

# Countdown to the end of the school year with CAPIT Reading



# 5. Switch Up the Warm Up

## CAPIT Freeze Dance

Our goal is that students always pronounce each phoneme clearly and deliberately. Please take a moment to review our [pronunciation guide](#). Keep practicing correct pronunciations by playing CAPIT freeze dance. Invite students to sing/dance/jump along with the CAPIT ABC Song. Call out freeze and stop the music if you hear any extra schwa or vowel sounds. Common offenders include /b/, /k/, /d/, /f/, /h/, /m/, /p/, and /w/. To unfreeze, practice the correct pronunciation and, for an extra challenge, ask them to call out the next sound in alphabetical order to continue the game.

## Heads Up

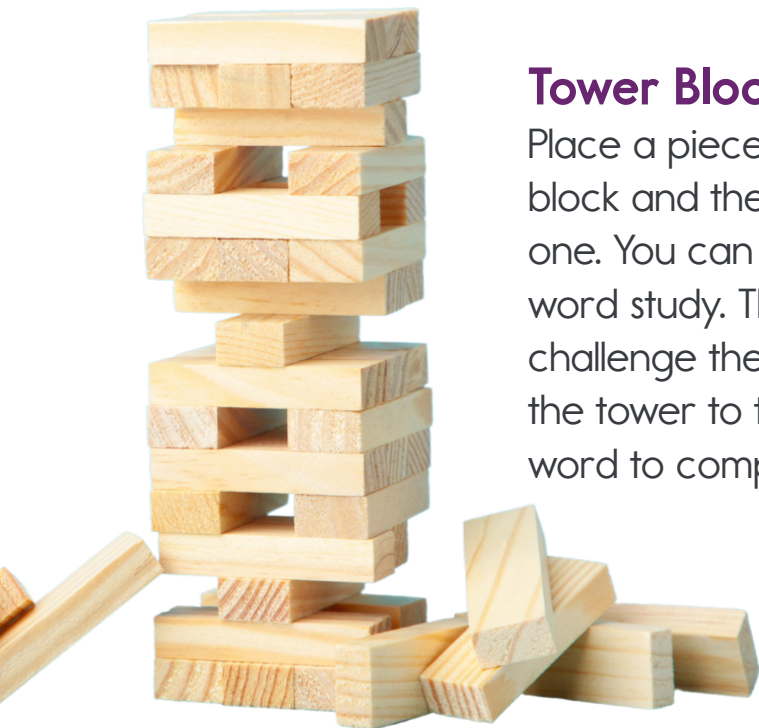
On cards, write either CVC words, multisyllabic words, or words with digraphs and diphthongs, depending on your students' skill level. Pick a student to hold a word card(s) without looking at it above their head. Instruct the class to say each sound in order. The contestant listens to each phoneme and is challenged to blend them to say the word out loud. A bonus point is given if they can also put it into a sentence. Don't let the fun stop there! Pop on a timer and see how many words and sentences can be created in a minute or two. Refer to your [Lesson Guides](#) for a list of words you can use for this game.



# 4. Motivate and Celebrate with Fun Friday's

## Boom Clap Snatch Game

This game is a fun and easy way to reward outstanding efforts in completing CAPIT lessons over the course of a week. Pair up your students and have them sit facing each other. Position 2 or 3 pieces of paper between them with either a letter or word written on them. The instructions are simple. When students hear the word “boom,” they pat their thighs; when they hear the word “clap,” they clap their hands. When they hear the targeted sound or word, students have to snatch the corresponding paper as quickly as they can. Who has the quickest reflexes? Create fun rhythms, pausing for anticipation and laughter. “Boom, boom, clap, clap, boom.../a/.”



## Tower Block Game

Place a piece of masking tape on the end/side of each block and then write a different letter or word on each one. You can select the letters and words from the CAPIT word study. Then stack the blocks into a tower, and challenge the students to remove blocks without causing the tower to tumble. Each student must read the letter or word to complete their turn. You can play this game with the whole class, in teams, or as a small group activity.

# 3. Elevate Engagement in Whole Group Lessons

## Memory Game

There are many educational activities you can do with the CAPIT Teacher Cards. One suggestion is to display the memory game on your board. Now divide students into teams, and invite a team member to come up and spell a word in a Spelling Test lesson. If they are successful, they can turn over two cards to try and find a match. When they do, their team gets to keep the matching cards. The student can check with their teammates for feedback or assistance before finally entering their responses.



# 2. Fast, Fun, and Fluency

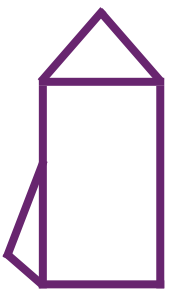
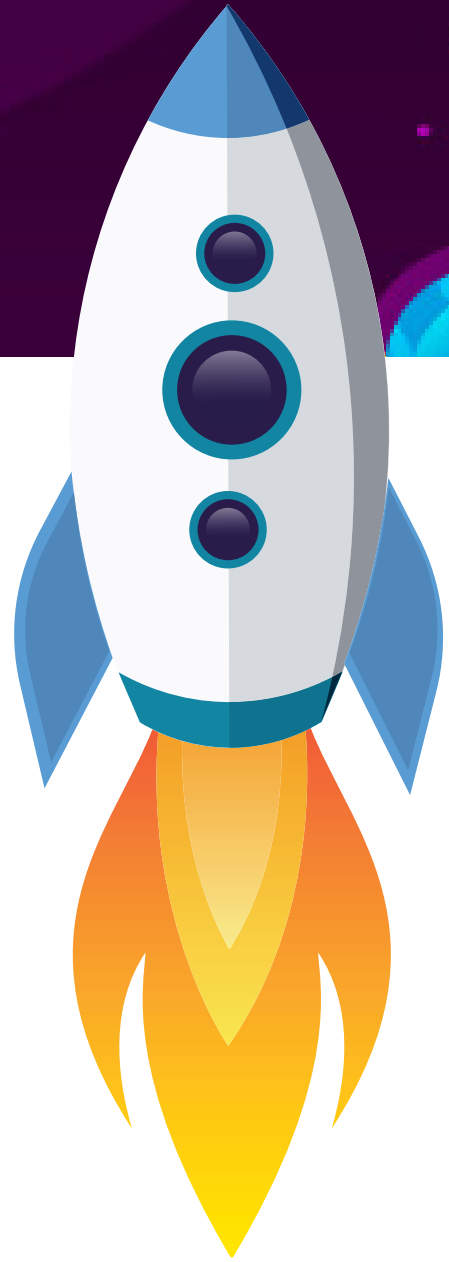
## The Buddy System

Providing opportunities for students to read and reread builds fluency, and large popsicle sticks or tongue depressors are perfect for this fluency practice. You can differentiate this fun “I read, you read” activity according to ability. Write VC words, CVC words, two-word phrases, short sentences, or words containing digraphs and diphthongs on large popsicle sticks. Distribute the sticks among the students and pop on an upbeat tune and get moving. When the music stops, students find the nearest friend. Each child reads their popsicle stick aloud to their partner, and then asks their partner to read it. When both sticks have been read, trade sticks and get ready to move to the music. Find the next partner when the music stops and repeat. You can switch this game up by writing pairs of words and having the students rotate until they find their matching buddy.



# 1. Blast Off

Have a blast, and be your own CAPIT Commander. Select the mission commander and invite them to choose a mystery CVC word (provide one if needed). Draw the number of blanks equal to the number of letters in the word. Teammates guess a sound in the word. If the player guesses correctly, the commander fills in the spelling. Add one part to the rocket ship drawing each time the sound chosen is not in the word. Who will win? Will the teammates guess the word, or will the commander complete the mission?



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Need assistance?  
Don't hesitate to contact us  
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We are always happy to help.