

Scooby Doo:
* To improve sight word acquisition

Materials:

* Scooby Doo Cards

* Sight Word Cards

1. Make a group of cards to play with:
 - a. Around 10 unknown sight words that you want the student to learn
 - b. Around 15 sight words that the student already knows.
 - c. Include about 4 cards with the Scooby doo graphic on them.
2. Place the cards face down in the center of the players.
3. Student one picks up the first card and names the sight words. If it is named correctly, they keep it. If it is named incorrect, YOU name the letter and the child puts the letter card back on top of the pile.
4. Student two picks up the next card in the pile and the game continues in the same manner as above with children alternating turns.
5. If a child picks up a Scooby Doo card, everyone says “Ruh-Roh!” and that child puts all of the cards that they have acquired back into the pile. The Scooby Doo card stays to the side.
6. The game is over when all the cards are gone. The winner can be the student with the most cards OR you can roll a dice and any person who has that number of cards or more wins the game.

Hints:

- The key is to introduce a small amount of unknown words at one time. If too many unknowns are included, it could be overwhelming.
- As the child’s sight word acquisition grows, more sight words can be added to the existing pile.
- If at any time this game becomes too frustrating- stop and come back to it tomorrow.