1. **Rhyme Time Slam Ships**
   Follow the game instructions, but instead of calling out a sight word, the caller says a word that rhymes with one of the sight words. The first player to slam a rhyming sight word keeps that card. Remember, there might be more than one correct rhyming sight word.

2. **Out of Sight Words**
   Lay 25 of the sight word cards out on a table. The first player slams any sight word card, turns that card over and reads the word on the back of the card (the side that was face down on the table). If correct, keep that card. If incorrect, place the card back on the table. Now it’s the next player’s turn. Continue to play until all the cards are collected. The player with the most cards wins!

3. **Slam Ship Bingo (for 3 players)**
   You’ll need a piece of paper, a pen, and 20 coins (or anything small like paper clips) to use as markers.
   Choose one color of sight word cards for this game. As noted in the guide, the color indicates level of difficulty. Choose one player to be the caller. Have kids take turns writing the sight words from the cards on a piece of paper. This will be the caller’s list. Writing the words helps kids retain the information. Next, mix up the sight word cards. Each player chooses 9 cards and sets them up in a 3 x 3 grid (three rows of three) to make a bingo card. Without looking at the players, the caller reads one word from the list. If a player has that word, they cover it with a coin (marker). The first player to get three markers in a row, in any direction, wins! Mix up the cards and make a new bingo card to play again.