

## Sight Words Learn to Read for iOS - Kids Recognize the Most Common Words

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Indie developer Karina Ranaldi today introduces Sight Words Learn to Read 1.0 for iOS, her app that helps pre-schoolers and kindergarteners learn to recognize the most frequently used words by sight. Since some of these words cannot be sounded out, they must be learned by sight. Based on the well-known Dolch Sight Word List of 220 "service words" required to achieve basic fluency in reading, the app provides entertaining practice through a 3D animated game where fish swim by with a word on them.

Sydney, Australia - Indie developer Karina Ranaldi today is pleased to introduce Sight Words Learn to Read 1.0 for iOS, her app that helps pre-schoolers and kindergarteners learn to recognize the most frequently used words by sight. Since some of these words cannot be sounded out, they must be learned by sight. Based on the well-known Dolch Sight Word List of 220 "service words" required to achieve basic fluency in reading, the app provides entertaining practice through a 3D animated game, where fish swim across the screen with a word on them. At the start of each round, one sight word is announced aloud and written in text onscreen, and Kids must tap on each fish they see with that word.

According to Wikipedia, "The Dolch Word List is a list of frequently used words compiled by Edward William Dolch, PhD, a major proponent of the "whole-word" method of beginning reading instruction. The list was originally published in his book Problems in Reading in 1948. The list contains 220 "service words" that have to be easily recognized in order to achieve reading fluency in the English language. The compilation excludes nouns, which comprise a separate 95-word list. These lists of words are still assigned for memorization in American elementary schools. Although most of the 220 Dolch words are phonetic, children are sometimes told that they can't be "sounded out" using common sound-to-letter implicit phonics patterns and have to be learned by sight; hence the alternative term, "sight word."

"Players have 45 seconds to correctly tap on fish displaying the announced word, which is read aloud by a professional voiceover artist at the start of each round. Kids must correctly tap on a minimum of 10 or a maximum of 15 instances of the announced word in e swimming from left to right will display sight words that are not the announced word. However, according to Ranaldi, "there is no penalty for incorrect choices, but 10 correct answers are necessary to complete each round."

### Feature Highlights:

- \* 2 modes of gameplay: Pre-School or Kindergarten
- \* Beautifully designed, rich, colorful, entertaining, and engaging graphics
- \* Underwater themed with animated marine animals and plants
- \* Interactive game play
- \* High quality, professionally recorded audio featuring the famous Sharon Brogden
- \* Fun, quirky background music
- \* Word repetition to encourage memory building
- \*
- \* Option for instructions to assist with game play
- \* Pre-School & Kindergarten Word Lists
- \* Saved game play with reset function
- \* Sight Words Facebook page has thousands of followers and regular competitions

Swish the Fish will help your child learn the words that are most commonly found in print. Words like: the, and, am and said, through interactive gameplay that is sure to keep your little one entertained!" stated developer Karina Ranaldi. "Learning to recognize these

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high frequency words by sight is an early literacy skill that will help fuel your child's desire to read!! This app has been developed by parents in consultation with teachers!!!"

Device Requirements:

- \* iPhone, iPad, or iPod touch
- \* Requires iOS 3.0 or later
- \* 32.6 MB

Pricing and Availability:

Sight Words Learn to Read 1.0 is \$0.99 (USD) and available worldwide exclusively through the App Store in the Education category. Review copies are available on request.

Sight Words Learn to Read 1.0:

<http://sightwordslearntoread-com.webs.com>

Purchase and Download:

<https://itunes.apple.com/app/sight-words-learn-to-read/id557897742>

YouTube Video:

[http://www.youtube.com/watch?v=wkeSgZJf\\_Bo](http://www.youtube.com/watch?v=wkeSgZJf_Bo)

Screenshot 1:

<http://a1368.phobos.apple.com/us/r30/Purple/v4/4e/0d/4b/4e0d4bf4-2553-cf0b-26ad-f339fefcd20c/mzl.nowdozjf.320x480-75.jpg>

Screenshot 2:

<http://a1610.phobos.apple.com/us/r30/Purple/v4/ae/9d/bb/ae9dbb79-d9d2-7680-56f4-54130ba5ccd8/mzl.nyohuhyz.320x480-75.jpg>

App Icon:

<http://a4.mzstatic.com/us/r30/Purple/v4/88/71/7a/88717a25-d374-697d-9b53-c3655b94395e/mzl.ompwzrjh.175x175-75.jpg>

Based in Sydney, Australia, indie developer Karina Ranaldi is a mother of two, who became interested in the design and development of kids educational apps after seeing her daughter develop such a passion for learning at such an early age. The future of her business will be to form a partnership with pre-schools and schools and work together to implement her apps within their educational syllabus. Copyright (C) 2012 Karina Ranaldi. All Rights Reserved. Apple, the Apple logo, iPhone, and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries. Other trademarks and registered trademarks may be the property of their respective owners.

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