

Vocabulary Strategy

Strategy: Fish for Word Patterns Strategy. The students will match cards that have the same ending word pattern (rime).

Appropriate Grade Level: K-5

Materials Needed:

- At least 20 word cards (more if the group is larger than three), with rimes in sets of two (total of 20 cards, 10 or fewer rime sets). Make sure the words cannot be read through the back of the cards.

Procedures/Steps:

Read through all the word cards with the students. Review the rules for playing the game “Go Fish!” Explain that in this game, “matches” are words with the same rime. Then,

1. Shuffle all the cards and deal three to each student.
2. Have the students check their cards for any pairs of words that have the same ending pattern (such as *fat* and *cat*). If a student has a “pair,” she or he places it on the table and reads the two words in order to keep them.
3. Continue playing the game as in “Go Fish!” The first student asks another student if she or he has a card with the rime _____ (-at). If the second student has an -at card, she or he gives it to the first student. If the second student does not have the card, she or he says, “Go fish!”
4. The first student then picks a card from the face down deck in the middle.
5. Continue the game with steps 2-4.

Comments/Tips:

- Make only two cards of each rime, use more complex or simpler rimes, or have students match vowel patterns or blends.
- Have an exception word (e.g., *great*) be the “shark” word (similar to the rules in “Old Maid,” but with the exception word card as the losing card).
- For English language learners, add pictures where appropriate to help the students associate words and meanings and learn vocabulary.

Source: Scammacca, N., Vaughn, S., Roberts, G, Wanzek, J. and Torgesen, J. (2007). Extensive Reading Interventions in Grades K-3: From Research to Practice.