

Intervention Library

Each link below connects to the Florida Center for Reading Research library of interventions and student center activities. Below each link is a menu of what can be found within each link. Activities and interventions can be printed and used in conjunction with student planning for tier 1 and tier 2 as well as for differentiated instruction within respective classrooms.

Fourth / Fifth Grade Reading Book One – Advanced Phonics and Fluency

Advanced Phonics Part One

- **Variant Correspondences**
Homophone Bingo! pp. 1-9
Domino Duo pp. 10-15
Sound Choice pp. 16-27
Double Time pp. 26-39
Star Search pp. 40-47
Word-O-Matic pp. 48-54
The Write Word pp. 55-62

Advanced Phonics Part Two

- **Syllable Patterns**
Syllable Game pp. 1-7
Syllable Score pp. 8-15
Syllable Sort pp. 16-21
Syllable Swap pp. 22-31
Syllable Map-It pp. 32-42
Select Syllables pp. 43-48

Advanced Phonics Part Three

- **Morpheme Structures**
Compound Construction pp. 1-8
Inflection Reflection pp. 9-16
Affix Sort pp. 17-23
Four Word pp. 24-31
Affix Fit pp. 32-40
Embellished Words pp. 41-53
Root Hoot pp. 54-75
If the Clue Fits pp. 76-85
Word Way pp. 86-88

Fluency Part One

- **Word Parts**
Speedy Syllables pp. 1-18
Affix Whiz pp. 19-25
Root Rap pp. 26-33
Word Part Rush pp. 34-38
- **Words**
Quick Sort pp. 39-48
Give Me Five pp. 49-58
Read Speed pp. 59-67
Quick Words pp. 68-69 (Activity master p.2 &63)

Fluency Part Two

- **Phrases**
Fleeting Phrases pp. 1-8
Phrase Haste pp. 8-11
- **Chunked Text**
Reading Chunks pp.13-17
Division Decisions pp. 18-19
Chunk It Up pp. 20-22
- **Connected Text**
Practice and Read pp. 23-24
Reading Twosome p. 25
Reading Results pp. 26-30
Echo Echo p. 31
Follow My Lead 32-33
Cast of Readers pp. 34-36
Impressive Expressive p .37
Poetic License p. 38
Compu-Read p. 39
Read Along p.40
Fluent Reflections pp. 41-44

Book Two – Vocabulary and Comprehension

Vocabulary Part One

- **Word Knowledge**
Synonym Bingo! pp. 1-9

Antonym Dominoes pp. 10-15
Antonym Concentration pp. 16-22
Synonym-Antonym Creations pp. 23-29
Homograph Hook pp. 30-36
Homograph Hoorah! pp. 37-44
Homograph Go Fish pp. 45-53
Homophone Puzzle pp. 54-60

Vocabulary Part Two

- **Morphemic Elements**
Affix Concentration pp. 1-5
Meaningful Affixes pp. 6-16
Word Dissect pp. 17-22
Make It Meaningful pp. 23-28
Affix Game pp. 29-36
Rooting for Meaning! pp. 37-46
Getting to the Root of It pp. 47-53
Root-O! pp. 54-60

Vocabulary Part Three

- **Word Meaning**
Know or No pp. 1-3
Dictionary Cube pp. 4-9
Dictionary Digs pp. 10-13
Word Clues pp. 14-16
What Do You Mean? pp. 17-18
Defining Depictions pp. 19-21
Undercover Meanings pp. 22-25
All For One pp. 26-32
Ask-A-Word pp. 33-34
- **Word Analysis**
Word-by-Word pp. 35-44
Worn-Out Words pp. 45-51
Category Clues pp. 52-56
Category Tag pp. 57-62
Category Creations pp. 63-64
Compare Extraordinaire pp. 65-70
Now Featuring pp. 71-73
Analogy Soccer pp. 74-80

Vocabulary Part Four

- Words in Context
 - Pun Fun pp. 1-2
 - Hink Pink Think! pp. 3-11
 - Up With Words pp. 12-18
 - Choice Meanings pp. 19-23
 - Meaning Extender 24-29
 - Word Share pp. 30-32
 - Context Clues pp. 33-38
 - Get A Clue! pp. 39-41
 - Cloze Encounters p. 42
 - Looking For Meaning pp. 43-44
 - Word Winner pp. 45-48

Comprehension Part One

- **Narrative Text Structure**
 - Character Consideration pp. 1-5
 - Character Connections pp. 6-12
 - Check-A-Trait pp. 13-16
 - The Main Events pp. 17-21
 - Plotting the Plot pp. 22-28
 - Plot Plan pp. 29-33
 - Story Pieces pp. 34-37
 - Story Element Ease pp. 38-44
 - Story Mapping pp. 45-49
 - Side-by-Side Stories pp. 50-53
 - Retell Recap pp. 54-56
 - Retell Review pp. 57-61
 - Summary Step-Up pp. 62-64

Comprehension Part Two

- **Expository Text Structure**
 - Text Feature Find pp. 1-4
 - Detail Delight pp. 5-10
 - Distinguishing Details pp. 11-13
 - Main Idea Mania pp. 14-18
 - What's the Big Idea? pp. 19-22
 - In My Own Words pp. 23-24
 - Super Summary pp. 25-28
 - Write Cause or Effect pp. 29-36
 - Text Structure Sort pp. 37-42
 - Text Structure Reflection pp. 43-57
 - Research Roundup pp. 58-60

Comprehension Part Three

- **Text Analysis**
 - Fiction and Nonfiction Find pp. 1-4
 - Fact or Opinion Game pp. 5-10
 - Matter of Fact or Opinion pp. 11-17
 - More Incredible Inferences pp. 18-26
 - Inference Innovations pp. 27-30
 - What's the Purpose? pp. 31-36
 - Inquisitive Inquiries pp. 37-40

Comprehension Part Four

- **Monitoring for Understanding**
 - What Do You Know? pp. 1-5
 - Background Check pp. 6-8
 - Agree to Disagree pp. 9-14
 - Plenty of Predictions pp. 15-18
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