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# Teaching the Instant Words (cont) 

## Bingo Game

Bingo is an excellent game for teaching Instant Words to groups, but it is equally useful for small groups or even a single student. Twentyfive words can be placed on a card (five rows and five columns) in random order with a card for as many students as are playing. The teacher calls off the words in random order or draws the word cards out of a hat or container. Markers can be small squares of cardboard, beans, or anything handy. The first student to complete a row, column, or diagonal line wins.

Oftentimes, even though there has been a winner, the students like to play until their entire cards are filled and every word is covered. If played until the card is filled, the teacher can sometimes spot the poor readers by the number of uncovered words. In a teaching situation where some of the students do not know all the words, effective instruction can ensue by having the teacher show the card or write the word on the board after saying it. This gives poor readers an equal chance at winning, which is always desirable.

Note that by making five rows and five columns, one set of 25 Instant Words will fit on a card. For young children or beginning readers, you can make bingo cards with just nine words (three rows and three columns).

Remember that each player must have a card with the same words, but arranged in a different order.

Sample Bingo Card

| the | of | it | with | at |
| :---: | :---: | :---: | :---: | :---: |
| a | can | on | are | this |
| is | will | you | to | and |
| your | that | we | as | but |
| be | in | not | for | have |

## Picture Nouns: Groups 7 and 8

Group 7

plate

fork

$\longrightarrow$ spoon


