

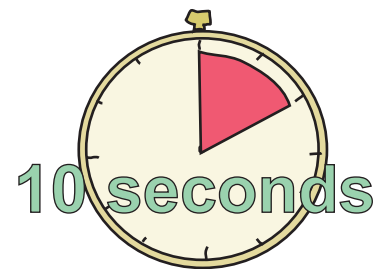
High-Frequency-Words Memory Game



FLUENCY is when a child can see a word and instantly recognize it.

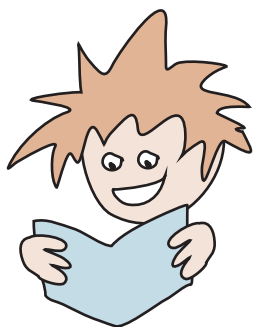
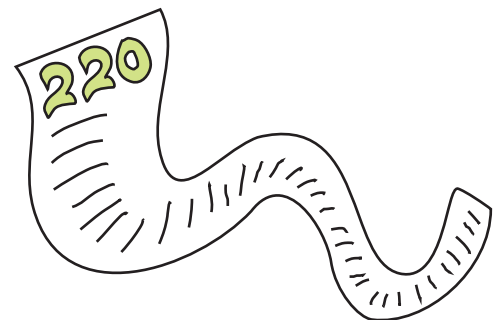
A child may need to see a word twenty, thirty or forty times before it becomes “automatic”. If a child has a learning disability, the number of exposures needed to automatically remember a word may go up to well over a hundred.

Tests have shown that children have about ten seconds of “working memory” – if a child can read a sentence in ten or less seconds, he/she can “get” (comprehend) the “big idea” of the sentence.



If a child has to struggle to read each word in a sentence, by the time the child reaches the end of the sentence, he/she has forgotten the words at the beginning of the sentence = zero comprehension.

There are 220 “high frequency” words that make up 50 - 70% of almost all written sentences.



If a child can automatically read these words, then a child has a better chance of reading a sentence in ten seconds or less – and this leads to a happier, less frustrated reader



Progressive Phonics is the first (and so far, the only) phonics-based reading program that concentrates on these 220 high-frequency words.

To help your child become a fluent reader, don't "zoom" through Progressive Phonics. Instead, read each book 2 - 4 times (at least!), use the handwriting worksheets, and take the time to play the memory game 2 - 3 times for each book.



If your child needs exposure to similar words (not just the high-frequency words) you can also print and use the Flash Cards.

To play the memory game: The game works best with two or three players.

1

Print TWO copies of the attached "cards" and cut them up. Use thick enough paper so that you can't see the words through the paper. Print more than two copies if you want to have a longer game.

2

Mix up cards and lay them face down on a table or on the floor.

3

The first player turns over two cards. If the words match, he/she keeps the cards and gets to turn over two more cards. If the words don't match, cards are turned face down again, and the play passes to the next player, and so on until the cards have all been matched.

4

The player with the most pairs of words wins the game.

all

call

fall

small

hold

old

full

pull

walk

talk

push

shall