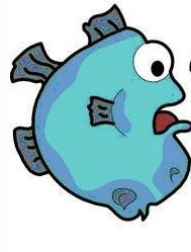
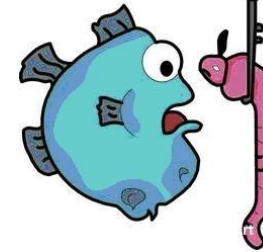


# Oops!

## High Frequency Words



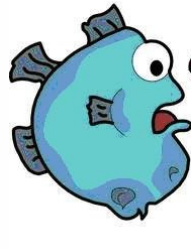
# Oops!



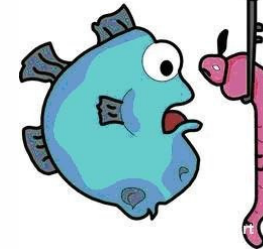
# Oops!

### INSTRUCTIONS

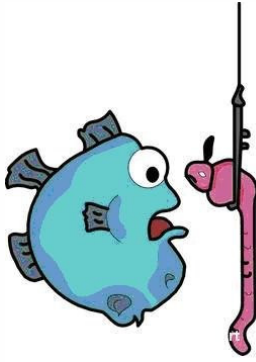
1. Individual students come forward and take a word card. As a student pulls a card, she or he turns to the other students, shows the card, and says the word. If the student says the word correctly, he or she gets to keep the card. If the word is read incorrectly, the card is put back into the box.
2. When a student pulls one of the OOPS! cards, she or he must give up all the word cards gathered to that point. A player who pulls an OOPS! card is back to square one!
3. When time is up -- an ideal game might be 10 to 15 minutes -- the student holding the most word cards is the winner.



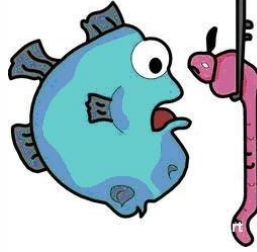
# Oops!



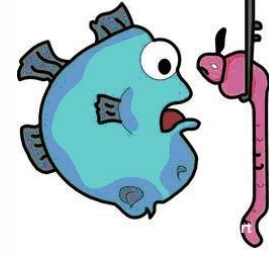
# Oops!



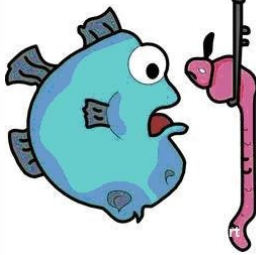
**Oops!**



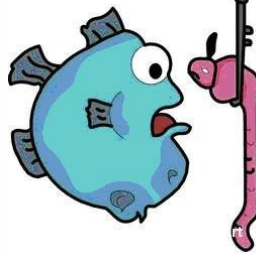
**Oops!**



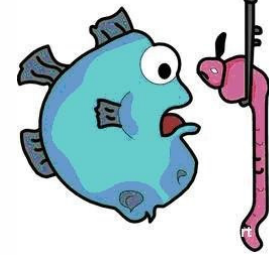
**Oops!**



**Oops!**



**Oops!**



**Oops!**