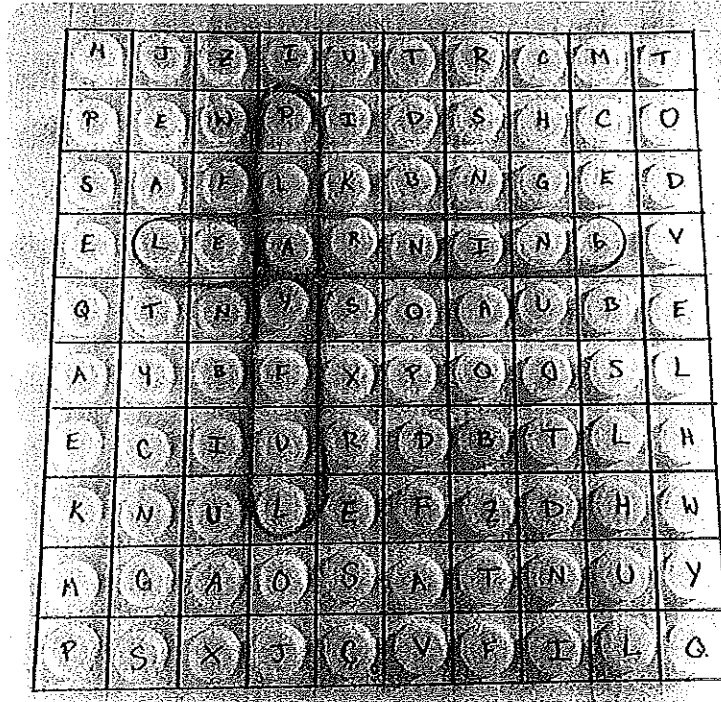


CAPWORDS



Making CapWords incorporates and utilizes: dexterity, letter-learning, literacy, planning

Playing CapWords utilizes: competition, decision-making, dexterity, literacy (e.g., spelling, vocabulary, word recognition), selective attention, sustained attention

Supplies:

- 100 plastic caps from 12–16-oz (354.9–473.2-mL) water bottles (preferably the same color)
- 10 pieces of string, 24 in (61 cm) long (more if needed)
- Permanent marker
- Pen
- Ruler
- 17-in x 20-in (43.2-cm x 50.8-cm) sheet of easel paper or recycled paper

To Make:

- Each bottle cap will have one letter written on the top of it in permanent marker. The breakdown of letters is as follows:

A: 9 caps	H: 2 caps	O: 8 caps	V: 2 caps
B: 2 caps	I: 9 caps	P: 2 caps	W: 2 caps
C: 2 caps	J: 1 cap	Q: 1 cap	X: 1 cap
D: 4 caps	K: 1 cap	R: 6 caps	Y: 3 caps
E: 12 caps	L: 4 caps	S: 4 caps	Z: 1 cap
F: 2 caps	M: 3 caps	T: 6 caps	
G: 3 caps	N: 6 caps	U: 4 caps	

To Play:

- Using the ruler and pen, begin by drawing a grid that is 15 in x 15 in (38.1 cm x 38.1 cm) on the large sheet of paper. The grid should be 10 squares x 10 squares, with each square measuring 1.5 in (3.8 cm).
- Make a list of desired words and, using the letters on the caps, fit them into the grid:
 - ▲ Only one cap can be placed in each box.
 - ▲ Remember that each new word can be placed independently or can build off of another word. For example, if the word “playful” is already on the grid, “learning” can be placed across it by using the same letter “A” cap.
 - ▲ Words may be placed vertically, horizontally, or diagonally. For more advanced players, words may orient forward or backward.
- When all words are placed, fill in the remaining squares with the rest of the caps.
- The puzzle solver now searches for the words using the list the creator made. When the solver finds a word, he or she will circle it by placing one string around it. The game ends when the solver finds all the words or gives up.

Suggestions:

- This is a great activity for spelling lessons.
- This can be used to familiarize students with vocabulary from various subjects.
- Create a number version in which students must find the sum, difference, product, and/or quotient of problems.

Variation:

1. Create a crossword: If caps are see through, place them in a bag and have each player choose seven caps. If caps are opaque, they can be turned upside down and placed to the side of the playing surface. Players take turns making words from their caps, with each new word connecting to the existing board. Note: The string is not necessary in this version, as the “finding” happens mentally before caps are placed on the board.