

SHOO FLY

SWAT!

Sight Words



ALL 220 DOLCH SIGHT WORDS!

SHOO FLY
SWAT!

Sight Words



PRE-PRIMER WORDS



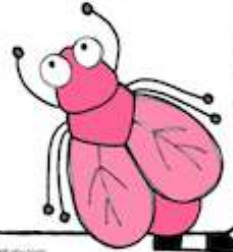
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Sight Words



PRIMER WORDS



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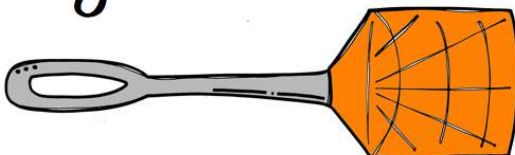
FIRST GRADE WORDS



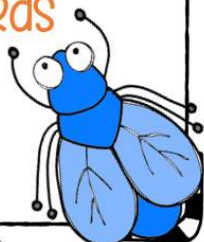
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SHOO FLY
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Sight Words



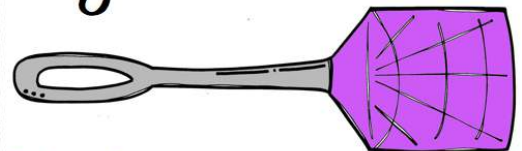
SECOND GRADE WORDS



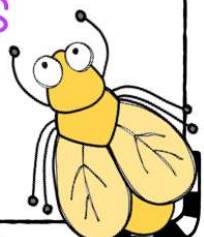
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THIRD GRADE WORDS



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SHOO FLY SWAT! Directions

What you need:

1. Two fly swatters
2. A set of calling cards, or use the SHOO FLY Word List
3. A set of SHOO FLY Swat cards
4. Optional: A Recording Sheet or mini white board to record sight words and points.

How to play:

Playing whole class: Have the class sit in a circle around the SHOO FLY Swat cards. The teacher divides the class into two groups (each half circle is a team). One player from each team stands up and holds a fly swatter. The teacher calls out a sight word (using the calling cards or the word list) and the first student to swat the matching SHOO FLY Swat card gets to pick up the card and take it to their team. Students take turns swatting the sight words. If the teacher calls out "SHOO FLY" the players have to quickly swat a SHOO FLY card. You can use the SHOO FLY card just like the other cards, where students swat it and take it back to their team. OR, you can let the player who gets the SHOO FLY card take that card AND take another card that their opposing team already swatted. This is of great benefit, especially when playing with points, because they can take a higher point value card.

When all of the SHOO FLY Swat cards are picked up, each team counts how many cards they have. The team with the most cards wins. Or, if you are using the SHOO FLY Swat cards WITH POINTS, students add up the points on all of their cards and the team with the highest number of points wins.

Playing in a small group: Play the same way as above, except choose a student to be the caller. This can be played in a group as few as three, with two swatters and one caller. Or, have a parent volunteer run the group and be the caller.

OPTIONAL RECORDING SHEET: You can have students/teams record each SHOO FLY Swat! card they get, as well as the point value (if you are using cards with points). This helps them practice writing the words, as well as keeping track of their point total. A recording sheet is included!

Setting up SHOO FLY SWAT!

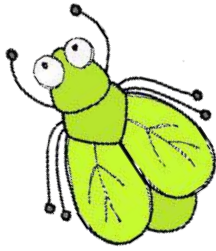
Print a set of the SHOO FLY Swat Cards, SHOO FLY calling cards, and the SHOO FLY Word List onto heavy paper. My favorite paper is the [Vellum 67lb white paper](#). I highly recommend laminating the game pieces for longer use. I have included both color and black and white versions of this game, just in case you LOVE color or LOVE to save ink! ☺



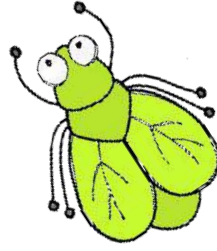
You can easily store the SHOO FLY cards and calling cards in a pencil box.



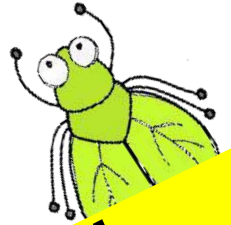
a



and



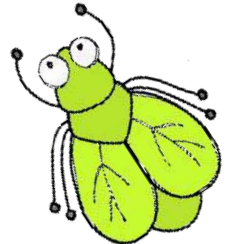
away



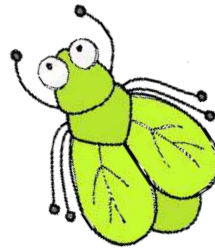
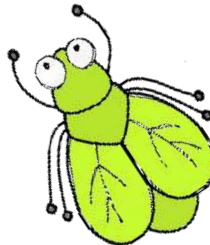
big



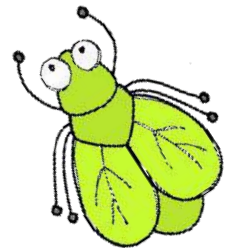
blue



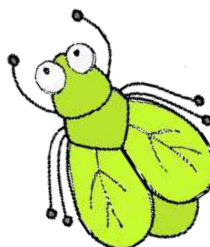
down



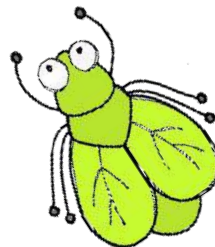
find



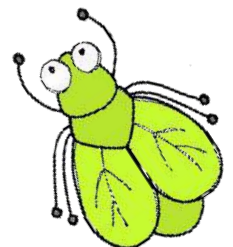
for



funny



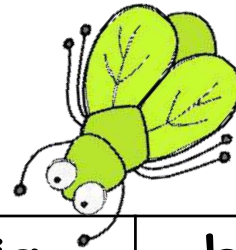
go



Each set includes calling cards!
Great to display in a pocket chart

SHOO FLY

Word List



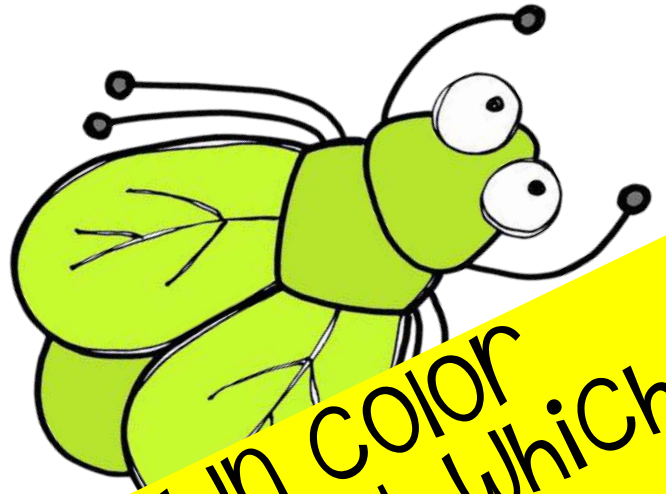
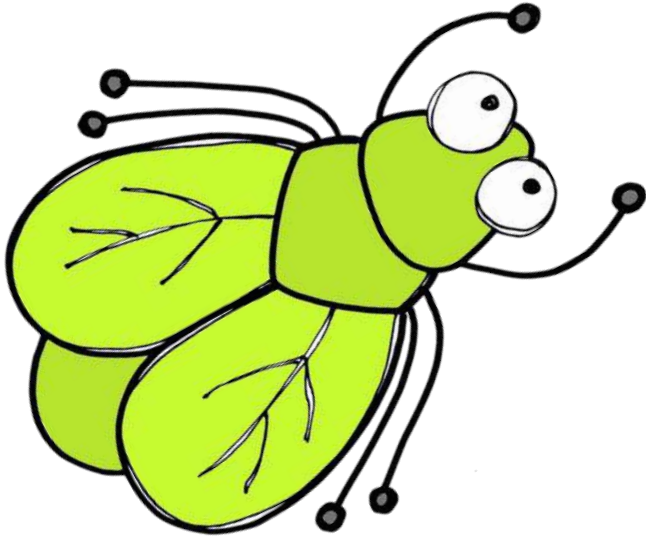
a	and	away	big	blue
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
can	come	down	find	for
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
funny	go	help	her	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
in	is			
<input type="text"/>	<input type="text"/>			
look				not
<input type="text"/>				<input type="text"/>
			run	said
			<input type="text"/>	<input type="text"/>
		three	to	two
		<input type="text"/>	<input type="text"/>	<input type="text"/>
up	we	where	yellow	you
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Each set includes a word list!
Laminate and use an EXPO
marker to check off each word
as it is called aloud!

Pre-Primer Words

a

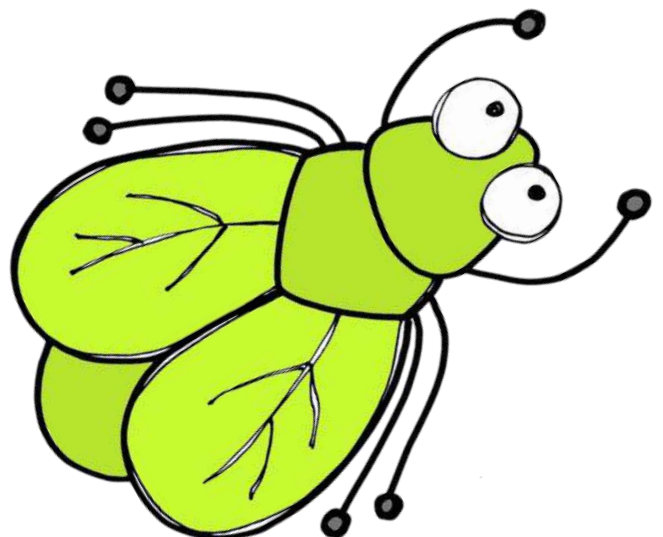
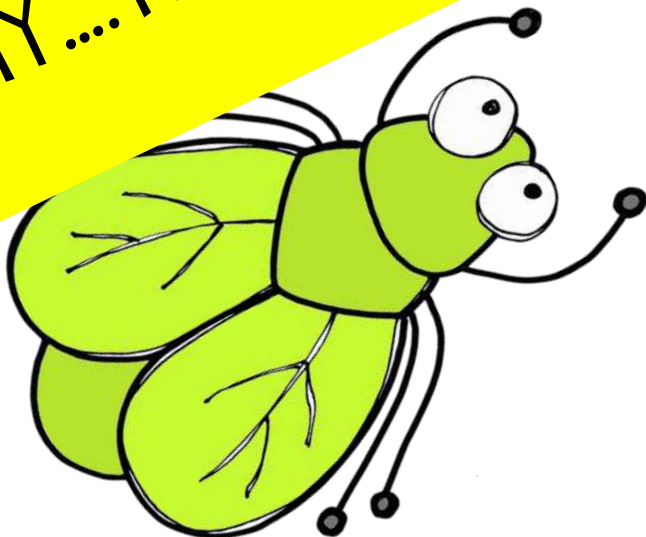
and



Each set includes its own color
fly....this is the pre-primer set which
uses green flies.

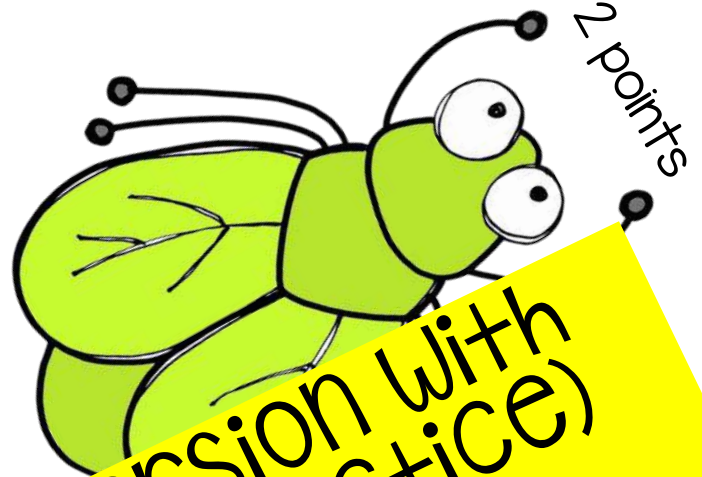
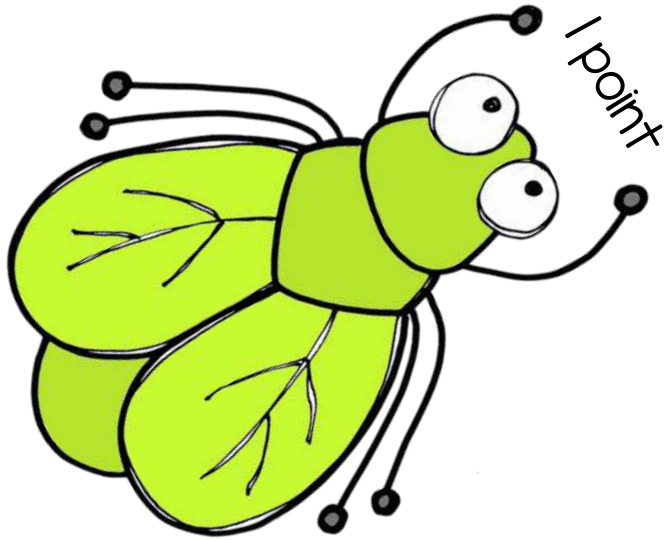
a

big



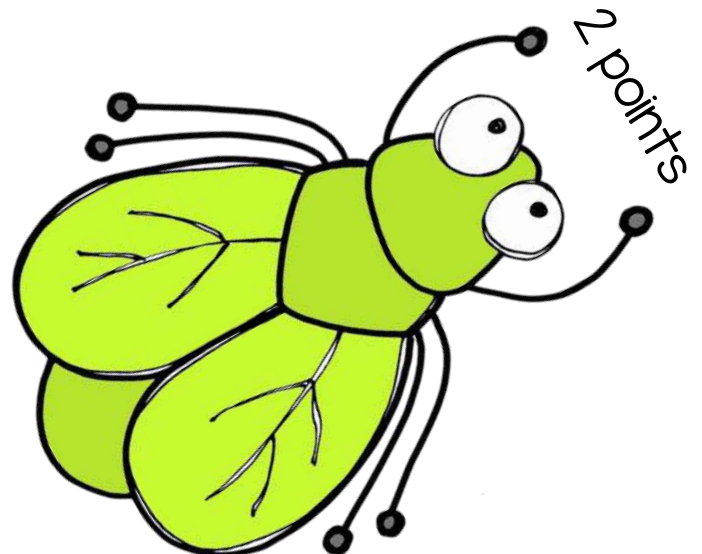
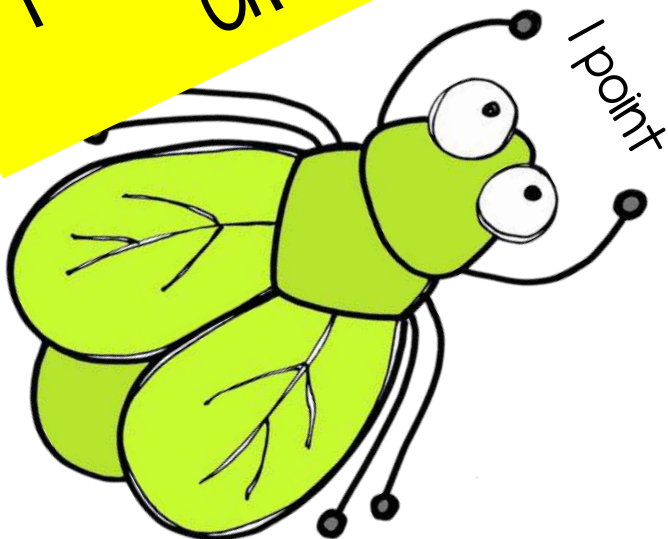
a

and



Each set includes a version with points (great addition practice) and a set without points.

big





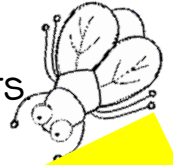
The fun "SHOO FLY" cards - option
with and without points.



Name: _____

SHOO FLY SWAT Recording Sheet

Directions: Write down each sight word you (or your team) swats



A recording sheet is included.
Students can write down the
words they swat and the point
value (if playing with points).

Write a SUPER SHOO FLY sentence using at least two of the words from above: