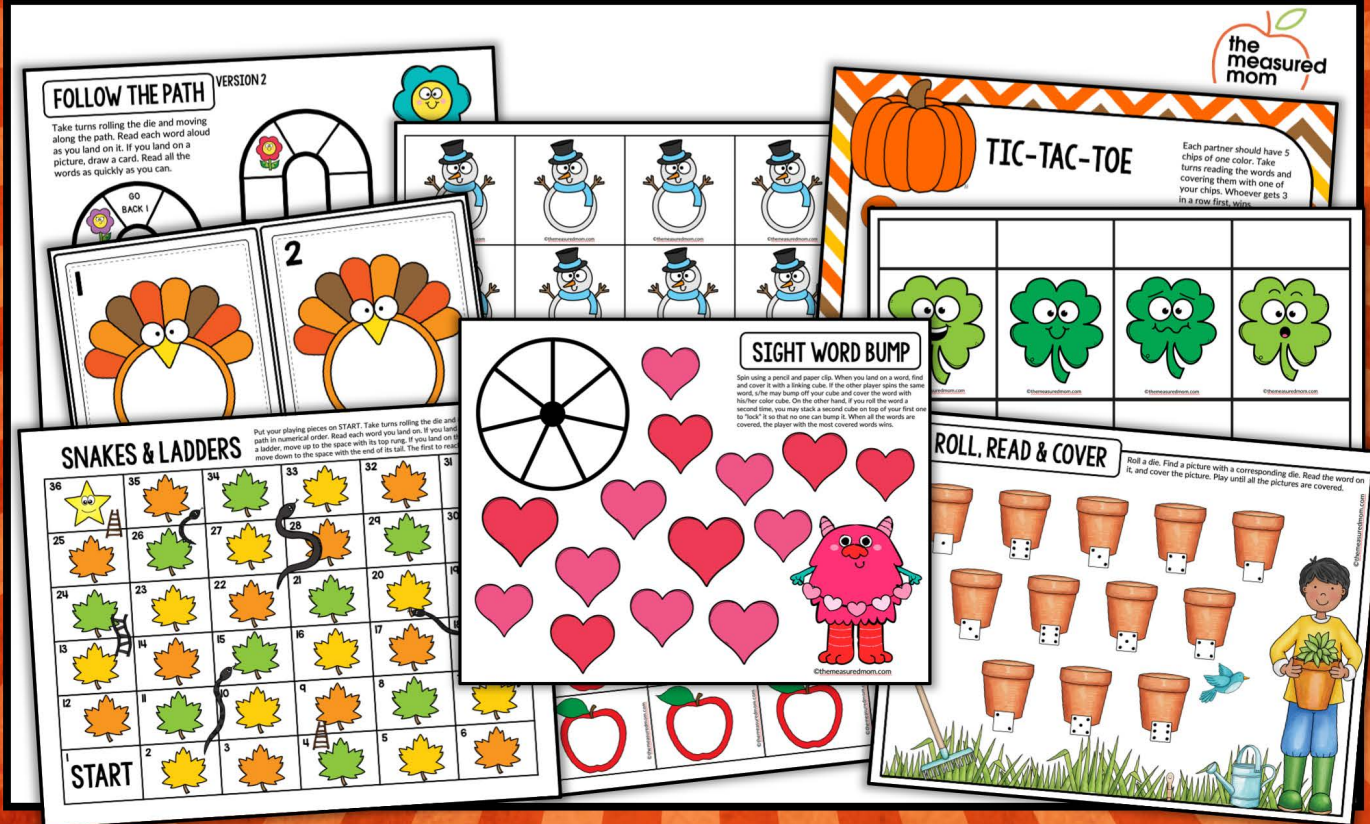


EDITABLE

READING GAMES

150 SEASONAL GAMES FOR ANY WORDS



PREVIEW

CLIP ART CREDIT



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Editable Sight Word Games for Every Season

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TYPE UP TO 12 WORDS BELOW.

THESE WORDS WILL AUTOPOPULATE INTO ALL THE GAMES.

WHEN YOU NEED TO USE DIFFERENT WORDS,
JUST COME BACK HERE AND TYPE NEW WORDS.

1	7
2	8
3	9
4	10
5	11
6	12

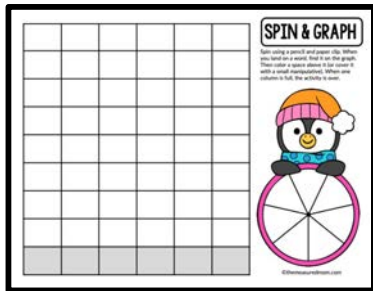
THESE ARE THE WORDS THAT EACH GAME WILL USE:

- SPIN & GRAPH – Words #1-6
- SIGHT WORD BUMP – Words #1-7
- FOLLOW THE PATH – Words #1-10
- FOLLOW THE PATH #2 – Words #1-10
- POW! – Words #1-12
- WRITE THE ROOM – Words #1-12
- ROLL & READ – Words #1-12
- FOUR IN A ROW – Words #1-12
- COVER ALL – Words #1-12
- SNAKES & LADDERS – Words #1-12
- SINGLE PLAYER BINGO – Words #1-12
- GO FISH – Words #1-12
- TIC TAC TOE – Words #1-9
- ROLL, READ & COVER – Words #1-12
- MEMORY GAME – Words #1-12

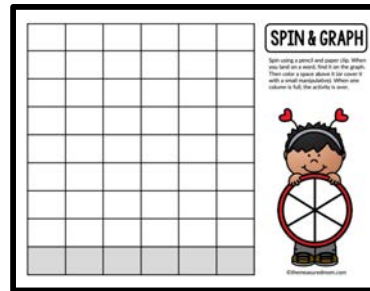
SPIN & GRAPH

Just click on the game's image,
and you'll jump right to it!

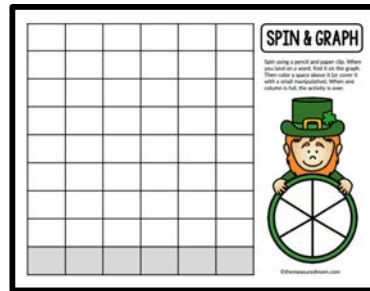
Students spin using a pencil and paper clip. When they land on a word, they find it on the graph. Then they color a space above it (or cover it with a small manipulative). When one column is full, the activity is over.



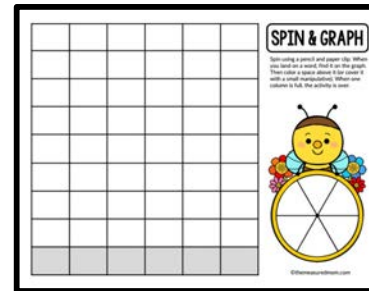
January
p. 22



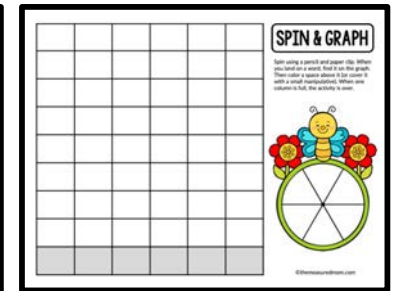
February
p. 23



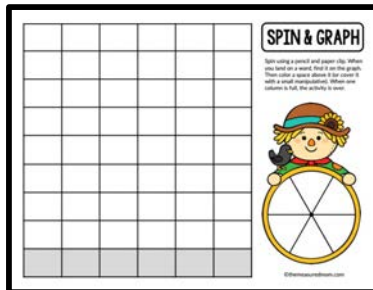
March
p. 24



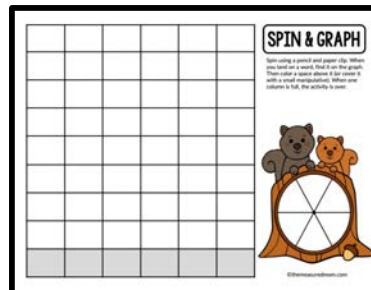
April
p. 25



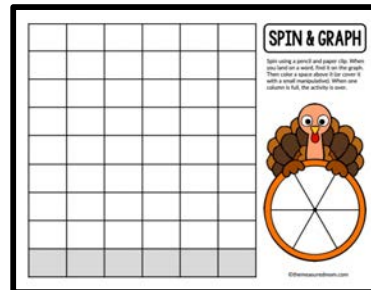
May
p. 26



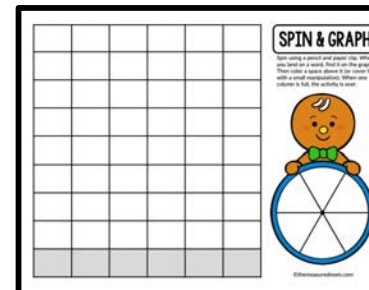
September
p. 27



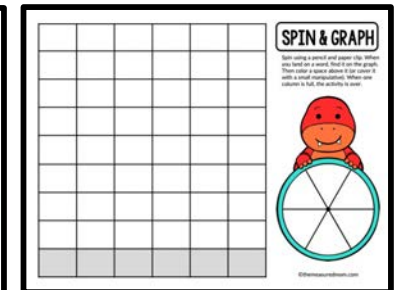
October
p. 28



November
p. 29



December
p. 30

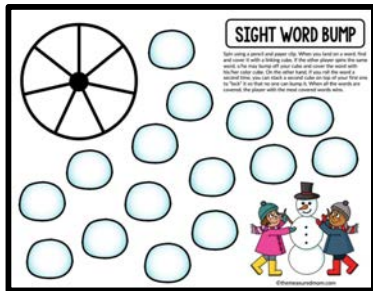


Any Time
p. 31

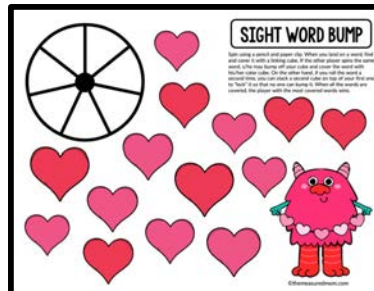
SIGHT WORD BUMP

Just click on the game's image,
and you'll jump right to it!

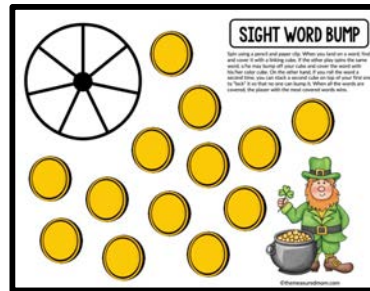
Students spin using a pencil and paper clip. When they land on a word, they find and cover it with a linking cube. If the other player spins the same word, s/he may bump off the cube and cover the word with his/her color cube. On the other hand, if the first student rolls the word a second time, s/he can stack a second cube on top of the first one to "lock" it so that no one can bump it. When all the words are covered, the player with the most covered words wins.



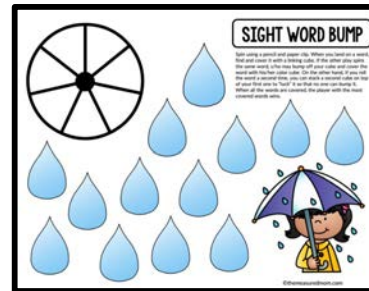
January
p. 33



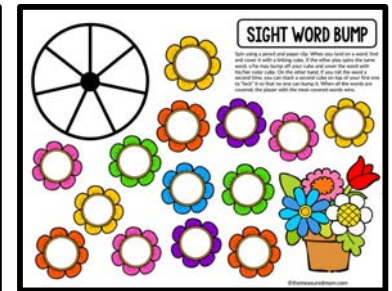
February
p. 34



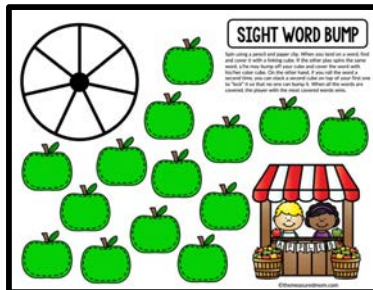
March
p. 35



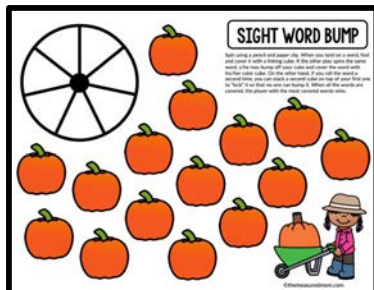
April
p.36



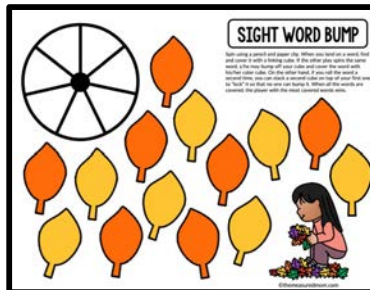
May
p.37



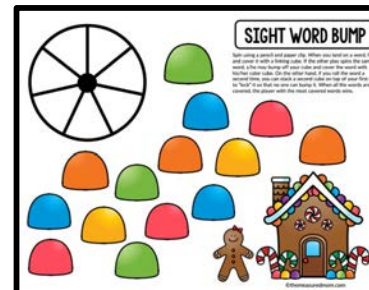
September
p. 38



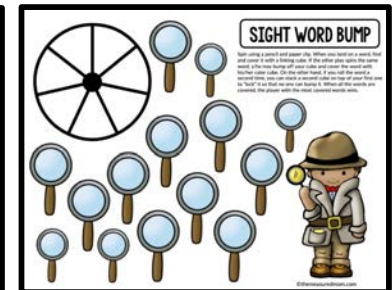
October
p. 39



November
p. 40



December
p. 41

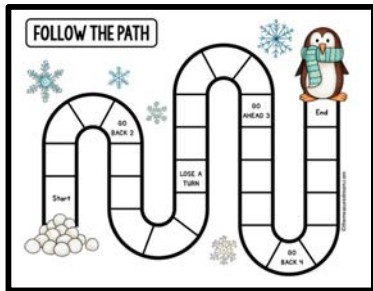


Any Time
p. 42

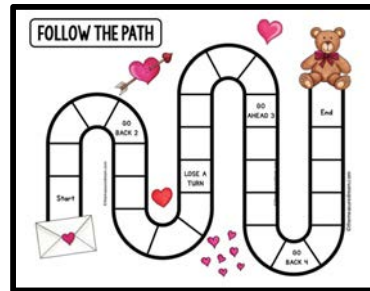
FOLLOW THE PATH

Students roll the die and move along the path. When they land on a word, they read it aloud. The first to End, wins.

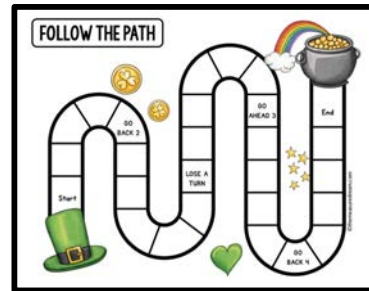
Just click on the game's image,
and you'll jump right to it!



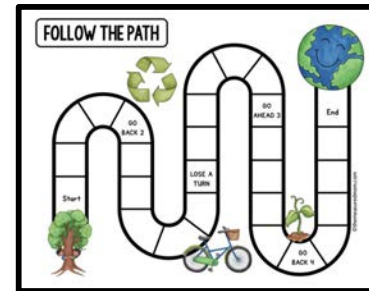
January
p. 44



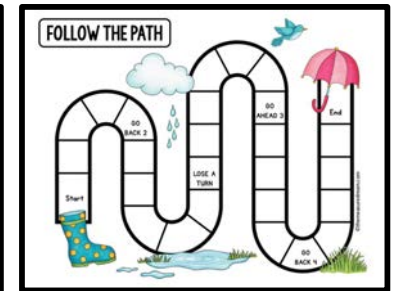
February
p. 45



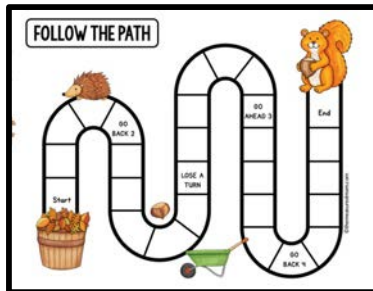
March
p. 46



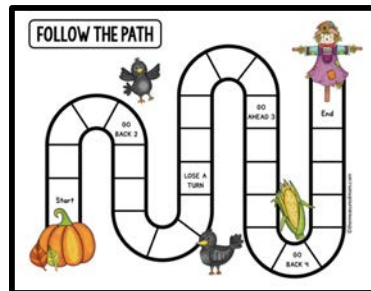
April
p.47



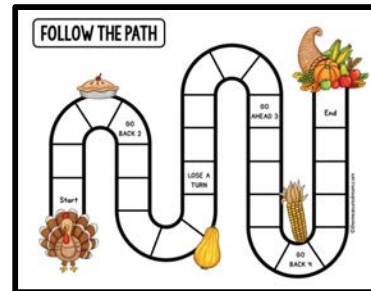
May
p. 48



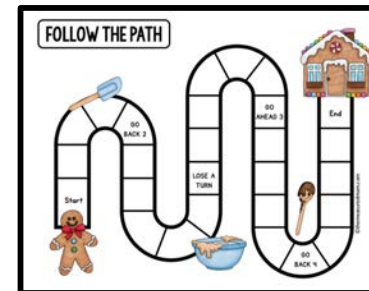
September
p. 49



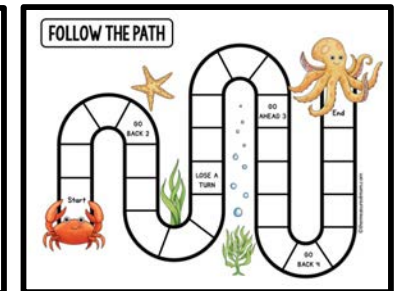
October
p. 50



November
p. 51



December
p. 52



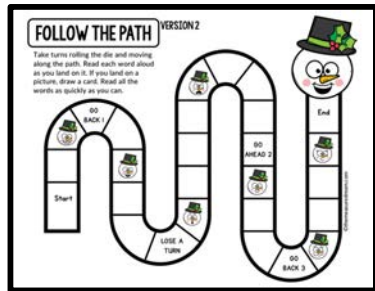
Any Time
p. 53

FOLLOW THE PATH

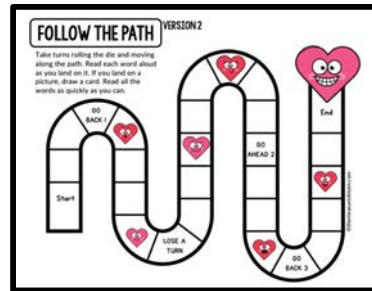
VERSION 2

Just click on the game's image,
and you'll jump right to it!

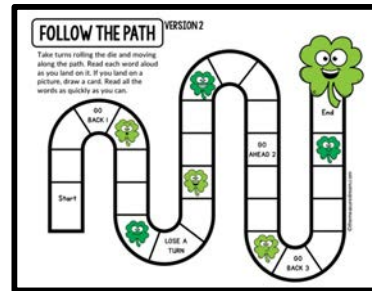
Students roll the die and move along the path. When they land on a word, they read it aloud. When they land on a picture, they draw a card and read all the words as quickly as they can. The first to reach End, wins.



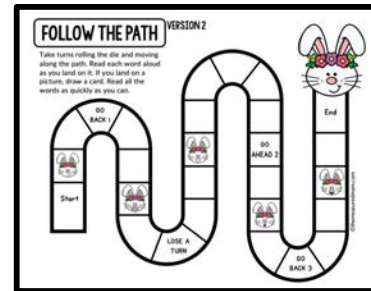
January
p.55



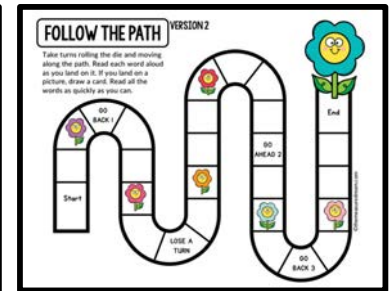
February
p. 57



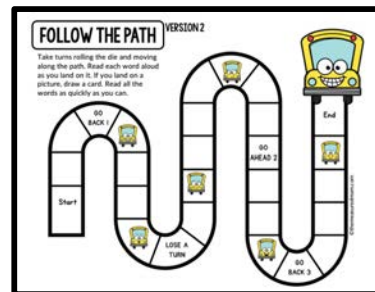
March
p. 59



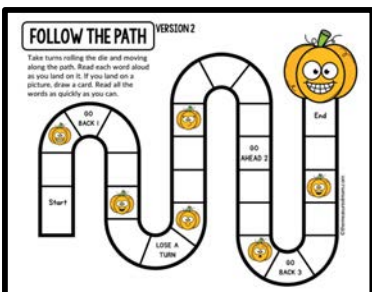
April
p.61



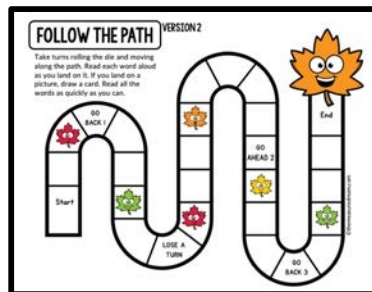
May
p.63



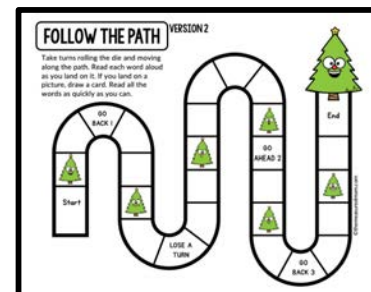
September
p. 65



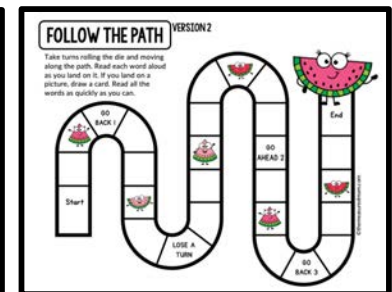
October
p. 67



November
p. 69



December
p. 71

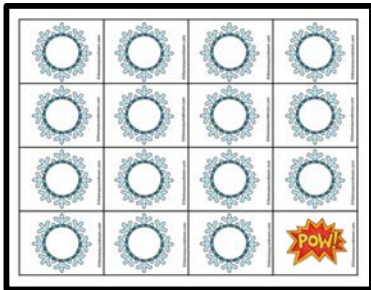


Any Time
p. 73

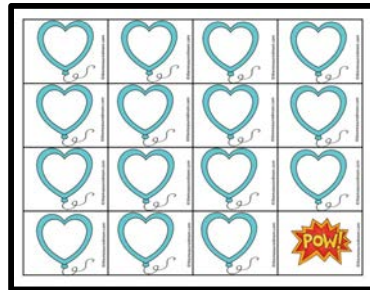
"POW!"

Cut apart the cards, and place them in a bag or other opaque container. Students take turns drawing a card and reading it aloud. They keep all cards they read. However, if they pull a "pow" card, they must put all their cards (except "pow") back in the container. When the bag or container is empty, the player with the most cards wins.

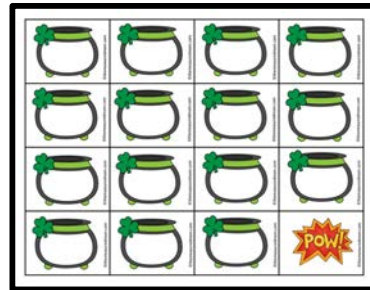
Just click on the game's image,
and you'll jump right to it!



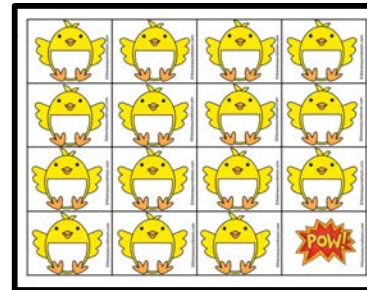
January
p. 76



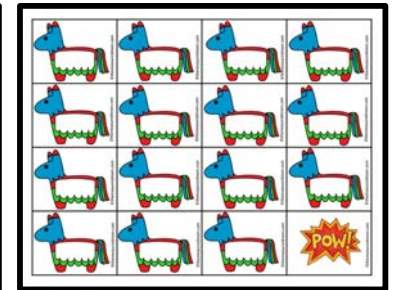
February
p. 78



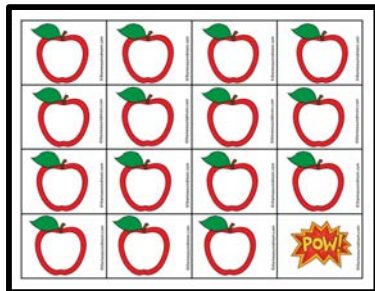
March
p. 80



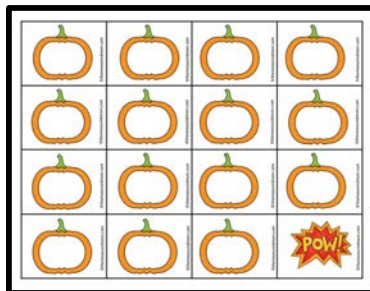
April
p.82



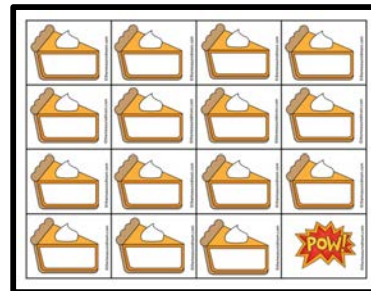
May
p. 84



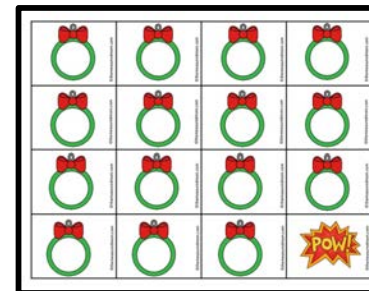
September
p. 86



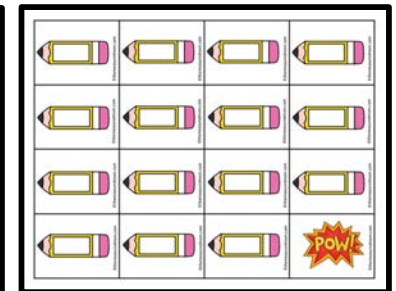
October
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November
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December
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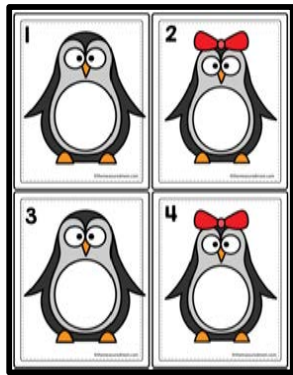


Any Time
p.94

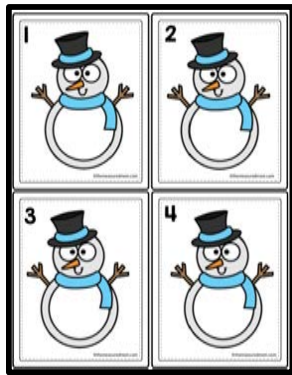
WRITE THE ROOM

Just click on the game's image,
and you'll jump right to it!

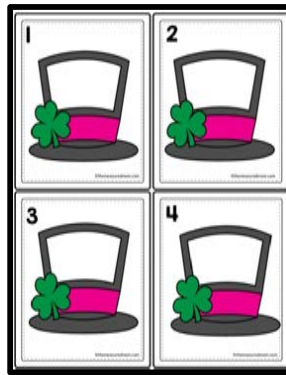
Cut apart the cards, and post them around the room. Students carry a recording sheet on a clip board. As they find the words, they write them neatly in the corresponding spaces on the recording sheet.



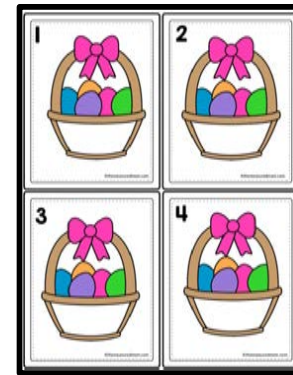
January
p. 97-100



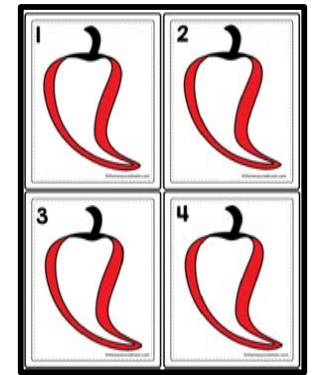
February
p. 101-104



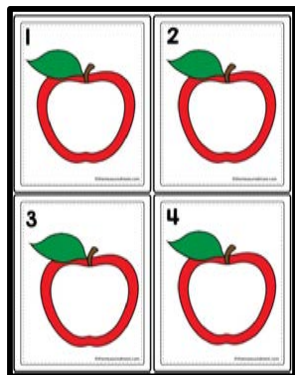
March
p. 105-108



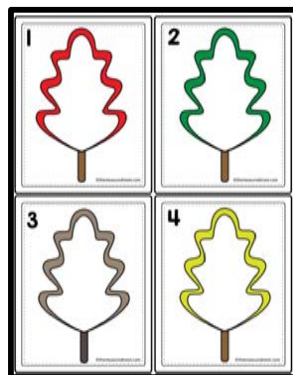
April
p. 109-112



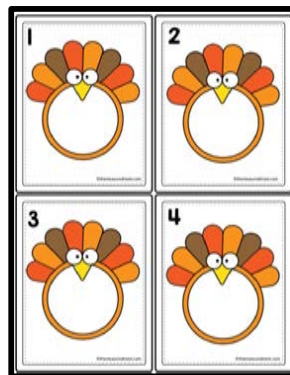
May
p. 113-116



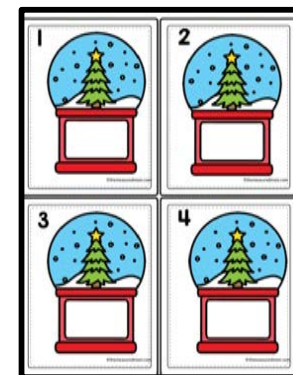
September
p. 117-120



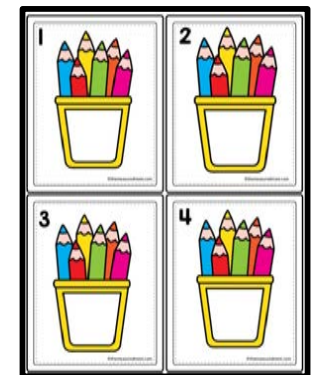
October
p. 121-124



November
p. 125-128



December
p. 129-132



Any Time
p. 133-136

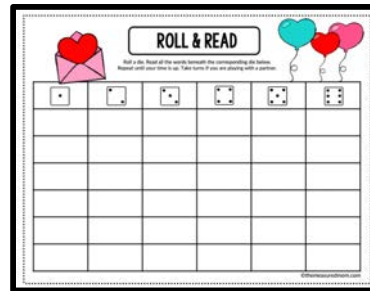
ROLL & READ

Just click on the game's image,
and you'll jump right to it!

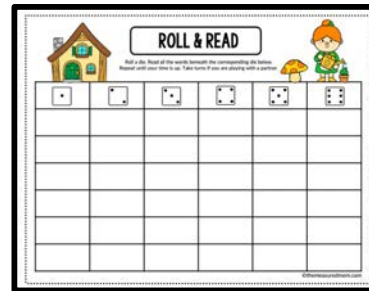
Students roll the die and read all
the words beneath the
corresponding die on the game
board, taking turns if playing with a
partner. They keep playing until
the time is up.



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p. 138



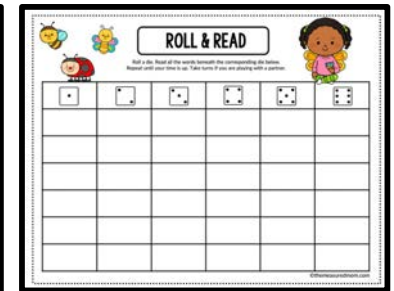
February
p. 139



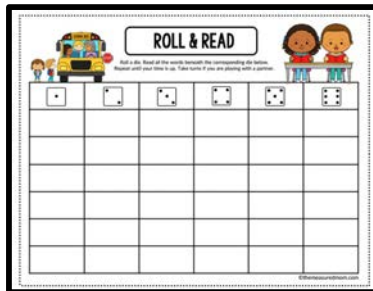
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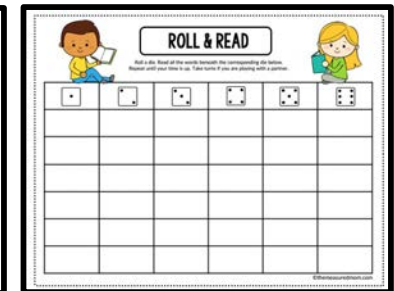
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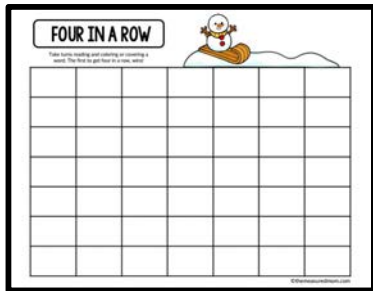


Any Time
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FOUR IN A ROW

Just click on the game's image,
and you'll jump right to it!

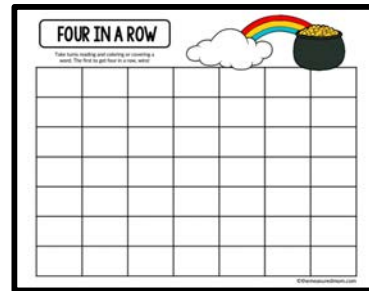
Students take turns reading words
and coloring (or covering) the
words they read with a particular
color. The first to get four in a
row, wins.



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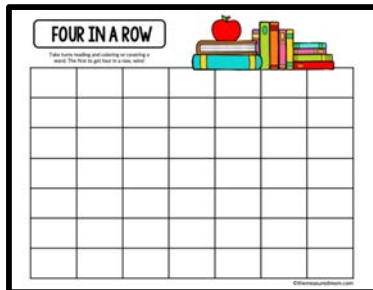
March
p. 151



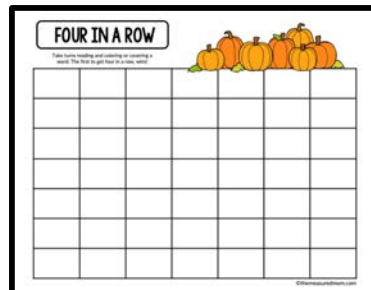
April
p. 152



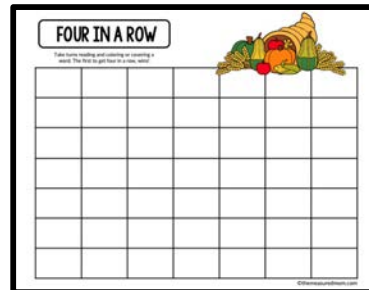
May
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December
p. 157



Any Time
p. 158

COVER ALL

Just click on the game's image,
and you'll jump right to it!

Two players may play the game. They put their playing pieces anywhere on the perimeter of the game and move around it by rolling the die. When they land on a word, they read it aloud. Then they find the matching picture (if they have it) on their game board and cover it. The first to cover all six pictures on his/her board, wins.



January
p. 160



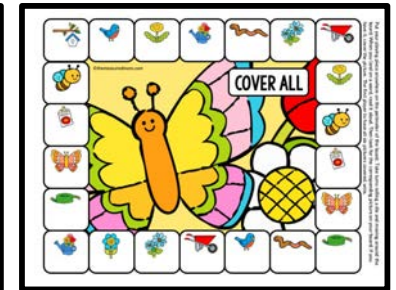
February
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March
p. 164



April
p. 166



May
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September
p. 170



October
p. 172



November
p. 174



December
p. 176

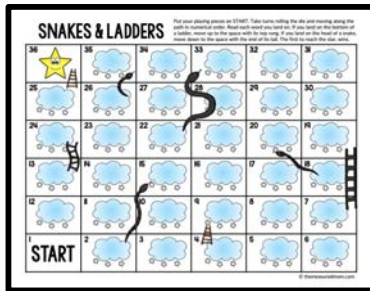


Any Time
p. 180

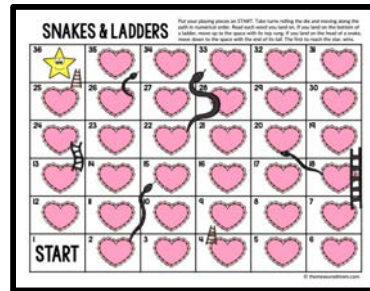
SNAKES & LADDERS

Just click on the game's image,
and you'll jump right to it!

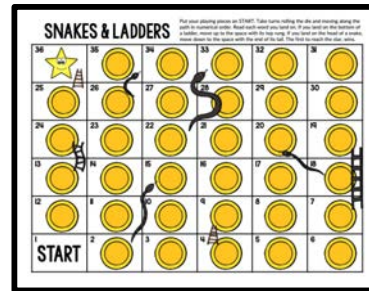
Students put their playing pieces on START.
They move around the board in numerical
order by rolling the die. When they land on a
word, they read it aloud. If they land on the
bottom of a ladder, they move up to the
space with its top rung. If they land on a
snake's head, they move to the space with
the end of the snake's tail. The first to reach
the star, wins.



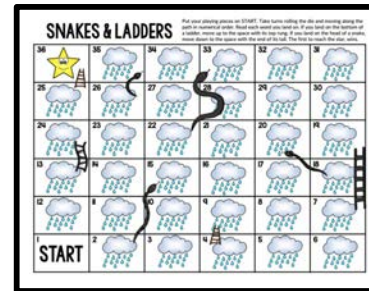
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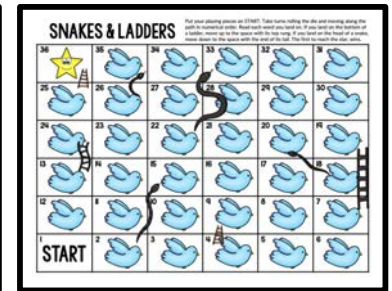
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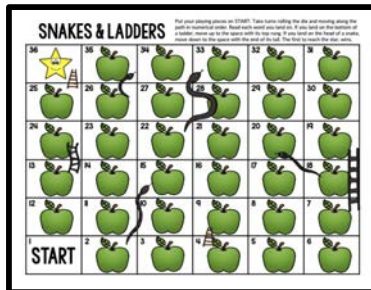
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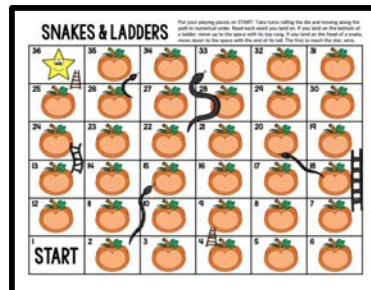
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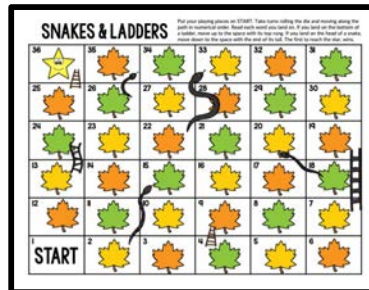
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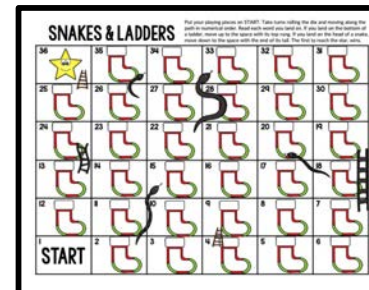
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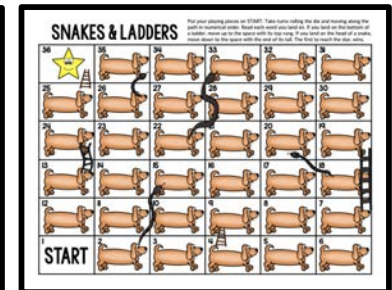
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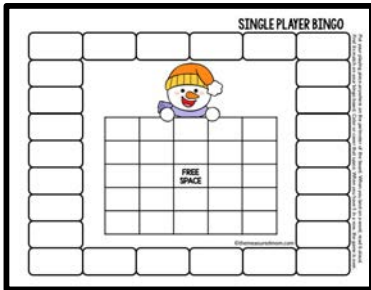


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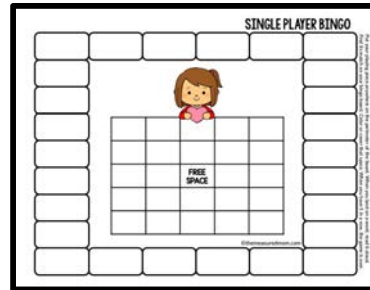
SINGLE PLAYER BINGO

Just click on the game's image,
and you'll jump right to it!

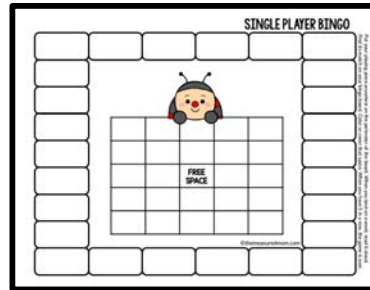
The student places his/her playing piece anywhere on the perimeter of the board. S/he rolls the die and moves along the path. The student reads each word s/he lands on, and finds and covers (or colors) the matching word on the Bingo board. When five words in a row are covered (or colored), the game is over.



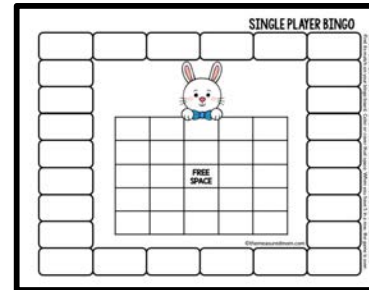
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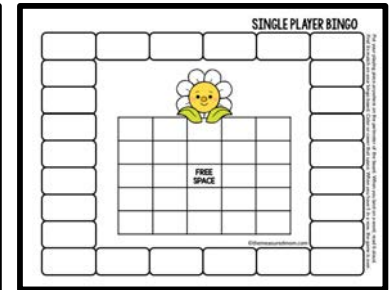
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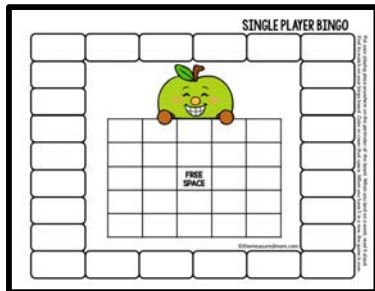
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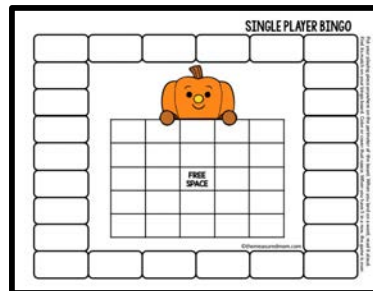
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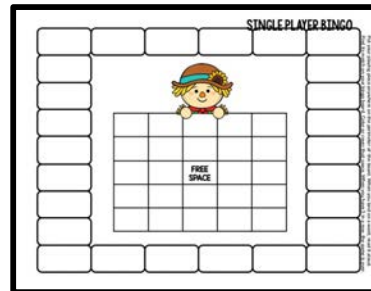
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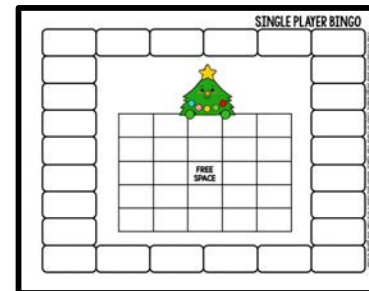
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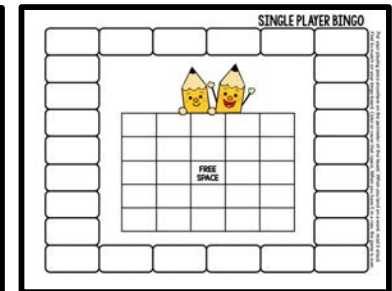
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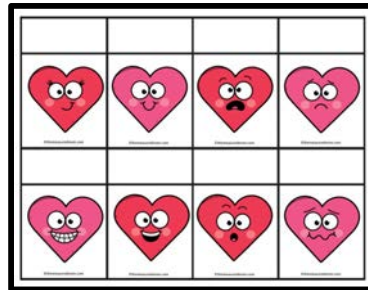
GO FISH

Just click on the game's image,
and you'll jump right to it!

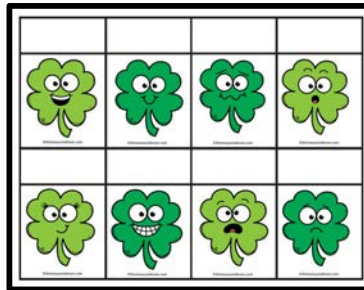
One student shuffles the cards and deals 5 cards to each player. He places the remaining cards in a face-down pile between the players. Students discard any pairs in their hands. Then they take turns asking another player for a card. "Do you have 'look'?" If the other player has the card, s/he hands it over, and the first player discards the match. If not the second player says, "Go fish," and the first player draws one card from the pile. Play continues until one player is out of cards. The player with the most matches wins.



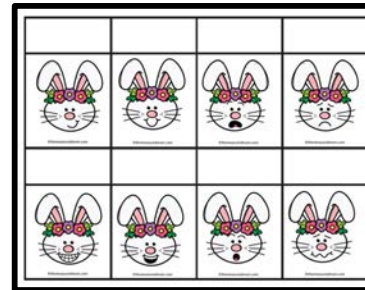
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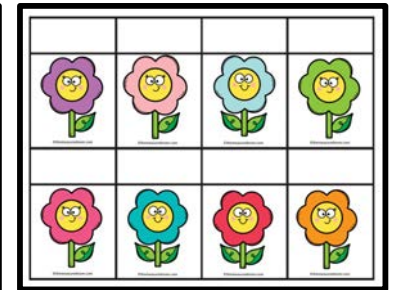
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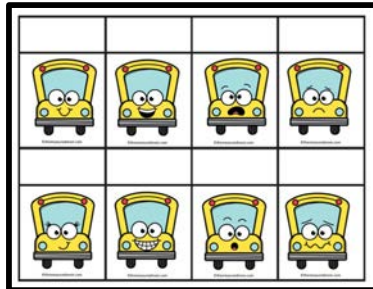
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p. 209-211



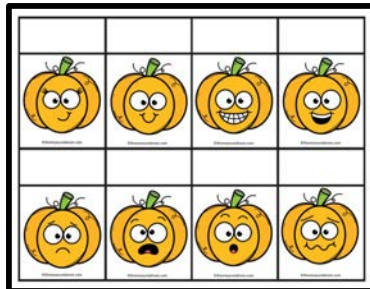
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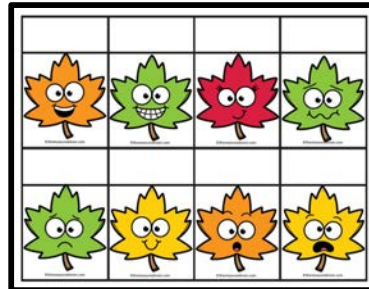
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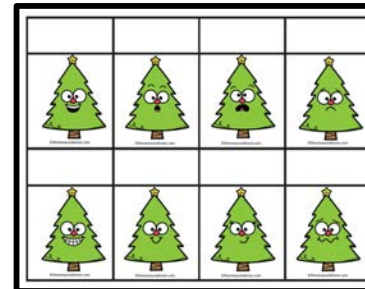
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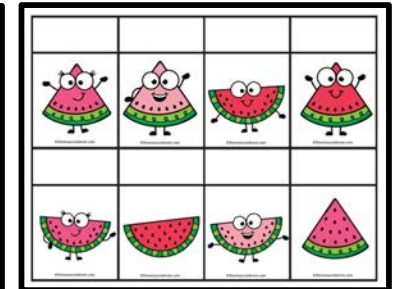
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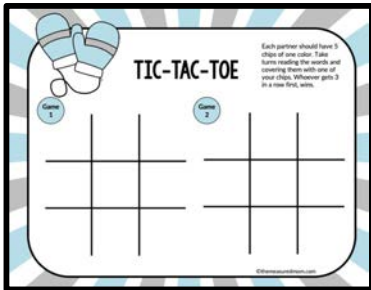


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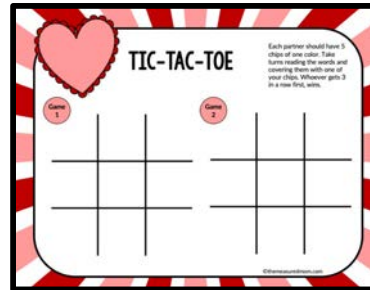
TIC-TAC-TOE

Just click on the game's image,
and you'll jump right to it!

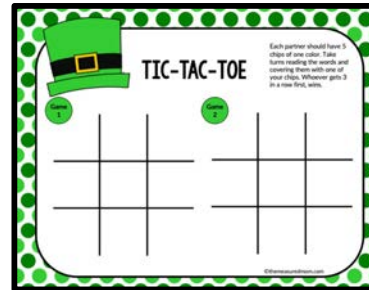
Each player should have 5 chips of one color. Students take turns reading the words and covering them with one of their chips. Whoever gets 3 in a row first, wins.



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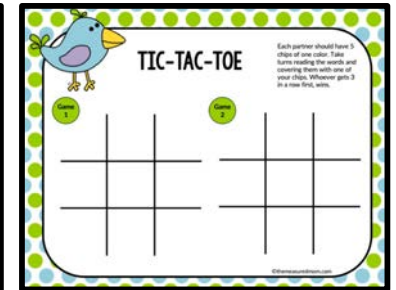
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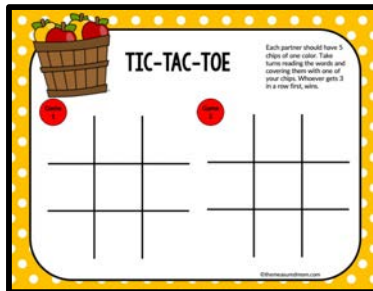
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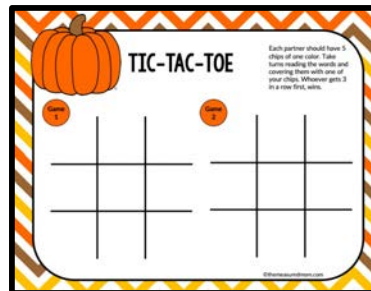
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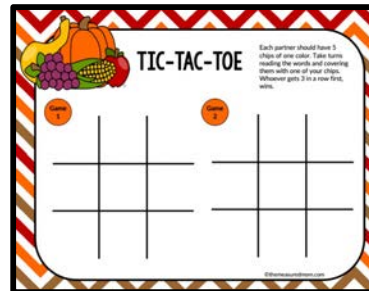
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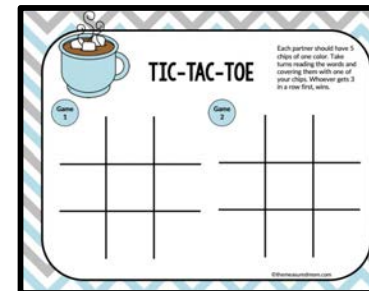
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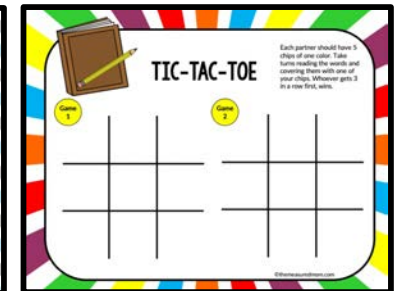
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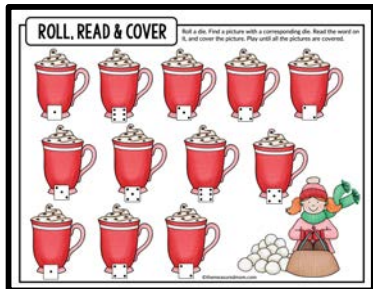


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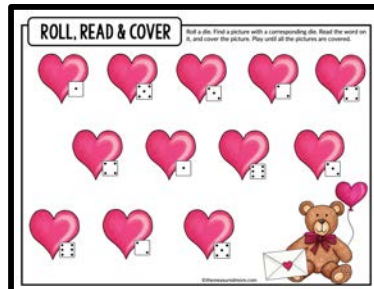
ROLL, READ & COVER

Just click on the game's image,
and you'll jump right to it!

Students can play these games alone or in pairs. They roll the die (or take turns rolling the die), find a picture with a matching die on the board, and read the word aloud. Then they cover the picture. To make this game competitive, give each player a particular color of manipulative. When all the pictures are covered, the player with the most covered pictures wins.



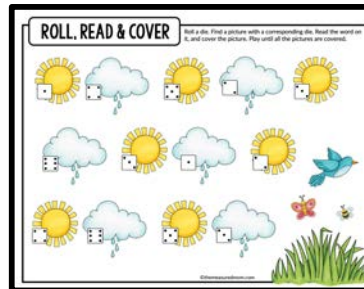
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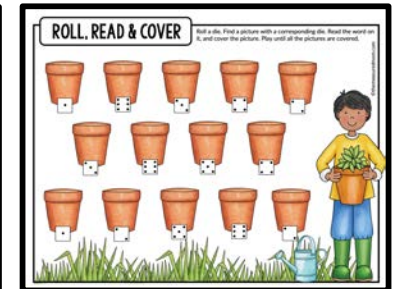
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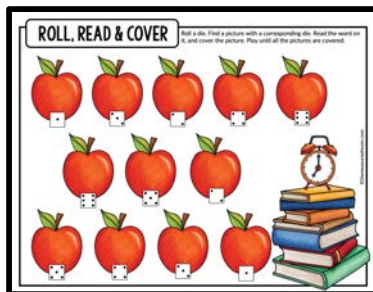
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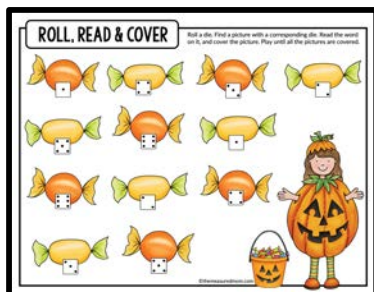
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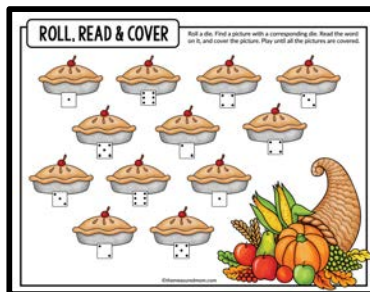
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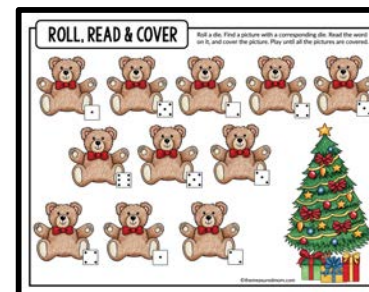
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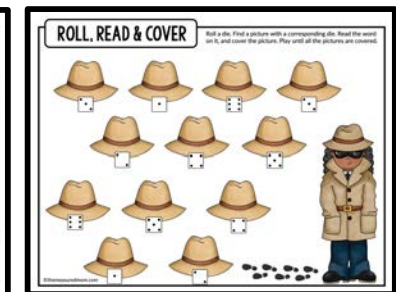
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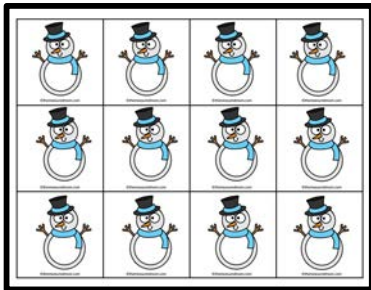


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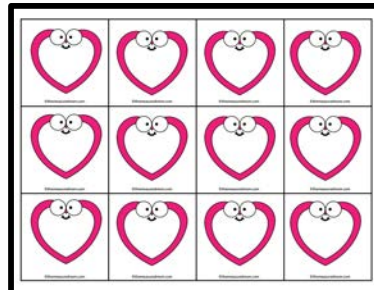
MEMORY GAME

Just click on the game's image,
and you'll jump right to it!

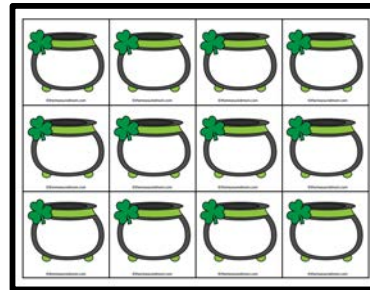
Students put all the cards face down in a grid. They take turns flipping over two cards and reading them aloud. When they flip over a match, they keep the cards. The student with the most cards at the end of the game, wins.



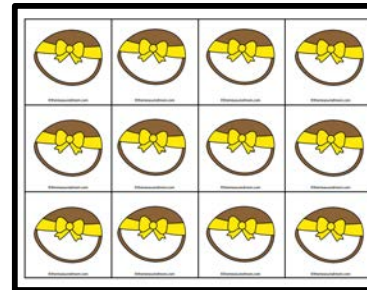
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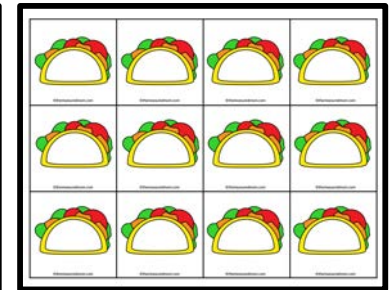
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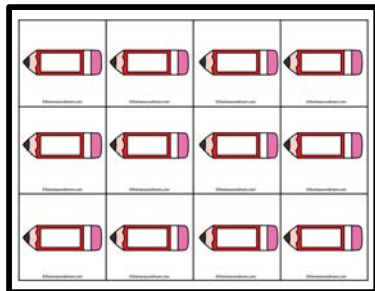
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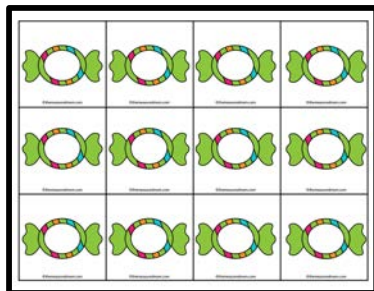
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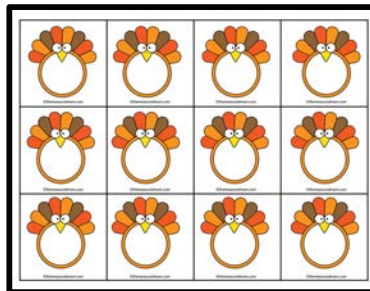
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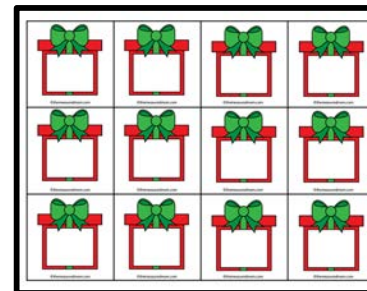
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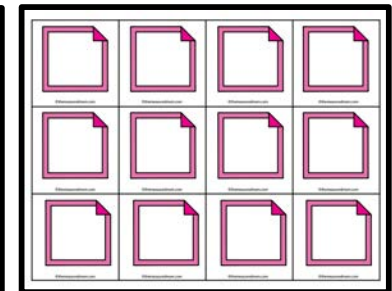
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