## I Have... Who Has...? <br> Dotchsight Words Second Grode

## Directions for the teacher:

- Got the cards apart and mix them yp.

Distrubute one card to each student, making sure each student can read the

- Note: There are en Ugh cards for 47 players, making this a great-game to play with ang the Classroom! You may need to distribute more than one card to some-students or play the cards yourself fy younave less than 47 students. Affernatively, you may pair students if you have more than 47 students.
- Notice the numbered squares in the corner ofeach card. If students get stuck, Youcain find the next card by asking the stodents who has the next number on the card. You can also refer to the answerkey if needed.


## Directions for play:

- The first player reads card \#1) ("We are Starting! Who has always?"
- All players listen to the first person and check their cards to see if their cards answers the first person's question ("I have always. Who has around?")
- Play continges untilaill cards have been read. The final care signals the end of the game ("Lhave your. That's the end!")


# I Have... Who Has...? <br> Dotchsight Words Second Geode 

## FLOW KEY

1. Always 18. Goes 35. Upon

2. Around
3. treen 36. Us
4. Because
5. Been
6. Before
7. Best
8. Both
9. Buy
10. Call 26. Read
11. Right
12. Would
13. Does
14. Don' $\dagger$
15. Sing
16. Sit
17. 91 41. Why
18. Pull 42. Wish
19. Work

20. Its
21. Use
22. Made 38. Very
23. Many
24. Wash
25. Off 40. Which
26. Gave


## I Have... Who Has...? <br> Dotchsight Words Second Erode




## I have... Who Has...? <br> Dotchsight Words Second Erode




