

HIGH FREQUENCY WORDS

High Frequency Words include both regular and irregular words that appear often in printed text. Regular words can be decoded by sounding out, but irregular words cannot be decoding by sounding out. Children require considerable exposure to an irregular word before they can be expected to recognize it on sight. Previously taught words should be practiced and then cumulatively reviewed on a daily basis.

High Frequency Words are the most important variable in explaining differences in reading fluency. The process of figuring out an unfamiliar word, a word that is not instantaneously known, or by "sight," slows down a child's text reading rate.

ACTIVITIES THAT CAN BE DONE AT HOME TO STRENGTHEN HIGH FREQUENCY WORD RECOGNITION

<p>High Frequency Word Bingo (especially great for new or tricky words)</p>	<p>Use paper, a whiteboard, chalkboard, boogie board, etc. and draw a 9-square grid. Choose 9 high frequency word for your child to write in the 9-square grid-one word in each square. Place the 9 high frequency word cards in a bag or box. Have your child draw out a high frequency word and read it. If they read it correctly then they can put a counter on that word (or cross out that word). When they get 3 in a row they call out BINGO! and win a skittle or m&m. Choose 9 new words for the next round.</p>
<p>High Frequency Word Memory Game or Go Fish!-2 sets of cards (especially great for new or tricky words)</p>	<p>Memory-Make 2 sets of High Frequency cards, choose 8-10 pairs, mix them up, and place them face down in a square array. Have players turn over two cards at a time. If the two high frequency words match and the child can read them correctly, the player gets to keep the cards and take another turn. The game is over when all the cards have been matched. The winner is the player with the most cards.</p> <p>Go Fish!-Pass out all but 5-6 of the words. Put these in a stack, face down, on the table. Look for matches in your set of cards (child must be able to read the word match or the set goes in the stack on the table). Take turns asking each other for cards to make matches. The person with the most matches at the end is the winner.</p>
<p>High Frequency Word Race the Clock or Who Has More? (especially great for reviewing passed HFWs)</p>	<p>Go for SPEED! Time your child as they read quickly through a entire set of high frequency flashcards. Record your child's time and then Race the Clock to try and beat their most recent time.</p> <p>Who Has More? Give flashcards to child. If they read the card within 5 seconds, they keep the card. If not, you keep the card. The goal is the child has more than you at the end of the game.</p>
<p>Snap! (especially great for reviewing passed HFWs)</p>	<p>Put a set of high frequency word cards into a bag or box. Write the word SNAP! on a few extra cards and put them in the bag or box also. Play with a partner. Take turns pulling a card out of the bag or box. If they can say the word on the card automatically with no struggle, they get to keep the card. If they struggle, they have to put it back. If they pull out one of the cards that says SNAP! they have to put back all of the cards they've drawn.</p>