

# Power Players



## **You will need:**

-2-4 players

-Sight Word Game Board

-2 sets of Sight word *flash cards*

-Die

-Game pieces for each player (***different colored marbles, rocks or beans***)

## **Directions:**

Place game board in the center, shuffle and stack flashcards to make a deck and move game pieces to the START square. Each player rolls the die to see who goes first. The person who rolls the largest number starts the game. For each turn, player picks up the top flashcard from the deck and rolls the die. Then, player reads the flash card. If correct, player keeps the flashcard and moves forward the number of spaces rolled on the die. If word is not read correctly within 10 seconds, player loses turn and returns the flashcard to the bottom of the game deck. Game continues until someone gets to the END square. The first player to get to the END square wins the game.

# Go Fish!



## **You will need:**

-2-4 players

-2 sets of sight word *flash cards*

## **Directions:**

Players hold their cards so they are able to see them, but no one else can. Before starting the game, all players put any pairs they happen to have in their hand down and earn a point for each pair. Starting with the youngest player and moving clockwise, the player asks another player "Do you have a "\_\_\_\_?" The card requested should be one the player has in his/her hand. If the player has the card, s/he must give it to the player asking, who earns a point for making a match. If the other does not have the card s/he says "Go Fish!" The player must then pick a single card from the messed up, face down pile of cards. If s/he makes a pair, s/he places it down and earns a point.

If a player runs out of cards, s/he picks five from the messed up pile.

The game is won in one of three ways (depending on how you wish to play):

- by the person with the most points when all the cards are gone, or
- by the person who gets 10 points first, or
- by the person with the most points at the end of a set time limit