

MAKE HIGH-FREQUENCY WORDS STICK USING THIS MULTI-SENSORY GAME

How to play:

First, the teacher or student pulls a word card from a deck of green, yellow, and red words.

WORD TYPES

"Rule followers"
Regularly spelled CVC or CVCC words such as *let* & *just*

"Rules we are learning"
Regularly spelled words with new spelling rules such as *chip* & *see*

"Rule breakers"
Permanently irregularly spelled words such as *said* & *of*

The word is "many."
What's the word?



many!

many!

many!

The teacher reads the the chosen word aloud without showing it, and all students repeat.

Next the one student rolls the "movement dice" and segments the target word with that movement.

MOVEMENT

The student whose turn it is performs the rolled movement as they say each sound in the word out loud. Other kinesthetic movements can be substituted. After the target student has modeled segmenting the word with the selected movement, all students repeat the sounds that they hear as they mark a dot in the top row of their Elkonin boxes.



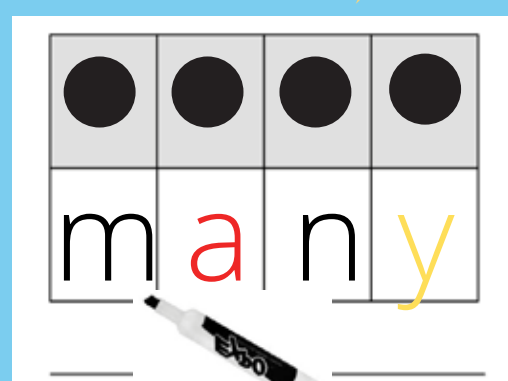
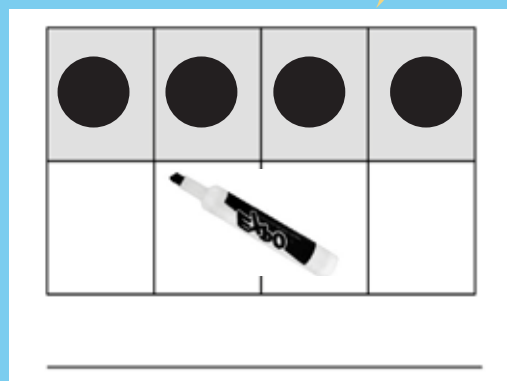
The teacher prompts all the students to write the letters that represent each sound in the bottom row of boxes, pointing out any letters that follow new spelling rules or are "rule breakers," by highlighting them in yellow or red respectively. Finally, all students spell the whole word aloud and write it on the line below the boxes.

/m/ /e/ /n/ /i:/

/m/ /e/ /n/ /i:/

/m/ /e/ /n/ /i:/

many!



In *many* the teacher highlights the letter a in red because it breaks spelling rules. The teacher highlights the letter y in yellow to show that y sometimes makes the /i:/ sound at the end of a word.

HIGH-FREQUENCY WORD GAME

for facilitating orthographic mapping of high frequency words

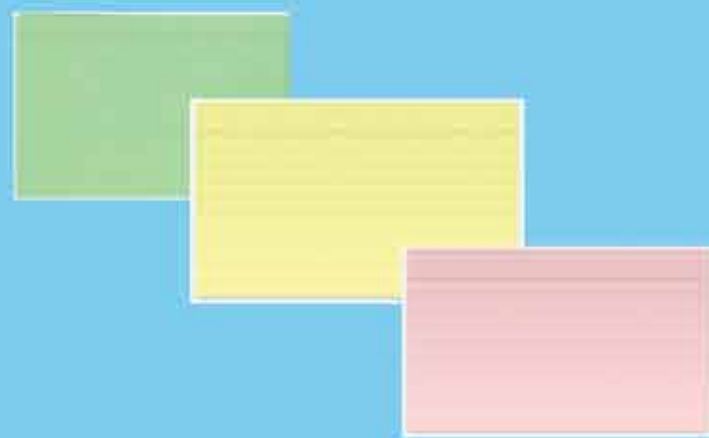
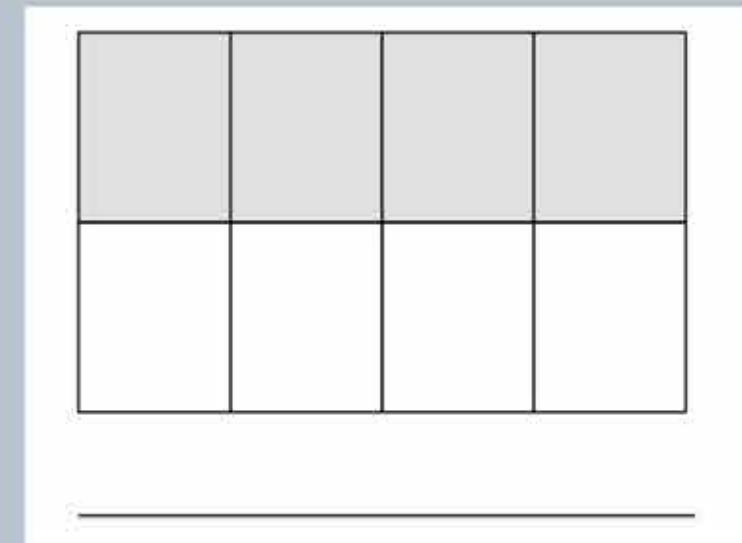


KINESTHETIC STRATEGIES

Different kinesthetic strategies, such as tapping fingers, tapping head, shoulders, knees, and toes, walking a doll up a staircase, and stomping on floor spots, are utilized in this game to help students segment sounds. Kinesthetic modalities for learning have been shown to keep students engaged and support memory. Teachers can easily customize these different modalities with the use of a dice, or they can skip the dice all together, allowing students and teachers to choose the modalities that work best for them.

DOUBLE-DECKER ELKONIN BOX

The double-decker Elkonin boxes, or Sound Boxes, are another tool to help students segment sounds in high frequency words. Students and teachers can use bingo stampers, dot markers, dry erase markers, or any kind of counter, to mark the sounds that they hear in a word. Using the lower boxes to map the graphemes, or spell the word, helps students to notice when two letters come together to make one sound (those two letters should fit together in one box). It also serves to highlight which letters either break the rules, or follow new spelling rules that the students are learning. With repeated practice, students will notice that vowels are often the rule breakers in these high-frequency words, which will help them build flexibility as wordsolvers.



CODED WORD CARDS

Many teachers are taught that high frequency words are not decodable. They are instructed to teach these words as whole words and not let students waste their time trying to sound them out. However, researchers have found that a large number of high-frequency words on the widely used Dolch and Fry word lists are in fact decodable- meaning that they follow common spelling patterns. Categorizing words as regularly decodable, temporarily irregular, and permanently irregular, helps teachers and students alike see which high-frequency words can be sounded out, which are opportunities to practice or learn new spelling rules, and which words are "rule breakers" and have spelling patterns that need to be memorized.

WHY SOUND OUT HIGH FREQUENCY WORDS?

Studies have shown that the process of decoding or sounding out words helps young readers lock words into their memories as "sight words." Research has shown that even in the case of permanently irregular words, it is helpful to draw students attention to the consonants that ARE making their regular sound. This Sight Word Game is an engaging and fun way to help students notice patterns in spelling, learn and apply spelling rules, and memorize high frequency words. The Sight Word Game is designed to be adaptable and can be played in both in person and virtual settings.

