

CAPIT Game Cards

Playing is Learning

INTRODUCTION

This document is titled: **CAPIT Games** in which we will teach you 5 different games you can play with our **CAPIT Game Cards**. These games can be played with an individual student, a small group of students, or with the entire class (tread with caution). These games are more than just fun. They are a learning opportunity. Play a different game every day. Invent your own games—but please let us know about them so we can share them with other teachers. It is important to limit these games to the Sounds and Letters that the students have learned. As time goes, you will be able to add more cards to the games, and the games will get longer and more fun.

TEACHABLE MOMENTS

In every game you play, there will be moments when students make errors. Those are the best moments to get the best teaching done. Please remember the following: **DO NOT CORRECT STUDENTS. DO NOT GIVE ANSWERS.** Let students find out they were wrong. Let students find out the correct answers. Instead, ask questions: “HHHMMM. Johnny thinks this letter makes a /t/ sound. With a show of hands, who agrees, and who disagrees?” Get a discussion going. Let Johnny own up. Let Johnny go to the **CAPIT Poster**, or the **Pocket Chart** in the app, and look it up, and correct himself.



CAPIT GAME CARDS



GAME 1: FIND THE SPELLING

Take some **CAPIT Game Cards**, just the **Letter Cards**, mix them up, and lay them on the floor facing up. Say a **Sound**, for example /t/, and ask a student to go find the **Spelling**. (“t” or/and “T”). The student should find the correct card, pick it up, and sit back down. He can lay the card in front of him where the other students can see it. Now call on another student to do the same. Repeat the process until the students have collected all the cards.

You can now reverse the process. Say: “The student with the /t/ **Spelling** should put their cards in the middle.” Repeat until all the cards are back on the floor.

GAME 2: FIND THE SPELLING AND THE MNEMONIC

Take the **CAPIT Game Cards**, both **Letter Cards** and **Mnemonic Cards**, mix them up, and lay them on the floor facing up. Say a **Sound**, for example /t/, and ask a student to go find the **Spelling**. (“t” or/and “T”). The student should find the correct card, and pick it up. Now ask the student to find the corresponding **Mnemonic Card**. The student should find the correct cards, pick them up, and sit back down. The student can lay the cards in front of him where the other students can see them. Now call on another student to do the same. Repeat the process until the students have collected all the cards.

You can now reverse the process. Say: “The student with the /t/ **Spelling** should put their cards in the middle.” Repeat until all the cards are back on the floor.

GAME 3: MEMORY GAME

Take about 4 to 6 **CAPIT Game Cards**, both **Letter Cards** and their corresponding **Mnemonic Cards**, and mix them up. Lay them on the floor facing down in a grid. Ask a student to flip one over, say the sound, and look for its match. A **Letter Card** should be matched with its corresponding **Mnemonic Card**, and vice versa.

A student that found a match, and got the sound right, may keep the pair. Now let another student have a chance.

If a student didn’t find a match, or got the sound wrong, have the students re-learn the sound, then put them both back on the floor.

When all the matches have been collected, put out another 4 to 6 **CAPIT Game Cards**, and play again. The reason you don’t want to put them all out at once is because it becomes impossible to remember where the matches are when you have to memorize a grid of 52 pairs.

GAME 4: MATCHING GAME

Take the **CAPIT Game Cards**, just the **Letter Cards**, mix them up, and lay them on the floor facing up. Keep the **Mnemonic Cards** in your hand. Call one student up. Give her a **Mnemonic Card**, and ask her to put it on its corresponding **Letter Card**. Once the student finds the match, the student should say the sound, and sit back down. Now ask another student to do the same.

This game can be reversed by putting the **Mnemonic Cards** on the floor, and having the students match them with the **Letter Cards**.

GAME 5: SAME SOUND (LOWERCASE & UPPERCASE GAME)

NOTE: This game should only be played once your students had ample time to get familiar with both Lowercase and Uppercase letters.

Take the **CAPIT Game Cards**, just the **Letter Cards**, both Lowercase and Uppercase, mix them up, and lay them on the floor facing up.

Say a **Sound**, for example /t/, and ask a student to go find every /t/ **Spelling** they can find, both “t” and “T.” The student should find the correct cards, pick them both up, and sit back down. He can lay the cards in front of him where the other students can see them. Now call on another student to do the same with a different **Sound**. Repeat the process until the students have collected all the cards. **NOTE:** The /k/ **Sound** has **4 Spelling Patterns**: c, C, k, K.

You can now reverse the process. Say: “The student with the /t/ **Spellings** should put their cards in the middle.” Repeat until all the cards are back on the floor.

SUGGESTIONS

If you have questions, comments, corrections, or ideas for games, please email us. We love feedback. Thank you.

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