

Mystery Word Trail

A Prefix, Suffix, & Root Word Game

Designed to meet these objectives:

Language

- Students will use context clues and their knowledge of prefixes, suffixes, and root words to complete words and phrases.

This fast-paced, skill-building vocabulary game set includes enough materials for 15 pairs of students to play—at the same time! As students race to complete words on the game boards, they get valuable practice using prefixes, suffixes, and root words. And since each game board is different, students can play again and again!

What's Included

- 15 game boards with spinners
- 30 game pawns (15 red and 15 blue)

Before You Begin

Before letting students play the games, you will need to prepare the game board by attaching the spinner.

When students are ready to play the game, have each pair of students get a game board and 2 game pawns (one red and one blue).

Playing the Games

Before students play the games on their own, demonstrate the rules for the class. Hold up the game board and point out the word trail's start and finishing points.

Point out that each game board has 18 spaces. Seventeen of the spaces have a sentence that is missing a different root word, suffix, or prefix. The final space has 5 words that are missing either a prefix, suffix, or root word.



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 yrs.

Model how to check and see if a prefix, suffix, or root word works in a sentence. For example, use the first sentence on game board #1, “When the weather got cold, Mom poured ____-freeze into the radiator of her car.” Ask students what prefix, suffix, or root word might fit in that sentence. Have students write their ideas on the board or on paper. Then, have students look at the spinner for game board #1 to see which prefix, suffix, or root word works best. Repeat these steps as needed.

1. Have students choose game pawns and place them on “start.”
Players then take turns spinning the spinner and finding the first sentence that the prefix, suffix, or root word completes.
2. Once a player has located the nearest sentence, he moves to that space.
3. If a student is near the end of the game board and has spun an affix or root word that does not complete any of the remaining spaces, he must look at the final space and use what he has spun to complete one of the five words. If he completes the word correctly, he moves to the finish.
4. The first player to reach the finish wins!

Note: Prefixes, suffixes, and root words on the spinner may be used more than once to complete the game.

Once students are familiar with game play, they can play the games independently.

Meeting Individual Needs

ELL

Before students play the games, pre-teach the prefixes, suffixes, and root words that they will be using in the game. Make flash cards showing these word parts. Brainstorm different words that can be made using these affixes and root words. Discuss how each prefix, suffix, or root word makes or changes the meaning of the word. Allow students to use the flash cards as a reference during the game if needed.

Reteach/Extra Support

Meet with students who need extra support before they play the game. On a piece of paper, use the word parts on the spinner to brainstorm with students a list of all the words that would fit in each space. Make sure the words are not in order. Have students choose the answer for each game space based on the list of words. Allow them to use this list while playing the game.

Use the graphic organizer on page 4 of this guide to help students analyze and understand the meanings of different prefixes, suffixes, and root words.

Challenge

Have students write new sentences on sticky notes that include a suffix, prefix, or root word that is labeled on the spinner. Then, place these on top of the original sentences on the game board to create a new game.

Have students create new rules to make the game more challenging. For example: If one person lands on a space that is already occupied by his partner's pawn, the partner gets bumped back to the start of the game board. Or, in order to win the game, students must land on a sentence for each of the prefixes, suffixes, and root words on their spinner.

Graphic Organizer

Make a reproducible of the graphic organizer on page 4 of this guide to help students analyze word parts. Have students write each prefix, suffix, or root word in the appropriate column, then come up with examples of words that use that affix or root word. Next, discuss what the affix or root word means based on the meaning of the word. Use this information to write a definition.

Answer Key

For your convenience, we have included an illustrated answer key on the following pages. Each page has an image of a different game board with answers written into each blank. The key may be photocopied for student's use.

Analyzing Parts of Words

Prefix, Suffix, or Root Word	Examples of Words	Meaning