

Listed below are several play-based reading games and activities designed to help learners read Eyewords™ quickly, efficiently and in a fun and engaging way.

Games and activities are sorted by increasing level of difficulty.

For greatest benefit, Eyewords™ should be introduced and games and activities played with the picture-side of Eyewords™ cards showing.

As the learner progresses and is able to read the words with the picture-side showing, flip the cards over and repeat using the plain-text side of the Eyewords™ cards.

Celebrate the learner's progress often!

Eyewords™ Flashcard Introduction

Choose 3 or 4 words to be learned. Introduce only one word at a time. Prior to presenting the first Eyewords™ card, say the word and provide the auditory clue (i.e., jump – jump on the trampoline). Then display the Eyewords™ card, picture-side showing. Have the learner repeat the word and the auditory clue as he/she looks at the card. This procedure should be followed for each word being introduced.

Eyewords™ Wall

Introduce several Eyewords™ cards (see Flashcard Introduction) and then post in a visible location so as to be noticed several times per day. Frequently ask the learner to read the cards.

Eyewords™ Detective

Display 3 or more Eyewords™ cards. Say the word displayed on one of the cards and have the learner identify the correct card. For fun, have the learner use a magnifying glass to find the correct words.

Eyewords™ Hop

Introduce or review several Eyewords™ cards and spread them out on the floor. Call out a word from the displayed cards and have the learner hop to the card. If the child hops to the correct card he/she can pick it up. If the child hops to an incorrect card, read the correct word to him/her. Play until the child has picked up all of the displayed Eyewords™ cards.

Eyewords™ Hide and Seek

Hide several Eyewords™ cards around a room. Have the learner search for the cards. When all cards have been located the child must read each card. Misread words should be reviewed and then hidden again. For fun, after the child finds and reads all of the cards, he/she can hide some cards for you to find.

Eyewords™ Tic Tac Toe

Lay out Eyewords™ cards in 3X3 arrangement. Have several game markers in two different colours, one colour for each player. The first player chooses a word he/she wishes to read. If the word is read correctly then he/she lays one of his markers on the card. The second player chooses a word to read and repeats the process. The winner is the first player to form a row in any direction.

Eyewords™ Race

Use a timer and keep track of how many Eyewords™ a child can correctly identify in an allotted time. Place all correctly identified Eyewords™ cards in one pile and all incorrectly identified Eyewords™ cards in a separate pile. After the allotted time is up, review the incorrect responses with the child and play again. See if your child can beat his/her best time by playing this game frequently.

Eyewords™ Sentence Train

Dictate aloud a simple sentence (see below) using the Eyewords™ being taught. Have the learner assemble the sentence in the correct order using Eyewords™ cards. Once the learner has mastered some words, he/she can also create his/her own sentences to read.

Sample Sentences:

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| 1. You look funny. | 21. I said come down! |
| 2. Away we go! | 22. Come and play. |
| 3. Where can it be? | 23. Can I help a little? |
| 4. We go up and down. | 24. That was not funny! |
| 5. Find my yellow one. | 25. I said not to come. |
| 6. That one is for me. | 26. His was blue and red. |
| 7. Help me up! | 27. Jump as we run! |
| 8. It is up to you. | 28. You are big. |
| 9. Make three for me. | 29. He is not as big. |
| 10. I see the blue can. | 30. You are funny. |
| 11. Can we jump in? | 31. Two of his are yellow. |
| 12. The can is big and red. | 32. He can come with me. |
| 13. We can run away. | 33. You can make one with my help. |
| 14. Is it the little one? | 34. He can play with that. |
| 15. You can see me. | 35. You can look at it. |
| 16. I can see you. | 36. He was a big help. |
| 17. Jump down! | 37. One of his is blue. |
| 18. Run away! | 38. Be here at three. |
| 19. Look for it in here. | 39. Help me make a red one. |
| 20. Go and find it. | 40. Can you see where it is? |

