attached list: Yellow, Red, Green, Blue.

Managing Swattin' Sight Words

- Visit our website www.reallygoodstuff.com to download Really Good Stuff® Instructional Guides.
- Attach one of the hook, velcro-like circles to each of the fly card backs.
- Attach one of the loop, velcro-like strips to each of the fly swatters.
- Keep your sets of 25 fly cards in separate baggies, labeled 1-25, 26-50, etc.

Introducing the Swattin' Sight Words Game

Gather the students around a table or on the rug. Place the first 25 sight word fly cards in the center of the group, word-side down, so the hook circle side shows. Tell students you will now "swat" sight words, and that as you swat a fly card, you will read it aloud. If you read it correctly, it's a "keeper," and you get to place it in front of you. If you read it incorrectly, you have to put the fly card back, word-side down, in the center. The player's turn is over and the next player swats a fly card. At the end of the time allotted, students read their words to each other.



Demonstrate "swatting" a fly card, reading it aloud correctly, and setting it in front of you. Then demonstrate "swatting" a fly card, reading it aloud incorrectly, and putting it back in the center of the group, word-side down. Be sure to model the proper use of the fly swatters.

Students love the action of the game. If you would like to keep score, count the number of words in front of each player, and the one with the most words wins. You can use a timer to limit time on the game.

Swattin' Sight Words Game

Listed below are the sight words in order of difficulty. Pair the color of the cards with the progress level of your students.

YELLOW	RED	GREEN	BLUE
a	of	if	been
am	look	be	over
an	that	here	who
and	for	then	has
at	his	them	could
can	with	down	way
do	as	their	put
go	had	about	which
he	but	more	were
I	are	not	make
in	was	little	long
is	this	each	get
it	all	into	first
like	one	they	when
me	have	just	very
my	she	did	what
no	from	than	know
on	may	how	these
see	your	said	some
so	by	now	would
the	out	there	any
to	her	will	take
up	him	other	where
we	or	many	want
you	come	two	its