

ARISE2Read Game Ideas

Go Fish: Pick 10-20 pairs of word cards. (I find it is easier to cut index cards in half and write a word on each half. After they have mastered a stack of word pairs, they can take them home.) Shuffle and deal 5 cards each. Put remainder of the cards face down in a stack on the table. First player asks “do you have the word “ _____””? If the second player has it he gives it to the first player. If not, the first player picks a card from the stack in the middle of the table. Then the players switch turns. When someone gets a match it is laid down on the table. This is a good time to make a sentence!

Concentration: Pick 10-15 pairs of word cards. Mix them up and lay them face down on the table. Player one turns two cards over and reads the words. If they match, he gets to keep the cards. If they do not match, the cards are turned face down. Then player two takes a turn. Play continues until all matches have been found. When a player makes a match, make a sentence!

Racing Game: Lay 9-12 cards face up on the table. Pick a word without telling the student. Begin writing the letters of the word slowly so the student can see. The student tries to figure out the word. If the student calls out the word before you finish writing it, he gets a point. If not, you get the point. Keep score with tally marks on a sticky note. Kids like to take home their winning score!

Where is it? Put 10 small cups upside down on the table. Place word cards on the cups. Have the student cover his eyes and you hide a small item under one of the cups. Then he asks “Is the (item) under “sight word””? When the item is found, the student then hides it and you guess. One way to make the game more high level is to ask, “Is the (item) under a word that means _____”?

Rainbow Sticks: Make a set of rainbow sticks. Color the end of a large craft stick, one color on each of ten sticks. (red, orange, yellow, green, blue, purple) 60 sticks total. Put them color end down in an empty drink box. (I use the drink containers that have 6 2Qt packets inside) After the student reads a word, writes a word, or makes a sentence, you both draw a stick out of the container. The object of the game is to collect all the different colors of the rainbow. This helps to keep them focused and motivated while they are working on their words!