

# Sight Words Fly Swat

Sight Words Fly Swat is a game for building speed and confidence with identifying sight words. The adult says a word, and the child has to spot the word and *splat* it with a fly swat. This is a great way of giving your child(ren) the repetition they need to achieve mastery while keeping them engaged. Because the game is so physical, it is a good game for channeling their energy when they are feeling a bit wiggly.

**Materials** The game requires a fly swatter and the Sight Words Fly Cards that the children will “splat.” (Template is available on line or from Ruth.)

**Activity** Set up the game by placing the fly cards out on a table, well spaced out, and word side up. The adult calls out one word at a time. The child must find the word among the fly cards on the table and then “splat” the word with their fly swatter while repeating the word.

For a child who is just starting with sight words, you will begin with around five fly cards. As the child gets more advanced, you can add more words.

The adult then calls out words one at a time, allowing the child time to find and splat the relevant fly. When the child gets the words correct, offer occasional praise and encouragement. As the child gains confidence, very gradually increase the speed at which you call out the words to encourage the student to develop more speed with their sight words.

If the child gets the answer wrong, or cannot spot the word within ten seconds, use the sight words correction to help the child review the word.

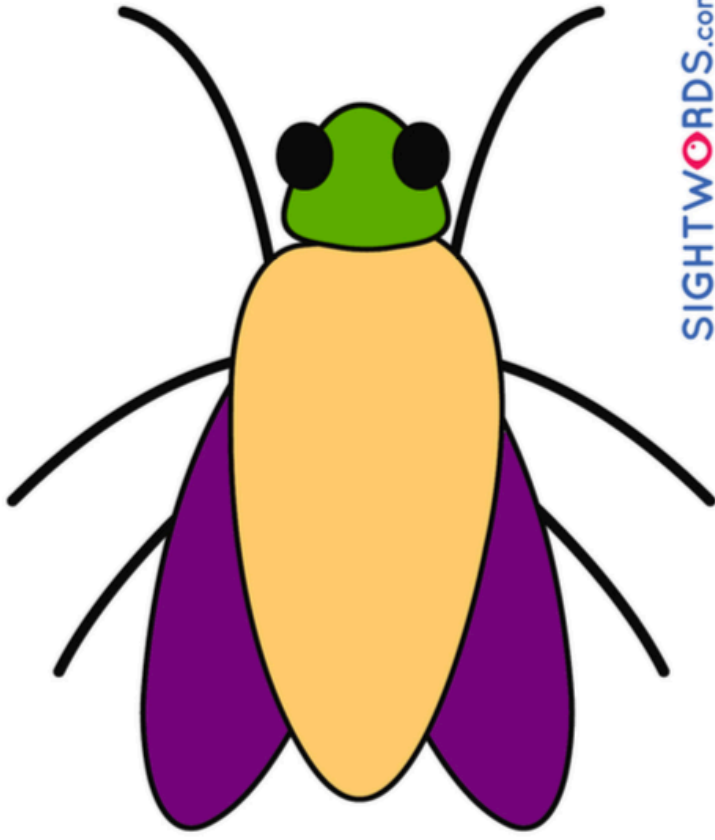
The game continues for 5-10 minutes, allowing you enough time to cycle through the words several times.

**Note:** We want the fly cards to be identical in all aspects except the words printed on them. If they look different, some children will learn to tell them apart using these other characteristics instead of focusing on the words.

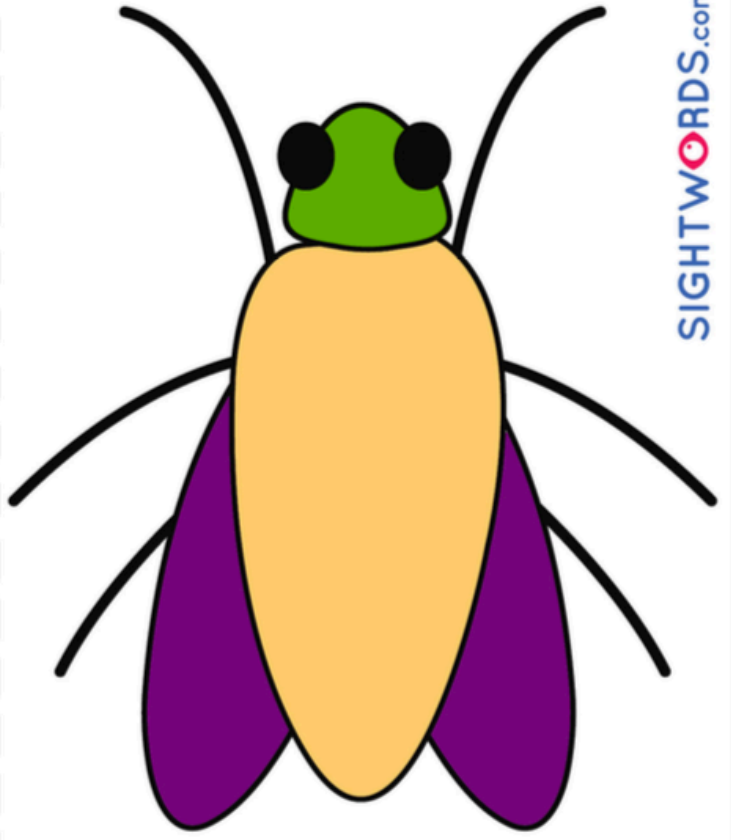
You can change the difficulty of the game, making it easier by using fewer words, using words that are very different, and giving the child more time to find each word. The game can be made more challenging by using more words, using words that are similar (e.g., *the*, *that*, and *there*), and speeding up the rate at which you call out new words.

**Compound Fly Swat** Instead of calling out just one word at a time, the adult calls out two and eventually even three or four words. The child then has to “splat” each of the fly cards in the order they were called. This helps the student develop memory and recall as well as building speed in recognizing the words.

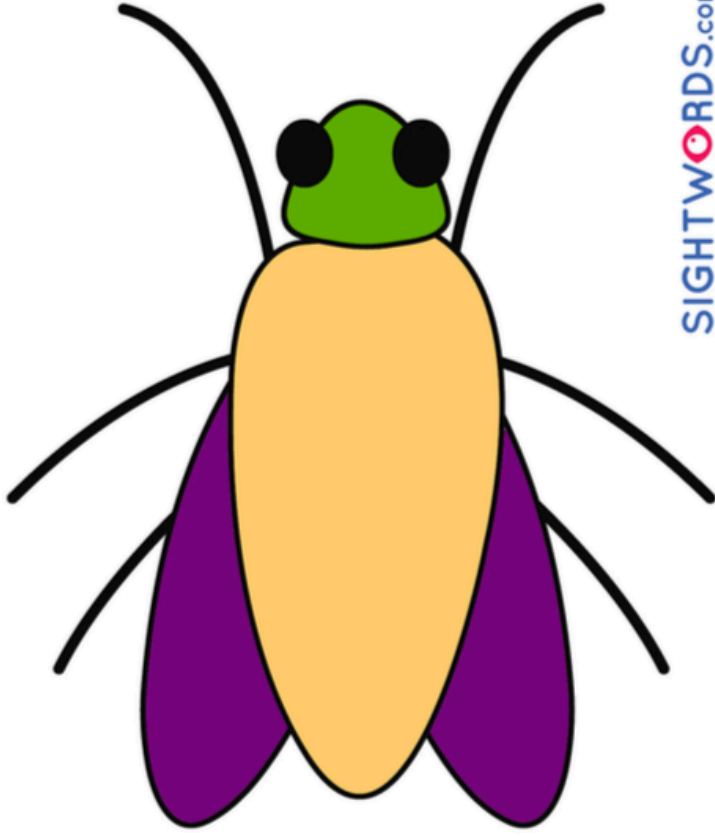
**Reverse Fly Swat** The adult uses the fly swatter to “splat” a fly, and the child responds by saying the word on the fly card. As the child gains confidence, the adult speeds up their rate of “splatting” the words. This game is more difficult, because it requires the child to read the word without any clues from you.



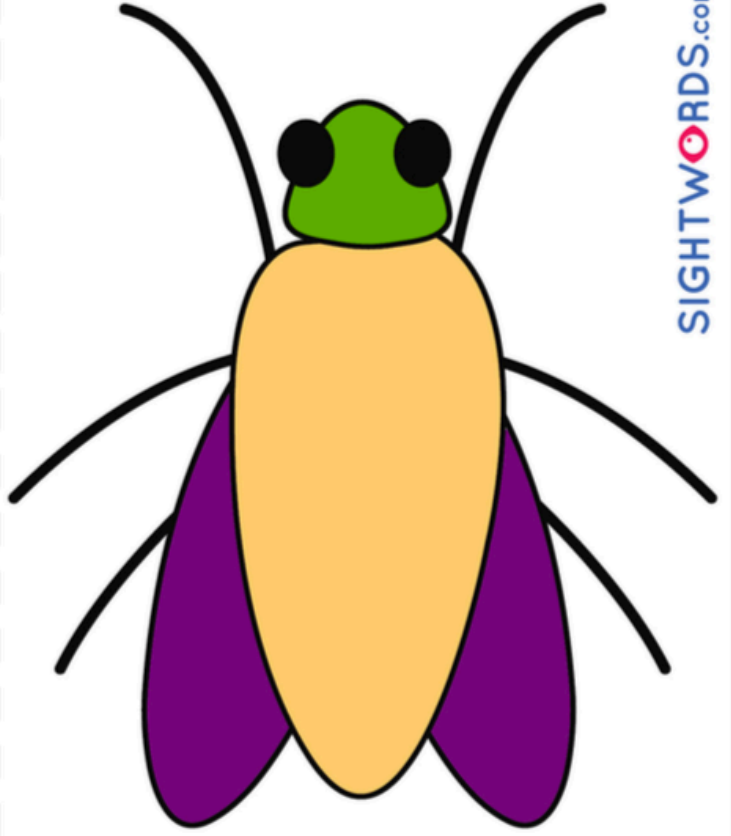
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