

stand	found	letter	pretty
picture	never	listen	gold
thank	pull	piece	once

great	behind	brother	clothes
soon	story	during	young
different	guess	hear	teacher

I'll	care	mind	between
early	new	mighty	instead
woman	trouble	they're	million

believe	whole	outside	uncle
friend	sister	hungry	something
half	care	learn	heavy

<p style="text-align: center;">hair</p>	<p style="text-align: center;">upon</p>	<p style="text-align: center;">every</p>	<p style="text-align: center;">America</p>
<p style="text-align: center;">example</p>	<p style="text-align: center;">country</p>	<p style="text-align: center;">move</p>	<p style="text-align: center;">through</p>
<p style="text-align: center;">Go Search!</p> <p style="text-align: center;">Sight Words Level 5</p> <p style="text-align: center;">(make 2 sets)</p> <p>(Place sticker on blank card and use as in "Old Maid")</p>	<p style="text-align: center;">Go Search! (Go Fish!)</p> <p style="text-align: center;">DIRECTIONS # 1</p> <p>Deal 4 or more cards to each player and to the draw pile. Students try to make pairs by asking, "I have 'every'". Do you have 'every'?" If student receives the requested card, he puts down the pair and asks again. If the other player does not have the requested card,</p>	<p style="text-align: center;">DIRECTIONS # 2</p> <p>he picks from the pile. If he picks his wish, he may go again. If player does not receive his card, the play continues with the next player. If a player runs out of cards, he picks a card. The game ends when ALL cards have been picked and played. The player with the most pairs wins.</p>	