

Review Irregular Words 11-30 (1): Draw Two



High-Frequency Irregular Words

The purpose of this activity is for students to practice applying blending skills and high-frequency irregular word reading.

Prepare

- Use one set of the Tricky Word Task Cards 11-20 and 21-30 and instruct students to bring their own set of cards to the group. If students have lost their Tricky Word Task Cards, print out [Irregular Words Cards 11-20 \(1\)](#) and [Irregular Words Cards 21-30 \(1\)](#). Include any other word task cards that you have added to the two Introduce Irregular Words 11-20 and 21-30 activities.
- Print and cut out the [game cards](#). You should have (4) *Draw 2 cards*, (4) *Lose a turn cards*, and (2) *Reverse cards*. Mix the cards with the Tricky Word Task Cards and place the stack facedown in the middle of the group making sure that the first four cards are a tricky word card, a *Draw 2* card, and two tricky word cards. Keep a *Lose a Turn* card and a *Reverse* card on the side, to show students.

Warm-Up



Readers, we know that some words try to trick you. You can sound them out, just like you've been doing, but then you have to say the word a bit differently. We have been learning lots of tricky words!

Today, you are going to play a card game with some of the tricky words we have learned. Let's review the tricky words with which we will be playing the game today. Turn over one card at a time from your stack of Irregular Word Cards 11-30 and read through the cards together. If students say the word incorrectly, tell them the correct word, have them read the word again, and continue through the stack. Keep words that were read incorrectly in a separate stack, and review them once more before moving on.

Modeling

I'll go first. I will start by picking the top card from the deck. If it has a tricky word on it, I will read the word out loud. If I read the word correctly, I can keep it. If I do not read the word correctly, the card goes to the bottom of the deck. I'll draw the first word and read it. If I draw one of our game cards, I will follow the directions on the card. Draw the first word card, show the card to students, so everyone can see the word, and read it correctly. **Great, I can keep this card and put it in a stack next to me.**

Model for students.

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Guided Practice



Now, we will do one together. Pick up the next card and show it to the group. This card says *Draw 2*. That means that we need to pick two more cards from the stack. You must read both of them correctly to keep your cards. If you don't read both of them correctly, both of the cards will go to the bottom of the deck. Let's draw two cards and read them together. Draw the next two cards, show one card at a time, and have the students read the words.

Great work! We read both words correctly, so we add them to our stack. Then, the person to our right would go next.

There are two more game cards. Show the *Lose a turn card*. If you draw a card that says *Lose a turn*, your turn is skipped. You'll have to wait until the next time to read a word. Show the *Reverse card*. If you pick a card that says *Reverse*, the game moves in the opposite direction. If we were taking turns in order going to the right, we would reverse and take turns in order going to the left.

To increase student engagement, show the word card to the group first, provide wait time, and then call on one student or on the whole group to read the word.

Practice



Now, I will add the cards we have used to the bottom of the deck, shuffle the deck again, and we will play the game. Call on a student to start the game. If a student misses a word, say *This is the word _____*. Read the word. The student should read the word before you place it at the bottom of the deck.

Continue playing the game as you provide support with the rules of the game and prompt students to read the words correctly.

Support

Point to the word on the student's card and say, Remember, when we see this word we say "(read the word)." Ask the student to point to the word and read it.

Challenge

Students can read the word card and use the word in a sentence, as each word card is picked from the deck.

Wrap-Up



We played a tricky game with some tricky words today!

would

yesterday

four

want

into

new

our

should

today

good

Draw Two Game Cards (Irregular Words)

Lose a turn

Lose a turn

Lose a turn

Lose a turn

Draw 2

Draw 2

Draw 2

Draw 2

Reverse

Reverse