

# EDIT IT

## SIGHT WORD ACTIVITIES

available in color or b/w

enter your list

Set 2  
(Type Your List Below)

1. could
2. when
3. what
4. were
5. them
6. like
7. this
8. would

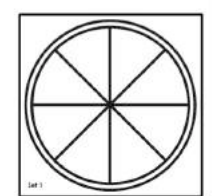
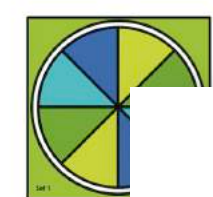


automatically  
populate games/activities

### 3 EASILY DIFFERENTIATED TIERS

# APRIL

# set one



Set 1  
(Type Your List Below)

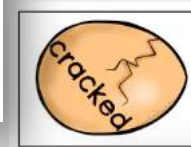
- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

### Sight Word I Spy

Name: \_\_\_\_\_

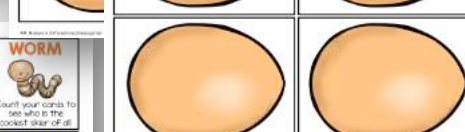
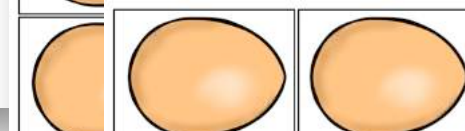
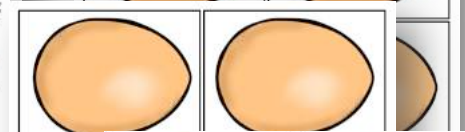
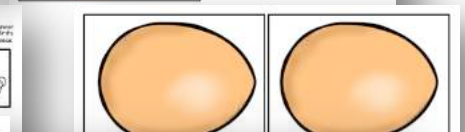
Search the picture for sight words using a magnifying glass. When you find one, circle it, read it, and then write it in one of the boxes below. When your boxes are full, read your words to a friend.


I read my words to \_\_\_\_\_

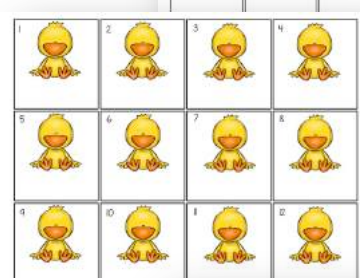


### The Early Bird's Worm

### The Early Bird's Worm



### Spin and



### Sight words write 3 ways

Name: \_\_\_\_\_

Get the spinner, read the word aloud and then write it three ways. First trace it with pencil, then copy it with a pencil, and finally write it with a marker. Read your completed sheet to a friend.

trace	rainbow	write

### WORM

You get a slow start, put back one card.

You've almost made it, go again.

Get stuck, put all your cards back.

You've hatched, take a card from another player.



### Sight word spin and bump

### Sight word spin and bump

### Spin and Win

### Spin and Color

Name: \_\_\_\_\_

Get the spinner, read the word aloud and then write it three ways. First trace it with pencil, then copy it with a pencil, and finally write it with a marker. Read your completed sheet to a friend.

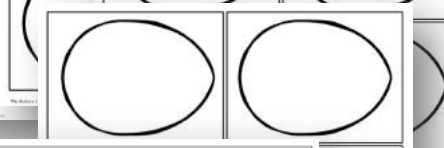
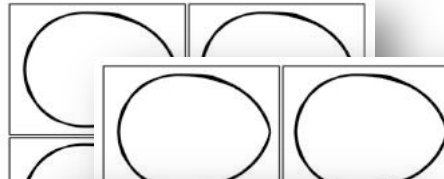
### WORM

You get a slow start, put back one card.

You've almost made it, go again.

Get stuck, put all your cards back.

You've hatched, take a card from another player.



### Word Seek and Find

Name: \_\_\_\_\_

Search the picture for sight words using a magnifying glass. When you find one, circle it, read it, and then write it in one of the boxes below. When your boxes are full, read your words to a friend.

5.	9.
6.	10.
7.	11.
8.	12.

I read my words to \_\_\_\_\_

### Egg-celent Spin and Spot a Word

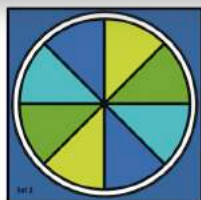
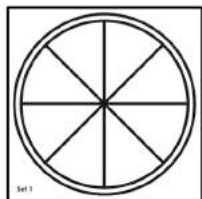
Name: \_\_\_\_\_

Get the spinner, read the word aloud and then write it three ways. First trace it with pencil, then copy it with a pencil, and finally write it with a marker. Read your completed sheet to a friend.



# set two

## Set 2 (Type Your List Below)



### Sight Word Spot A Drop!

Spin the spinner, read and say the sight word. Find a word that below. Color or dot a raindrop with the same word. Play for yourself, or play with a friend, taking turns to see who can spin and dot all their raindrops first.



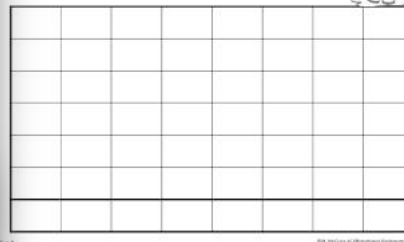
### Spin and Color

Spin the spinner, read and say the sight word. Search the picture below for the same sight word and color that portion of the picture.



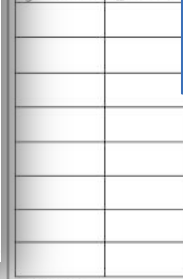
### Spin, Write and Graph

Spin the spinner to select a sight word and read the word. Find the matching word on the graph and write the word above its match. See which word on the graph gets filled first.



### Sight words Write 3 ways

Spin the spinner, read the word aloud and then write it. Circle the word, then color it with blue crayon, and then write it again. Repeat for each word.



### Sight Word I Spy

Search the picture for sight words using a magnifying glass. When you find one, circle it, read it, and then write it in one of the boxes below. When you finish, ask a friend to read your words to a friend.



### Word Seek and Find

Use the table for sight word cards. When you find a word, write it next to the corresponding word on the corresponding word card.

5	9
6	10
7	11
8	12

trace

stamp

write

splash



### Where's Your Boots?



Put the boot card in the box with the matching boot.



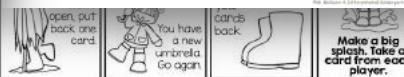
### Where's Your Boots?



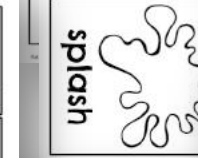
Put the boot card in the box with the matching boot.



### Sight word spin AND BUMP



Put the boot card in the box with the matching boot.



splash

Trace

Write

Write

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Write







# visual instruction sheets

**Sight Words Write It Three Ways:** Spin the spinner and read the word. Trace the word on the response sheet, then rainbow right it, and then write it with marker. Read your words to a friend.



**Sight Words Write It Three Ways**

Name: \_\_\_\_\_

Trace the word. Write the word. Write the word.

then

RFK.Q. RF1.3G RF2.3F

**Sight Words Hide and Seek:** One player hides the playing piece behind a sight word in a pocket chart. The other students guess where it is located by recognizing and reading the word where they believe it is hidden. The person who finds it gets to hide it next.



**The Early Bird's Worm**

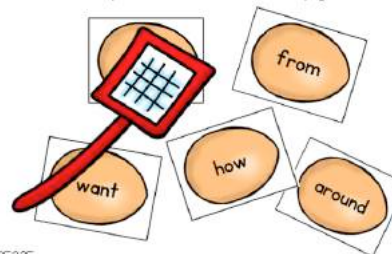
from around want how

good take every where

about right any pretty

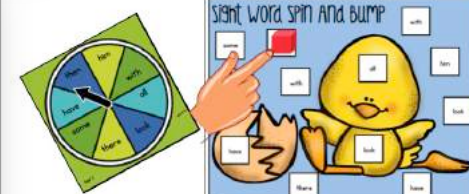
RFK.Q. RF1.3G RF2.3F

**Sight Word Slap:** Place the cards on a table face up. One person is the caller. They call a sight word. The other players (using fly swatters or their hands) try to find the sight word that was called and slap it. If they are the first to slap the correct card, they get to keep it.



RFK.Q. RF1.3G RF2.3F

**Sight Word Spin and Bump:** Spin the spinner to a sight word, read the word and place a colored marker (snap cube) on a square with a matching word. If there is already a snap cube on the square, you can bump it off. You can secure a square by placing two markers on top of it. You may place your cube on any vacant spot or a spot with only one marker. If you spin and can not play, you lose your turn. The person with the most spots covered in the end, is the winner.



RFK.Q. RF1.3G RF2.3F

**Sensory Seek and Record Sight Words:**

Search through the sensory table for sight word cards. When you find a card, read it and write it on your recording sheet. Read your completed sheet to a friend.



**Sight Word Seek and Find**

Name: \_\_\_\_\_

1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_

5. \_\_\_\_\_ 6. \_\_\_\_\_ 7. \_\_\_\_\_ 8. \_\_\_\_\_

9. \_\_\_\_\_ 10. \_\_\_\_\_ 11. \_\_\_\_\_ 12. \_\_\_\_\_

want

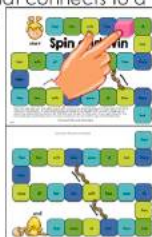
RFK.Q. RF1.3G RF2.3F

**Spin and Win:** Spin the spinner, read the word, and move your playing piece to the next matching sight word on the game board. When you get towards the end of the game board, if you spin a word and there are no more of that word left, move to the finish line. Be the first one to get to the end. When you land on a space that connects to a item to slide up or down. You MUST move your piece in the indicated direction.

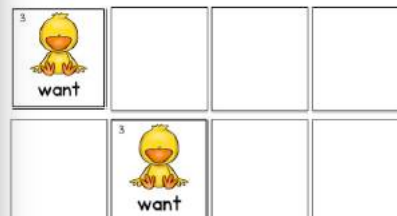


RFK.Q. RF1.3G RF2.3F

Teachers: for game pieces, I use snap cubes or fun seasonal erasers.



**Sight Word Memory:** Play this game like traditional memory. Turn cards over so you can not see them. Take turns turning two cards, read the cards you turned. If you match the cards, you keep them and go again. If not, play goes to the next person.



RFK.Q. RF1.3G RF2.3F

**Sight Words Write It Three Ways:** Spin the spinner and read the word. Trace the word on the response sheet, then stamp it, and then write it with marker. Read your words to a friend.



**Sight Words Write It Three Ways**

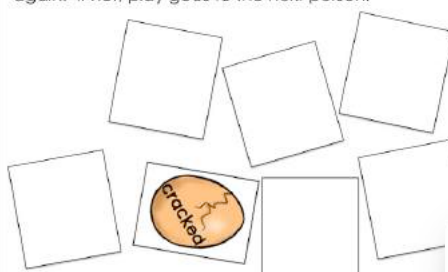
Name: \_\_\_\_\_

Trace the word. Stamp the word. Write the word.

then

RFK.Q. RF1.3G RF2.3F

**Sight Word ZAP:** Turn cards over so you can not see them. Take turns turning two cards, read the cards you turned. If you match the cards, you keep them and go again. If not, play goes to the next person.



RFK.Q. RF1.3G RF2.3F

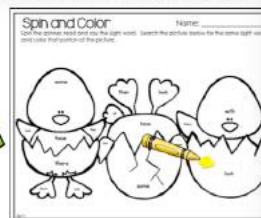
**Sight Word Race:** Turn the cards up right and place in a line on the floor. Using a timer, students will see how quickly they can read the cards correctly starting from one end of the lined up cards to the other. They are not racing each other, but simply trying to better their time each attempt. Use the recording sheet to record your progress.



RFK.Q. RF1.3G RF2.3F



RFK.Q. RF1.3G RF2.3F



**Sight Words Hold On To Your Cards Game:** Students take turns drawing a card from a basket or bucket. If they can read the sight word correctly, they keep it. If not, the card goes back in the bucket. There are some special cards to make play more fun.



RFK.Q. RF1.3G RF2.3F

**Sight Word I Spy:** Using a magnifying glass, search the picture for hidden sight words. When you find one, read it, circle it and then write it on one of the lines provided. When you have filled your paper with all the sight words you have found, read your sheet to a friend.



RFK.Q. RF1.3G RF2.3F

**Spin and Graph:** Spin the spinner, read the sight word, and write it above the matching word on the graph below. See which word on the graph gets filled first.



**Spin, Write and Graph**

Name: \_\_\_\_\_

Spin the spinner to a sight word. Write the word above the matching word on the graph below. See which word on the graph gets filled first.

from around want how then there

RFK.Q. RF1.3G RF2.3F