



LEARNING WITH ZINGO SIGHT WORDS!

ABOUT THE GAME

of Players: All Grade: Pre K-1st grade Time:25 min Subject: ELA

In Zingo! Sight Words, players must match the sight words that come up with their own card. The first player with a full card wins the game by yelling “Zingo!” The two sides of the cards will be two different competitive levels with the red side being a more competitive experience. The base game comes with 6 double sided cards that when copied on a sheet of paper, can be used for a group of 12 to play at the same time. We suggest copying in color and laminating these copies to use again. You can even double up on the copies to have 24 players use them at the same time! Because this is a bingo-based game, there will be variance on who gets a word at any given time so there is no worry on having multiples of the same card.

WHAT THE GAME TEACHES

Zingo! Sight Words uses repetition to make Sight Words (commonly used words) move from the conscious to the subconscious. The students will

experience this while looking at their cards the entire round while trying to recognize the words coming from the dispenser. Matching these two components, the words on their cards and the words from the dispenser, will encourage the words to move to the subconscious. At the beginning of the game things will start slowly for the students because there are nine words on each card. At this stage of the game students tend to scan their cards rapidly as the new words come available, looking at each sight word quickly to be the first to claim the word for their own card. As the student’s card fills up, they will be looking for 2-3 words instead of nine. Students with good sight word sense will be able to watch for those words to come out of the dispenser as they have already memorized what they need to look for. The more the students play Zingo! Sight Words, the more they will get to practice their recognition of the most commonly used words in the English language.

Guide created by Firefly Toys and Games

Fireflytoysandgames@gmail.com

Fireflytoysandgames.com



Please contact us if you have any questions about this game, or if you would like to know about more games that can help make learning fun!

EXAMPLE LESSON PLAN

Prep Time: 20 Min

Material Usage: Zingo! Sight Words Cards and Zingo Sight Words number dispenser, markers or chits to use for the students to keep track on their cards.

Standards and Learning Objectives: Sight word recognition, vocabulary, matching, observation, perception, concentration, memory, fine motor skills, coordination, following instructions, taking turns, and good sportsmanship (winning or losing).

Instruction: Make use of the premade Zingo! Sight Words cards in the game box by copying them. Make sure to use the appropriate side of the cards for your group. The red side of the cards are for a more competitive style of play, while the green offer a more simple style of play. For the sake of this activity, mixing these cards should not matter. Pass out a copy to each student and tell them that they are to look at their card and if either of the numbers you hold up match what they need they are to either raise their hand, stand up, or whatever you choose. The idea is that they need to get your attention and whoever does it first gets a chit to place on that space. The person who fills their card up first will say "ZINGO!" That student is the winner!

Other ways to have fun with Zingo! Sight Words

- If students need to get the wiggles out this game can be used to do just that! Set out the Zingo! Sight Words cards for the students as described previously. This time for the students to claim a number as theirs they must do a specific task, like 3 jumping jacks, hop on one leg 3 times, or go to a specific spot in the room. Whatever gets the wiggles out will work. For a student to call "Zingo!" they must do something crazy like spin around in a circle and say it loudly. Whatever works for your group will be great!
- If you are crunched for time, you can also play Zingo! Sight Words as a true bingo game where the students only need to get three in a row in order to win. You can play multiple rounds this way allowing the winner to come to the front and be the person that dispenses the words!

Making your own Zingo! Sight Words Cards Activity:

Use the worksheet provided to have the students create their very own Zingo! Sight Words Card!

Instruct the students that they will need to make a Zingo! Sight Words Card that has nine different "sight words" represented on their card. Use either side of the cards as an example for the students, and to show them the different words they can use. If they are having trouble with what type of words to use for their card, show them the word bank on their worksheet and encourage them to make their words colorful, as this helps the eyes differentiate each word.



MAKE YOUR OWN ZINGO SIGHT WORDS CARD!

NAME: _____

MY WORDS: _____ / _____ / _____

_____ / _____ / _____

_____ / _____ / _____