ie, a, I, you, it, oi, iii, up, see, all, lo Teach anyone IIIII. WELVE 1000 sight words .... go, we, am, and have a Power Teaching, blast! oula, when, did t, are, come, ie, will, came, too f, num od, any and ide, 🥰 cnov he, t all, to, a they e, am TATALIA III word ere, ge could re, com ay, came, to me, WI if, number, ride, into, just, blue, red, from, good, ar know, part, right, put, Chris Biffle, sou and he a. I. you, it, of, in, was, the

# ≈ SuperSpeed 1000 ≈

# A Power Teaching Sight Word Reading Game

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#### ≈ Introduction ≈

POWER TEACHERS OF SOUTHERN CALIFORNIA is a grass roots education reform organization founded by three instructors (Chris Biffle, Jay Vanderfin, Chris Rekstad) in 1999. Since that time, we have presented free teaching seminars to over 3, 500 educators representing over 120,000 students. So far as we can tell, our classroom management conferences, offered four times a year at Crafton Hills College in Yucaipa, California, are among the largest in the United States.

Videos illustrating our teaching strategies are available at:

www.YouTube.com/ChrisBiffle

and

http://www.teachertube.com/uprofile.php?UID=32259

More about our organization can be found at

www.powerteachers.org

In addition to offering education seminars, we also develop low cost teaching materials focused on core knowledge (the state standards) and basic skills (reading, writing and math.) Central to our approach is a great deal of educational tomfoolery which produces some of the sweetest sounds teachers ever hear, on task laughter.

SuperSpeed 1000 is a game designed to teach readers 1000 sight words. Versions of this game have been successfully classroom tested by hundreds of students since 1999.

Sight words, like "the, to, and, of", are the most common words in English. Only 100 sight words make up over 50% of all the words students read! If these words cannot be read quickly, at a rate of at least 90 words per minute, by the end of 3rd grade, students' odds of success in the rest of their education are significantly diminished. The more rapidly students can read sight words, the greater their reading fluency and, pleasure.

SuperSpeed 1000 is appropriate for readers from 3rd grade through 12th. In addition, the game adapts superbly to the needs of English learners, including adults who are taking a beginning reading course.

If you let your students play SuperSpeed 1000 for only a few minutes, several times a week, you'll see substantial improvements in overall reading speed; gains of 20% -40% within a month are not uncommon.

SuperSpeed 1000 is so entertaining that many teachers have used it as a reward for good behavior! Students work hard in class, to gain the privilege of playing SuperSpeed!!

The words in SuperSpeed 1000 are arranged in order of frequency. "The" is the most common word in English, and thus it is the first word

read. "To" is the next most common word in English and is the second word read, and so forth. The 1000 words in SuperSpeed 1000 are a compilation of the well known Dolch and Frye lists, but are not arranged in an order identical to either.

#### ≈ How To Play SuperSpeed 1000 ≈

Playing SuperSpeed 1000 is quite simple. Arrange your class in groups of twos. If you have an odd number of students, you will pair with the extra student. Without telling your pupils be sure that a weaker reader is always paired with a stronger reader.

After you hand out the SuperSpeed 1000 word list (see page 8) say something like the following, to your students, "We're going to play SuperSpeed, a game you'll love! When I say 'go!', one person on your team reads the first word, then the other person on the team reads the next word, and so on. Keep taking turns. If your partner doesn't know a word, or mispronounces it, 'helpsies' is allowed. Say the word for him or her. Keep taking turns, reading as fast as you can. I'll say 'stop!' after a minute. Mark your team's record on the page; then I'll give you another try for a minute. Start over with the first word you read, but this time your partner goes first and you go second. Your partner reads the first word, you read the second word, and so forth. If you beat your team record after a minute, give yourselves a merry cheer. Now, explain some of the rules of SuperSpeed 1000 to each other."

After you students have explained the game to each other, add the following.

"On the SuperSpeed 1000 list you'll occasionally see underlined italics words called *zingers*. Every zinger is a nonsense word like *splootz!* or *zoink!* When you finish playing, count up the number of zingers your team read when you set your best team record. Every zinger gives you a five word bonus. So, if your team read two zingers, then the next time you play, you can start 10 words from your previous starting place. For example, if you began at the first word 'the' and read through two zingers, then you earn a two bonuses and next time you can start 10 words further on, with word 'was.' Tell each other how much you love those nonsense. bonus zingers!"

Only one additional rule needs to be added.

When players break personal records, they should place a checkmark inside a new personal record star on page 18. You may be surprised at how much your students enjoy creating, and sharing!, a visual record of their own achievements.

Students love setting and breaking records and also, for some reason, they love nonsense words. Virtually every time a team plays, they will break a previous record, and will often spontaneously cheer. Zingers give them an excuse to be silly and, because they are scattered through

SuperSpeed 1000, teams have additional incentives, besides trying to break a record, for reading quickly. "Look, there's a zinger down there ... we've got to get to it." Zingers also automatically move players forward through the game, so that they are always reading a few words more than the previous time they played. The repetitive structure of SuperSpeed 1000 assures you that students receive plenty of practice on the most common sight words. Whenever students achieve a new starting level, and they will frequently, you should encourage them to give themselves a merry cheer (and put a checkmark inside a new personal record star on page 18).

Playing SuperSpeed 1000 is an ideal reward for good behavior in class. Wouldn't you rather see your students eagerly mastering sight words than giving them candy? The game literally takes a few minutes ... and the most common comment we hear from teachers is "My class loves it!"

Students, effortlessly, receive hundreds of repetitions reading the most common sight words while setting and breaking team records. The goal is not to break another team's record, but to surpass your own team's previous best mark. Even better than increasing reading speed, players of SuperSpeed 1000 are rewarded with one of the most deeply powerful lessons in education: *I can set and break personal records. I can always do better than my own previous best.* 

#### $\approx$ One On One Tutorials $\approx$

You can easily adapt SuperSpeed 1000 to the special needs of individual students. You can fill the role of the student's partner, as described above and take turns reading words. Or, for variety, simply have your students read the words on their own, as fast as possible. Encourage them to keep breaking personal records.

## ≈ SuperSpeed 1000 ≈

Directions: Make a team of two readers. Beginning at line 1 below, you read the first word and your partner reads the second word. Keep taking turns, reading as quickly as possible for a minute. When your team is finished, mark the last word you or your partner read. This is your team record. Play again for a minute, trying to break this record, but this time, your partner goes first. Your partner reads the first word, you read the second word, and so forth. At the end of a minute if your team beats your team record give a merry cheer.

Every underlined word in italics is a nonsense word called a *zinger*. For example, the first two zingers are *splootz!* (line 6) and *zoink!* (line 13.) Count the number of zingers your team reads when it sets its best team record. Each zinger gives your team a five word bonus. So, if your team read two zingers, then the next time you play you can begin 10 words from your previous starting place. For example, if you began at word "the" and read through two zingers, then you can start next time 10 words further on, with the word "was."

the, to, and, he, a, I, you, it, of, in, was, said,	1
his, that, she, for, on, they, but, had, at, him,	2
with, up, see, all, look, is, her, there, some,	3
word, out, as, be, each, have, go, we, am,	4
then, little, down, do, can, could, when,	5
did, what, so, splootz!	6
not, were, get, them, like, one, this, my,	7
	8
would, me, will, yes, big, more, went, are,	_
come, if, number, now, long, no, way, came,	9
too, ask, very, than, an, over, yours, its, ride,	10
into, just, blue, red, from, good, any, about,	11

around, want, don't, how, know, part, right,	12
put, sound, <u>zoink!</u>	13
got taka where every pretty place jump green four	14
got, take, where, every, pretty, place, jump, green, four,	
away, old, by, most, their, here, saw, call, after, well, moop!	15
think, name, ran, sentence, let, follow, help, make, going,	16
great, sleep, brown, yellow, you, through, other, walk, line,	17
since, or, before, mean, eat, same, again, home, play, who,	18
been, may, boy, <u>aggh!</u>	19
stop, off, never, also, seven, eight, form, set, cold, today,	20
goes, myself, round, set, tell, much, keep, give, large, work,	21
first, even, such, try, find, new, must, start, black, white,	22
turn, ten, does, bring, men, women, point, always, drink,	23
need, once, different, soon, made, move, run, gave, open,	24
has, hand, <u>yatz!</u>	25
only, picture, us, our, change, three, spell, air, better, hold,	26
buy, animal, house, page, write, letter, mother, father,	27
funny, warm, answer, ate, learn, full, small, those, done,	28
use, cried, say, light, pick, hurt, pull, cut, kind, both, high,	29
sit, near, add, food, between, which, below, plant, country,	30
fall, school, carry, gleep-rumple!	31

tree, under, read, why, own, found, wash, cold, hot, because,	32
far, live, draw, earth, eye, clean, grow, thought, head, best,	33
story, upon, these, sing, car, left, together, please, few, dizzle!	34
while, along, might, close, thank, wish, seem, man shall,	35
hard, laugh, example, begin, life, paper, group, often,	36
important, until, side, feet, <u>dorf!</u>	37
	20
cows, it's, your, being, sun, questions, fish, dog, mark,	38
horse, birds, area, room, door, ship, table, farm, ground,	39
town, wood, road, box, friends, stars, street, building, red,	40
black, green, wheels, ocean, island, field, fire, waves, wind,	41
rock, space, however, low, hours, complete, products,	42
happened, whole, measure, remember, early during, short	43
better, best, listen, reached, covered, fast, several, hold,	44
himself, toward, true, step, morning passed, vowel, five,	45
ten, hundred, numeral, thousands, knew, north, south,	46
money, map, since, pulled, draw, voice, seen, slow, fast,	47
plan, notice, slowly, sing, war, ever, tall, king, piece, I'll,	48
unit, figure, certain, across, travel, told, today, upon, <u>bap!</u>	49
done, English, usually, half, pattern, fly, gave, didn't, finally,	50
wait, correct, oh, quickly, person, became, shown, <i>goinch!</i>	51
minutes, strong, verb, easy, front, feel, fact, inches, <u>rarlup!</u>	52

heard, decided, contain, course, surface, produce, order,	53
sure, class, note, nothing, rest, carefully, scientists, inside,	54
become, stay top, known, problem, week, less, machine,	55
base, ago, stood, <u>zingy-doingy!</u>	56
plane, system, behind, ran, round, boat, game, force,	57
brought, understand, warm, common, bring, explain,	58
dry, though, language, shape, deep, against, America,	59
dear, equation, yet, government, filled, heat, full, hot,	60
check, object, am, rule, among, noun, power, cannot, able,	61
six, size, dark, ball, material, special, heavy, fine, pair,	62
circle, include, built, <i>clickwaddle!</i>	63
can't, matter, square, syllables, perhaps, bill, felt, suddenly,	64
test, direction, center, farmers, ready, anything, divided,	65
general, energy, subject, Europe, moon, region, return,	66
believe, dance, members, picked, simple, cells, paint, mind,	67
love, cause, rain, exercise, eggs, train, blue, wish, kizwiddy!	68
drop, developed, window, difference, distance, heart, sit,	69
sum, summer, wall, forest, probably, tazzzz!	70
legs, sat, main, winter, wide, written, length, reason,	71
kept, interest, arms, brother, race, present, beautiful, store,	72
iob, edge, past, sign, record, finished, discovered, wild,	73

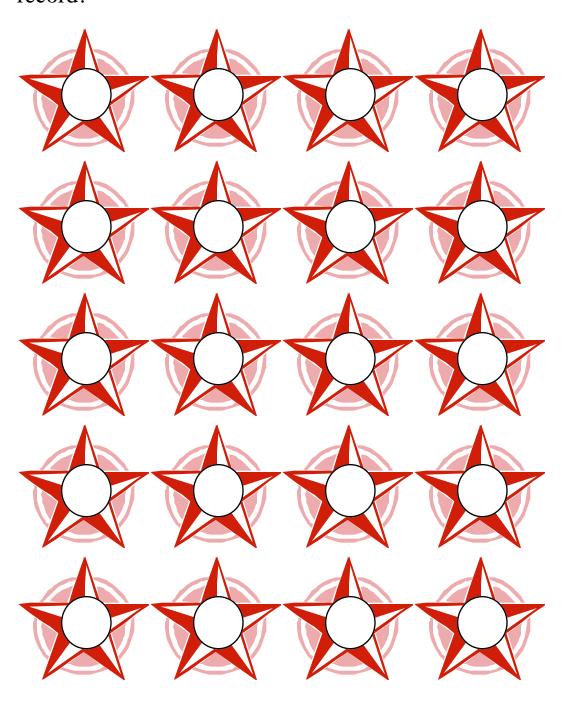
happy, beside, gone, sky, glass, million, west, lay, weather,	74
root, instruments, meet, third, months, paragraph, raised,	75
represent, soft, whether, clothes, flowers, shall, teacher,	76
held, describe, drive, boing-gorplump!	77
cross, speak, solve, appear, metal, son, either, ice, sleep,	78
village, factors, result, jumped, snow, ride, care, floor,	79
hill, pushed, baby, buy, century, outside, everything, tall,	80
already, instead, phrase, soil, bed, copy, free, hope, spring,	81
case, laughed, nation, quite, type, themselves, temperature,	82
bright, lead, everyone, method, section, lake, consonant,	83
within, dictionary, floooooop! moop! barloopy!	84
hair, age, amount, scale, pounds, although, per, broken,	85
moment, tiny, possible, gold, milk, quite, natural, lot, stone,	86
act, build, middle, speed, count, cat, someone, sail, rolled,	87
bear, wonder, smiled, angle, fraction, Africa, killed,	88
melody, bottom, trip, hole, poor, let's, fight, surprise,	89
French, died, beat, exactly, remain, dress, iron, couldn't,	90
fingers, <u>zadayada!</u>	91
row, least, catch, climbed, wrote, shouted, continued, itself,	92
else, plains, gas, England, burning, design, joined, foot, law,	93
ears, grass, you're, grew, skin, valley, cents, key,	94

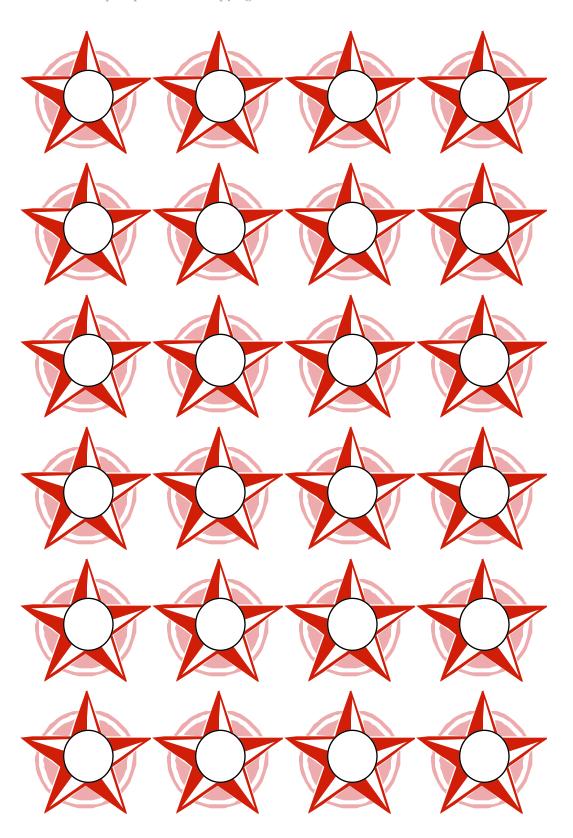
president, brown, trouble, cool, cloud, lost, sent, symbols,	95
wear, bad, save, experiment, engine, alone, drawing, east,	96
pay, single, touch, information, express, mouth, yard,	97
equal, decimal, achooooo!	98
yourself, control, practice, report, straight, rise, statement,	99
stick, party, seeds, suppose, woman, coast, bank, period,	100
wire, choose, clean, visit, bit, whose, received, garden,	101
please, strange, caught, fell, team, God, captain, direct,	102
ring, serve, child, desert, increase, history, cost, maybe,	103
business, separate, break, uncle, hunting, flow, lady,	104
students, human, art, feeling, gehsundheit!	105
supply, corner, electric, insects, crops, tone, hit, sand,	106
doctor, provide, thus, won't, cook, bones, tall, board,	107
modern, compound, mine, wasn't, fit, addition, belong,	108
safe, soldiers, guess, silent, trade, rather, compare, crowd,	109
poem, enjoy, elements, indicate, except, expect, flat,	110
seven, interesting, sense, string, blow, famous, value,	111
Washington, movement, pole, exciting, branches	112
thick, blood, lie, spot, bell, fun, loud, consider, suggested,	113
thin, position, entered, fruit, tied, rich, dollars, send, sight,	114
chief, Japanese, stream, planets, rhythm, eight, science,	115

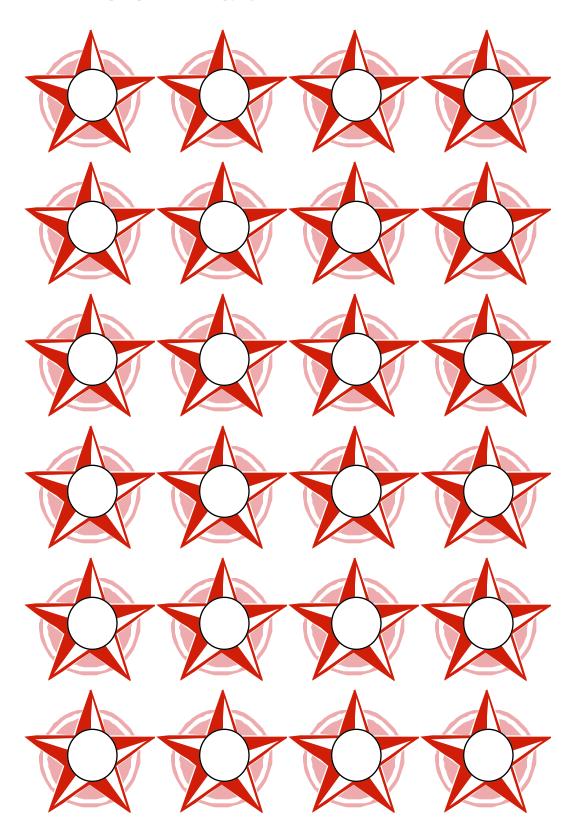
major, observe, tube, necessary, weight, meat, lifted,	116
process, army, hat, property, particular, swim, terms,	117
current, park, sell, shoulder, industry, wash, block, spread,	118
cattle, wife, sharp, toimurph!	119
company, radio, we'll, action, capital, factories, settled,	120
yellow, isn't, southern, truck, fair, printed, wouldn't,	121
ahead, chance, born, level, triangle, molecules, France,	122
repeated, column, western, church, sister, oxygen, plural,	123
various, agreed, opposite, wrong, chart, prepared, pretty,	124
solution, fresh, shop, suffix, especially, shoes, actually, nose,	125
afraid, dead, sugar, adjective, fig, office, huge, noquixyrztl!	126
gun, similar, death, score, forward, stretched, experience,	127
•	
rose, allow, fear, workers, wings, Greek, Mrs., bought,	128
led, march, northern, create, British, difficult, match,	129
win, doesn't, steel, total, deal, determine, evening, nor,	130
rope, cotton, apple, details, entire, corn, substances, smell,	131
tools, conditions, stand, track, arrived, located, sir, seat,	132
division, effect, underline, view, <u>mxyytqlvvvrzmnnn!</u>	133

## ≈ SuperSpeed Personal Record Stars ≈

Place a checkmark in a star each time you break a personal record!







Notes: