

## HIGH-FREQUENCY WORD CARDS 'HELP' SHEET

### How to use the word cards

**High frequency** words are words that appear very often in reading books. Mostly, these words are not soundable so the only way to know them is to recognise them on sight. Your child will get a set of these words approximately every half-term for you to use as 'game cards' at home (see below for ideas). For each half-term we will send home a homework planner which will tell you the words that will be taught in class - you can then cut these out and add them to a word box e.g. Chinese box or pencil case. You do not need to send this box into class - **these words are for homework only**. We would prefer that you do not teach words ahead of our class programme.

You may like to make a number of copies of the words **to keep at home** as this widens the possible bank of games you can play. If you would like to print these out at home on your PC the font is '**Comic sans**' **bold** and the size we have used is **90**. If you choose to hand- write extra words then please use our handwriting style (ie following the Letterland formation) and **only use capitals** for the initial letter in the case of a word which could possibly appear in a reading book at the beginning of a sentence. For example, the word 'big' will not need to be recognised as 'Big' because a sentence could never begin with 'Big' whereas the word 'can' needs to be recognised with a capital and lower case as it could appear in both forms.

Keep in mind that these words are quick sight recognition words. We are not expecting your child to spell them. If your child wants to have a go at writing them or copying them underneath on their whiteboards, that is fine but please **don't** force this. They will have plenty of practice in class as our programme continues.

### Some ideas

***\*Remember - always keep sessions short (max 10 mins) and fun!***

#### 'Flick Through'

Simple quick recognition of words - parent mixes cards and flicks through as child shouts out the word.

#### 'Win all the words'

Parent has words. One word is placed in the middle. If the child says it correctly the child takes the word. If the child cannot remember or gives the wrong response, the parent says the word and it stays in the middle until the all the other words have been won then the child has another go. This is repeated until the child has won all the words.

### **'Cross the river'**

Set the cards out like stepping-stones. Child has to see how quickly they can hop across the river by saying the words on the 'stones'. If a mistake is made or child can't remember then parent gives the word but child has to return to beginning and start again. (When there are a lot of words, the rule could be, 'go back 5 'stones' for a missed word)

### **'Climb the ladder'**

You will need two sets of cards. Basically the same as previous game, except that parent and child can have a race up the ladder.

### **'Beat the Timer'**

You will need a 3min egg timer or cooking timer. Set out the cards. Turn the timer. Child has to say the word and hand the card to parent. All cards have to be called before timer has finished.

### **'Pairs'**

You will need 2 sets of cards. Turn all cards face down. Take turns to turn a card and say its name. The object is to remember where there is a second card with the same word (this is a good game for recognising the same word but with upper and lower case initial letters). When two words the same have been found the player keeps these. The winner is the player who collects the most pairs.

### **'Go for it!'**

You will need multiple sets of cards. Place all cards face up. One player names a word. Take turns to do this. Both players race to see who can collect most cards with this word.

### **'Sensible & Silly Stories'**

Parent sets the words in the form of a sentence so that they can be read to make sense. Eg 'Mum is big'. Parent asks, 'Is this a silly or a sensible story?' Repeat but this time make a deliberate 'silly' story e.g. 'Mum big is' Eventually the idea is that your child will be able to make a 'silly or sensible' story. *Tip*, these 'stories' can be made more interesting if you have a number of 'noun pictures' to extend possibilities ie pictures of objects, animals, and people. So, the story could easily become, 'Here is my (picture of a bike) bike'

Playing these games is a good way of building your child's visual memory for the High Frequency words and helping them with the reading books we will send home later in the year. Remember...

*Do have fun!*