

BEADS

Beginning Early and Developing Strong

Activities

FALL/WINTER



BEADS

Fall/Winter Activity Pack

BEADS (Beginning Early and Developing Strong) is a Treaty Education Alliance developed sight word program that encourages the teaching of sight words from the age of 4. These words are high frequency words that show up most often in our written language. They do not always fit phonetic patterns and are not always easily “sounded out.”

This resource is developed to provide ideas for teachers and families to support children in the learning of their sight words. The way the program is designed, children will start with the RED BEADS cards and move through the colours (RED, ORANGE, YELLOW, GREEN, BLUE) as they learn to identify the words. The goal is for the children to be able to identify the words by sight, quickly and independently, in a variety of contexts.

When choosing words to use in the activities, do not feel that you need to use all the words on your current list. Choose 5-10 words to focus on, with some being unknown words to the child and some being words that the child already knows. This keeps the activities challenging and still provides the opportunity to be successful and practice previously learned words. As the child masters a word, you can remove it from play and insert a new and challenging word.

All the activities in the Fall/Winter Activity Pack are designed to be played indoors with minimal materials and no need for expensive resources. BEADS words can be in the form of cue cards provided by the school, you can make your own cards with paper and markers, or you can print the cards from our website.

A fun way to track progress can be found at the end of this resource.

You can find more BEADS resources online at educationalliance.ca.



**Red BEADS
Words**

a
and
away
big
blue
can
come
down
find
for
funny
go
help
here
I
in
is
it
jump
little
look
make
me
my
not
one
play
red
run
said
see
the
three
to
two
up
we
yellow
you
where

**Orange BEADS
Words**

all
am
are
at
ate
be
black
brown
but
came
did
do
eat
four
get
good
have
he
into
like
must
new
no
now
on
our
out
please
pretty
ran
ride
saw
say
she
so
soon
that
there
they
this
too
under
want
was
well
went
what
white
who
will
with
yes

**Yellow BEADS
Words**

after
again
an
any
as
ask
by
could
every
fly
from
give
going
had
has
her
him
his
how
just
know
live
may
of
old
once
open
over
put
round
some
stop
take
thank
them
then
think
walk
were
when
let

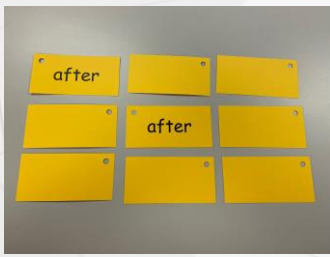
**Green BEADS
Words**

always
around
because
been
before
best
both
buy
call
cold
does
don't
fast
first
five
found
gave
goes
green
it's
made
many
off
or
pull
read
right
sing
sit
sleep
tell
their
these
those
upon
us
use
very
wash
which
why
wish
work
would
write
your

**Blue BEADS
Words**

about
baby
better
book
boy
bring
carry
clean
cut
done
draw
drink
eight
fall
far
full
got
grow
hold
hot
hurt
if
keep
kind
laugh
light
long
much
myself
name
never
only
orange
own
pick
purple
seven
shall
show
six
small
start
ten
today
together
try
warm
water





Memory Match

Materials: 2 sets of BEADS cards

1. Mix all the words up and lay them face down in the middle, between the players.
2. Player 1 will flip over 2 cards and read the words out loud.
3. If the words match, they will keep the pair and go again.
4. If the words don't match, they will put them back in the middle face down.
5. It is now the next players turn.
6. Play until all the cards have been matched.
7. The player with the most cards at the end wins!

Modifications:

- Play with only 1 player
- Use letters (all uppercase, or uppercase and lowercase)
- Match a letter to a picture (e.g., "A" and "apple")

Materials: 2 sets of BEADS cards, 2 or more players

1. Shuffle the cards and deal 5 cards to each player.
2. Player 1 will ask any other player for a word. If the other player does not have that word in their hand, they will say "Go Fish". Player 1 will pick up a card from the pile.
3. Player 2 will then do the same thing, if they ask for a word and another player has it, that other player must give them the word. Player 2 will then say the pair of words and lay them down in front of them. Player 2 plays until somebody tells him/her to "Go Fish".
4. The game continues until all the cards from the pile are gone.
5. The winner is determined by who has the most pairs at the end of the game.

Modifications:

- Use letters or sounds when you ask for a match

Go Fish!





Bean Bag Toss Relay

Materials: 2 sets of BEADS cards, tape, bean bag/small soft toy

1. Tape 1 set of BEADS cards on the floor, and a few feet away, tape a starting line.
2. Children will line up behind the starting line.
3. An adult with the second set of cards will flip a card over.
4. The first child in line will read the word and throw the bean bag to the word match on the floor.
5. If they miss, the child will pick up the bean bag and retry. If successful, the child will run to pick up the bean bag and hand it to the next person in line.

Modifications:

- Time one child to see how fast they can identify all the words, play as a single team, play against another team
- Scramble the words
- Have the child spell the word before tossing the bean bag
- Call out rhyming words or spell the words

Materials: tape, BEADS cards, paper, pencil

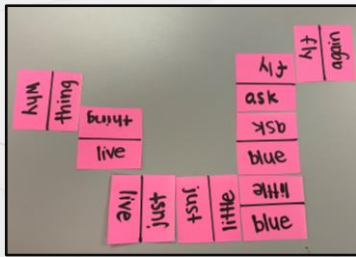
1. Hide and tape BEADS cards all over the school or house.
2. Put a numbered list together of how many hidden words there are.
3. Have the child search for the hidden words.
4. The child will write the word beside a number as they find them.
5. Once the child has found all the words, they must read the words to you or a partner.

Modifications:

- Use letters
- Use letters and have the players spell sight words with the letters they find
- Have the players use the words they find in a sentence or a story

Scavenger Hunt





Sight Word Dominoes

Materials: construction paper, dark marker, rocks and/or sticks

1. Draw a line through the middle of the rock/stick (or construction paper). Write a BEADS word on the top and another on the bottom.
2. Use as many words as you like but make sure to repeat the words at least twice on different dominoes.
3. Lay all the pieces between the players face down and pick 5.
4. Player 1 will choose a domino and lay it down, face up.
5. Player 2 matches one of their dominoes that has the same word as the one on the table, if they do not have a match, they must pick up dominoes until one of the words is available to match.
6. The winner is the first player who runs out of dominoes

Modifications:

- Use letters, blends, prefixes, suffixes

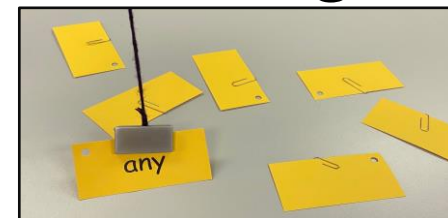
Materials: BEADS cards, paperclip, magnet, string, stick

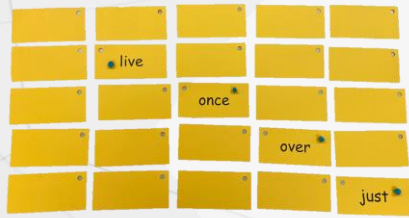
1. Create a fishing rod with a stick, string and a magnet.
2. Use the BEADS cards to create a fish by putting a paper clip on the card.
3. Place the cards face down on a table and “catch” the fish using the rod.
4. Once you catch a fish, flip the card over and read the word.
5. If the person reads the word correctly, they can keep the fish. If the word is not read or it is read incorrectly, read the word to them and have them repeat the word. The incorrect word then is returned to the pile and they can try again.

Modifications:

- Use letters and have the child identify the letter, the sound it makes and/or a word that starts with that letter
- When playing with partners have the one partner fish and read the word. Ask another player to spell it

Fishing!





Connect 4 Sight Words

Materials: hula hoops or masking tape, 2 different coloured bean bags, BEADS cards

1. Play in teams or with a partner.
2. Place hula hoops on the floor or tape out squares in a 5x5 grid. Place a BEADS word in each space. Mark out a starting line.
3. Stand behind the starting line and throw a bean bag into one of the spaces and read the word in that space.
4. Take turns with another player.
5. Try to mark out 4 in a row. If a bean bag lands in a space that has already been marked, remove your bean bag and try again (up to 2 extra tries).
6. The winner is the player who gets 4 in a row first!

Modifications:

- Use letters and spell words (the first team to spell a sight word wins)
- This can be played individually
- Play with rolled up socks instead of bean bags
- Try land the bean bags on paper plates

Materials: popsicle sticks, dark marker

1. Choose a set of BEADS words you are going to work with.
2. Write a BEADS word on the bottom half of a popsicle stick. Repeat for the rest of the words in the set.
3. On 3-5 popsicles write the words "Oh Snap!" and put all the sticks into a cup.
4. To play the game, pull the popsicle sticks out one at a time. Each time you pull a stick, read the word out loud and then the next player goes.
5. If the word is not read correctly, put it back in the cup.
6. Continue rotating between players.
7. When you pull an "Oh Snap!" stick out you must put all your sticks back in the cup, keep the "Oh Snap!" stick out.
8. The player with the most words at the end wins.

Modifications:

- Use letters
- Blocks or rocks instead of popsicle sticks

Oh Snap!





Ziplock Write

Materials: ziplock bag, paint or hand lotion, BEADS cards

1. Put hand lotion or paint into a bag and seal the bag.
2. Choose a BEADS word to spell.
3. Use your fingers to write the words in the lotion/paint through the ziplock.

Modifications:

- Practice spelling names, tricky words, or rhyming words

Helpful Hint: Seal the bag as you would normally, then tape the bag over the seal. This is so the liquid does not leak out. For extra protection, seal and tape the bag and place it inside another bag with the seals at opposite ends. Tape and seal this bag as well.

Materials: BEADS cards, pencil and paper

1. Pull a BEADS word from a pile.
2. On a piece of paper write 4 clues to help your team guess the word, example clues could be:
 - It starts with the letter ____
 - It has 2 vowels
 - It has 3 consonants
 - It rhymes with ____
 - It sounds like ____
 - It has 5 letters
 - It starts and ends with a tall letter
 - It ends with a silent 'e'
 - It starts with a blend
3. Have other people try and guess the word.
4. Each player only gets 3 guesses.

Modifications:

- A simpler version for younger kids could be to create a rhyming game (e.g., "my word rhymes with ____.")

Guess My Word!

Clues:

- Starts with a consonant
- has two vowels
- rhymes with shoe
- ends with a "e"





Move to the Music

Materials: music, BEADS cards

1. Tape BEADS cards to the floor.
2. Play music and when the music is playing, children are walking around the room. When the music stops the children find a BEADS word on the floor and stand on it.
3. Each player must spell the word on the card and the rest of the class shouts out the word.
4. When the music starts again students continue to move to the music.

Modifications:

- Letters
- Each person reads the word they land on
- Remove a word each time like musical chairs

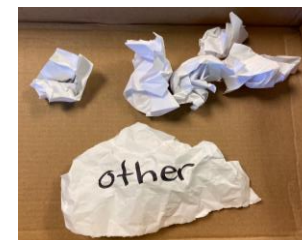
Materials: paper, pencil, marker, box/tote

1. In teams or partners, set a timer for 5 minutes, and place two totes on opposite each other, 10-20 feet apart.
2. Start the timer and write the BEADS words on paper and scrunch them up into balls.
3. Throw as many balls into the tote as possible before the timer ends.
4. When the timer goes off each team will get their balls that landed in the other teams tote out and read them to the other team.
5. The team who puts the most scrunched up words into the tote and can read them wins!

Modifications:

- Write letters on the papers
- Write sentences with BEADS words on the papers
- Pick out the words your team got in the bin and see how many sentences you can make using those words. The team with the most complete sentences win!

Snowball Basketball





Over Easy Words

Materials: BEADS cards, egg flipper

1. Place BEADS cards facing up on a table.
2. In pairs, one child reads the cards out loud and the other finds it on the table and flips it over with the egg flipper.
3. Once all the cards are flipped over it's the next person's turn.
4. Mix the cards back up and the person who was calling the words before is now flipping the cards over.

Modifications:

- Play this game with a group by using more than one set of BEADS words
- Play this game with a group and the first person who flips the card over gets to keep the card. The player with the most cards at the end wins!

Helpful Hint: Play on a carpet or blanket for easy flipping.

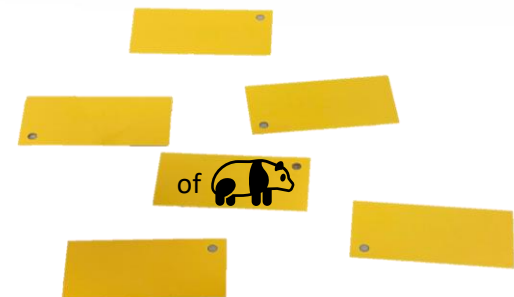
Materials: BEADS cards, small picture of a bear

1. Place the BEADS cards face up. Under one of the BEADS cards place the picture of the bear. Make sure the child cannot see the bear under the BEADS card.
2. One at a time have the child pick and read a word. If they read the word correctly, they get to pick the card up to see if the bear is behind the word.
3. This game continues until the bear is found.
4. The person who finds the bear wins!

Modifications:

- This game can be played individually or as a group.

Going on a Bear Hunt





Pass the Plate

Materials: marker, paper plates, sticker, music

1. Have all the children stand in a circle. Give each child a paper plate with a new word they are learning written on it. Put a sticker on one plate.
2. Go around the circle and have each child read their word.
3. To start the game, put music on and have the children pass the plates around the circle. When the music stops, the children flip their plates over and read their word. The person with the sticker is out and the paper plate to the left is removed. The plate with the sticker stays in play.
4. The game continues until there is only one person left.

Modifications:

- Modify the game for different groups of students working on different groups of words
- Change directions every time

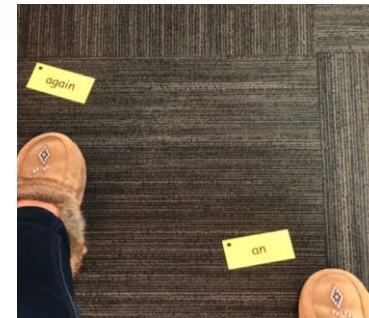
Materials: BEADS cards, tape, dice

1. Tape the BEADS words face up on the floor in a path. Use enough words so that every child playing has a word and there are extras.
2. Have each student stand on a word. Then roll a dice, the number on the dice indicates how many spaces they must move.
3. When the child lands on their new word they must read the word out loud.
4. One at a time, have the children roll the dice and continue moving along the pathway.

Modifications:

- This game can be played individually or as a group
- A number on the dice can be designated to switch directions (e.g., roll a 4 and you must turn around and go the other way)
- Children who reach the end of the line can run back to the beginning and continue

Walking Words





Laser Words

Materials: BEADS cards, flashlight or laser, white board

1. Children pick a word and write the word on the white board. Then they trace the words using a laser or flashlight.
2. Students can work in partners; one can pick a word and the other can trace it with the laser.

Modifications:

- This activity could also be a BEADS word hunt in books (when the child finds the word in the book, they trace it or point to it with the flashlight)
- Tape BEADS words up and in the dark have the child point to the word using the flashlight
- Write the words on large paper and have the children trace the words using the laser or flashlight

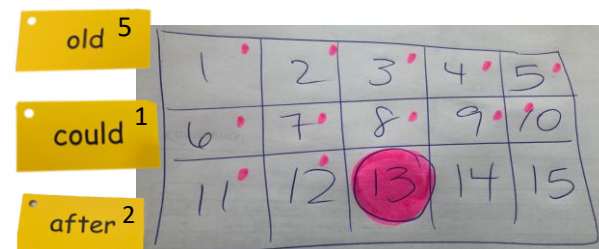
Materials: BEADS cards, scoring sheet with 100 chart, marker, paper

1. The goal of this game is to score 13 points.
2. Using the printable BEADS cards, write the numbers 0-5 on them randomly.
3. Put the words in a pile face down.
4. Player 1 will flip a word over and if the word is read correctly the player can choose to score the points or not.
5. The player's turn is over when they decide to score or 'pass'.
6. The next player will do the same thing.
7. The first player to score 13 points is the winner!

Modifications:

- This game can be played individually
- The score can be made higher and passing can not be allowed (add or subtract your points until you land on the number correctly)

Lucky 13





BEADS Cups

Materials: black marker, opaque plastic cups, counters/beads or pom-poms

1. Choose 10-15 BEADS words and write them on the bottom of the plastic cups.
2. Hide approximately 5 counters/beads/pom-poms under the cups.
3. Players take turns to guess where the objects are hiding.
4. They must be able to read a word to lift the cup to check for an object.
5. If they find an object under a cup, they get to keep it until the end of the game!

Modifications:

- Read the word and then use it in a sentence before they can lift the cup

Materials: BEADS cards, plastic letters, playdough

1. Choose 5-8 BEADS words that the child needs to work on.
2. Have them roll out a piece of playdough that is as wide as their 2 hands together.
3. Have the child choose one word to build.
4. Use the playdough as a base to stand the letters up to spell the word.

Modifications:

- This game can be played individually, or one player can call a word and another player builds the word
- Build the word and then use it or write it in a sentence
- Build a word and then challenge another player to read it, rhyme a word with it, or use it in a sentence of their own, and/or find it in the room or in a book

Playdough Fun



Tracking Progress

Use a pipe cleaner or shoelace to string pony beads to represent each word the child learns. If the child is working on red words, they would string a red bead for each word that they are able to recognize independently in a variety of contexts.

As they learn more words, their string would become longer and more colourful. These strings can then be used for other projects to represent their learning progress.





TREATY

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