

## Prefix and Suffix Spin Board Games

Congratulations on your purchase of **Prefix and Suffix Spin Board Games**, a set of engaging games that gives students practice building words with common affixes.

### Objective

Add prefixes and suffixes to base words to make new words.

### Meeting the Standards

**Prefix and Suffix Spin Board Games** aligns with the Common Core State Standard for English Language Arts below. For alignment with other state standards, please refer to our website's Standards Match.

### Phonics and Word Recognition

**RF.2.3.d** Decode words with common prefixes and suffixes.

- This Really Good Stuff product includes:**

  - 2 Game Boards (*Recharge Our Planet* and *Colorful Connections*)
  - 2 Spinners
  - 8 Pawns
  - Storage Bag
  - This Really Good Stuff Instructional Guide

With the **Prefix and Suffix Spin Board Games**, students have fun while building words with common prefixes, suffixes, and base words. Each base word combines with multiple affixes, making it possible to build over 200 words. Through repeated play, students will learn important decoding strategies that will help them not only during the game but also in their independent reading and writing.

- Managing the Prefix and Suffix Spin Board Games**

  - Visit our website [www.reallygoodstuff.com](http://www.reallygoodstuff.com) to download Really Good Stuff Instructional Guides.
  - Demonstrate how to store the game parts when the activity is complete.

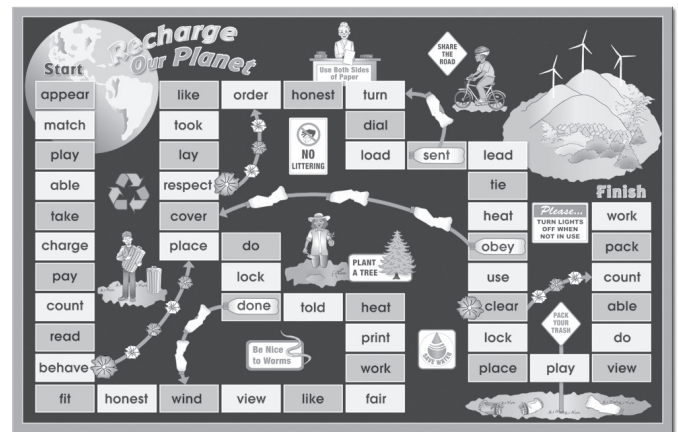
### Introducing the Prefix and Suffix Spin Board Games

The **Prefix and Suffix Spin Board Games** give students practice building words with the most common prefixes and suffixes. There are two game boards: one with base words that combine with prefixes (*Recharge Our Planet*) and one with base words that combine with suffixes (*Colorful Connections*). Each game board has a corresponding spinner with six prefixes or suffixes. Altogether, over 200 words can be made. The answer keys on the back of the game boards show all the possible combinations.

### Model the Game

To begin, explain that prefixes and suffixes are small parts of words that never stand alone. They combine with base words or roots to make new words with different meanings. Start with the game board that fits the needs of your students. If using the *Prefix Game Board, Recharge Our Planet*, find its corresponding *Prefix Spinner* and place it within reach of students. Place four game pawns on Start. Explain that the object of the game is to move forward by combining the prefixes on the spinner with a base word on the game path to make a new word. Point out that some spaces on the suffix and prefix boards direct players to either move forward (green) or backward (red).

Spin the arrow and have students read the prefix. Move the game pawn to the first space on the path, read the word, and ask students if it can combine with the prefix to make a real word (or attach the prefix to the base word and read it aloud, and then ask students if it is a real word). If it is a real word, write it as an equation on the recording sheet, and stay on that space. If it is not a real word, move to the next space, and again, read the base word and ask if it can combine with the prefix to form a real word. Continue along the path until you make and record a real word. Keep your pawn on that space.



Move to the next unoccupied space that makes a real word.



## Prefix and Suffix Spin Board Games

Have students practice taking turns forming and recording new words until they are familiar with the rules of play. The game is over when one player makes a word with the final base word on the path and reaches Finish. Review the new words made during play and talk about how the affixes affect word meaning. Show students how to check the answer keys on the backs of the game boards. The rules for the suffix game, *Colorful Connections*, are the same as that of the prefix game, making it easy for students to play both games independently.

### Challenge Version

For an advanced version of the **Prefix and Suffix Spin Games**, add an additional challenge. In the regular game, players move to the first unoccupied space that forms a real word. In the challenge version, if a player skips over a space with a base word that could have been used to form a real word, another player can declare a challenge. If the challenger is correct, Player 1 must return to his or her original space and the turn is over. If the challenger is incorrect, he or she loses a turn, and Player 1 stays on the space and records the new word.

### How to Use the Prefix and Suffix Spin Record Sheets

Show students how to record real words using the equations shown on the *Prefix and Suffix Spin Record Sheets*. Use the basic version or the advanced version of the record sheet and find the side that corresponds to the game being played. The basic version asks that students record the real words they make during the game in the form of addition equations. If playing *Recharge Our Planet*, students record the prefix in the first small box, add the base word in the next box, and then write the new word after the equal sign. If playing *Colorful Connections*, students record the base word first and then add the suffix to the small box, and record the new word after the equal sign. The advanced version of the record sheet follows the same format but has an additional ghosted box for each equation to add either a suffix to *Recharge Our Planet* words or a prefix to the *Colorful Connection* words. This challenges students to use knowledge from both games and build bigger words on their own.

### Prefix and Suffix Spin Board Games

2-4 students

**Object:** To build real words using affixes and reach Finish

**Materials:** *Game Board* and its corresponding *Spinner*, *Game Pawns*, *Prefix and Suffix Spin Record Sheets*

#### Directions:

1. Place the pawns on Start. Decide on the order of play.
2. Player 1 spins the arrow and reads the prefix or suffix. Player 1 moves space by space reading each base word, determining whether or not it can combine with the prefix or suffix spun to form a real word. Once a real word is made, the player stops and records it, and their turn is over. If the player lands on a space with a green or red arrow/paint splotch, the player records the word, and then follows the arrow, moving either forward (green) or backward (red).
3. Players take turns spinning the arrow and moving to the next space with a base word that combines with the prefix or suffix spun.
4. The game ends when one player makes a real word using the last base word on the game path.
5. Players turn over the game board and use the answer key to check their words for accuracy and correct mistakes as needed.

#### Challenge Version

Follow the steps above but add a challenge. If a player skips over a space with a base word that could have been used to form a real word, another player can declare a challenge. If the challenger is correct, Player 1 must return to their original space and the turn is over. If the challenger is incorrect, they lose a turn, and Player 1 stays on the space and records the new word.

Name \_\_\_\_\_

## Recharge Our Planet Prefix Game

prefix	+	base word	=	new word
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	

## Colorful Connections Suffix Game

base word	+	suffix	=	new word
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	

Name \_\_\_\_\_

## Recharge Our Planet Prefix Game

prefix + base word + suffix = new word

	+		+		=	
	+		+		=	
	+		+		=	
	+		+		=	
	+		+		=	
	+		+		=	
	+		+		=	
	+		+		=	
	+		+		=	
	+		+		=	

## Colorful Connections Suffix Game

prefix + base word + suffix = new word

	+		+		=	
	+		+		=	
	+		+		=	
	+		+		=	
	+		+		=	
	+		+		=	
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