



Instant Word List

The rapid recognition of high frequency words is a necessary component of becoming a fluent reader. The purpose of such a sight vocabulary is not to sound out words but to increase the fluency during reading. The Instant Word Lists are used to increase reading fluency. This is accomplished through the use of a variety of card games such as *Concentration*, *Snap* (see the Volunteer Handbook pp. 44-52 for cards) and *The Sliding Word Game* (see below right). The child may keep these games.

Please note that:

1. The students do not write these lists out.
2. The child simply reads the list so that there is familiarity with these high frequency words.
3. Each week a new list is introduced (see the Volunteer Handbook pp. 35-43)
- . The accompanying games are included in the homework bag for the child to use both at home and school. A new list is stapled in the Communication Book at the beginning of each week.

Snap

To play use the cards provided (see the Volunteer Handbook pp. 44-52). The deck of cards are shuffled and an equal number is given to each player. The cards are placed face down in front of each player. The players alternate turns by turning up a card and placing it on a common pile which is situated between the players. If two cards bearing the same word are turned up simultaneously, then the child who calls 'Snap' first wins the pile. The child must be able to read the card correctly in order to win the entire pile.

Concentration

This game is played with the double set of cards provided (see the Volunteer Handbook pp. 44-52). Start with List #1. A new list is introduced each week. The cards can be added together each week. As the number of cards increases, suggest that the larger games could be played in the classroom with a friend or at home.

All the cards are placed face down, in random order. Each player takes a turn to reveal two cards. If the cards match and the player can read the word, the cards are kept. A successful match allows the player to take another turn. If the cards do not match or they cannot be read, then they are replaced face down and the next child has a turn. As the game proceeds, the children begin to remember where particular cards are and they have many opportunities for reading and finding matching pairs. When all of the cards have been matched the player with the most cards wins the game.

The Sliding Word Game

Cut a piece of bristol board with two horizontal slits in the middle. Photocopy the Instant Word List (see the Volunteer Handbook pp. 35-43) and trim it so that it can slide through the top slit, over the middle of the bristol board and be tucked back through the bottom slit.

