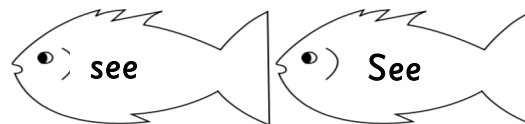


Sunrise Readers Book 1 Friends **WORD GAMES** **GO FISHING!**

- 1 Print out the fish/ word templates below. If possible, use coloured card – or paint them. Laminate them so that they can be used again and again. In the long run, this saves time and money!
- 2 Cut out the fish.
- 3 Make a pond: The children can imagine a pond if you tell them a little story – imagination is important and useful in bringing learning alive and making it fun and interesting!
 - a. Use a blue cloth/ any table cloth etc to represent the pond. **Or...**
 - b. Make the outline of a pond with rope or string. **Or...**
 - c. Make a pond out of blue card. **Or...**
 - d. Children can make the pond by painting paper blue and green and creating pond creatures like frogs, tadpoles, ducks, dragon flies etc.
- 4 Place the fish templates word-down on the “pond” – the blank side is up. (The learners cannot see the word.)
- 5 The children pick the fish up with their hands. HOWEVER – if magnets are available, make a fishing rod out of a stick or dowelling rod with string and a magnet attached (instead of a hook). Glue a small magnet on the blank side of each fish.
- 6 The learners take turns to pick the fish up. The learner reads the word aloud, then turns the word towards the group and the group reads it 3x together. He/ she then ‘keeps’ that fish. IF the learner cannot read the word or gets it incorrect, he/she shows the word to the group and they all read it 3x. The fish then goes back into the pond.

7 **VARIATIONS:**

- **Memory Game:** The children turn a card up (or “catch” it with their fishing rod). They read the word. Then they try to find the same word with a capital or lower case letter – eg



- **Matching:** *Using the small fish templates*, the learners take turns to “catch” a fish and then all the learners find the same word on their small fish templates and – if correct – they ‘keep’ those.
- **There are many variations. Alphabet/Letter Sounds:** If you are working with the letters of the alphabet, have the children take turns to “catch” a fish and press-stick the word under the relevant Classroom Alphabet flashcard (“Word Wall”):

Aa	Bb	Cc	Dd	Ee	Ff	Gg
And		Chipo	David		Fluff	Go
and		Come	Down		find	go
		come	down		Find	
		Car				
		car				

- **Bingo:** Teacher holds up a large word fish.
General Practice: The learners read the word aloud and place a ‘counter’ (could be a bean, bottle top or any small object) on top of the correct letter on their individual alphabet charts.
Competition: They read the word quietly and place the ‘counter’ on the correct letter on their individual alphabet charts.

