Congratulations on your purchase of this Really Good Stuff® Prefix Spin Game—a fun and exciting way to reinforce the study of prefixes.

This Really Good Stuff® product includes:
- 30 base word cards; 2 wild cards
- Prefix Spinner
- This Really Good Stuff® Activity Guide

With the Prefix Spin Game, students have fun while making words with common prefixes and base words. Each base word combines with two to four prefixes, making it possible to make up to 84 words. Through repeated play, students will learn important word attack strategies that will not only help them during the game, but also in their independent reading and writing.

Assembling the Prefix Spin Game
Gently remove the spinner base from the arrow. Insert the spinner base into the hole in the printed spinner board. Then snap the arrow onto the spinner base.

Managing the Prefix Spin Game
- Photocopy the Prefix Spin Game Instructions.
- Laminate the instructions for repeated use.
- Provide four different colored markers or pencils for students to use during the game.
- Photocopy the Prefix Sorting Grid Reproducible, one copy per group of players.
- Demonstrate how to store the game parts when the activity is complete.

Introducing the Prefix Spin Game
The early study of prefixes and base words prepares students for more complex word study, giving them word attack strategies that can be used to analyze longer, unfamiliar words. By starting with the most common prefixes found in early reading materials, un-, mis-, dis-, re-, and over-, students learn how to analyze long yet unfamiliar words. Through word analysis, a word such as reuse (to use again), which students probably already know, becomes re- and use, thus unlocking the meaning of re- in a more difficult word such as recreate.

Explain that prefixes are small parts of words that never stand alone. They combine with base words to make new words with different meanings. For example, the verbs unpack (to do the opposite of pack), repack (to pack again), and overpack (to pack too much) mean something quite different than pack. By simply changing the prefix attached to any base word, new words with slightly altered definitions are formed.

Once students understand how to combine prefixes with base words to form new words and can describe how the meaning of the base word is affected by each change, they are ready to play the Prefix Spin Game.

Before playing the game, prepare copies of the Prefix Sorting Grid Reproducible for your students. Explain that the sorting grid will serve as a recording device for new words during play. Show the Prefix Spinner and practice spinning and making words. Talk about why re- appears twice on the spinner (it combines with almost all the base words of the deck.)

Model the game using the instructions on the next page until children are familiar with the rules and procedures and then allow students to play.
it as a literacy center. Photocopy the Prefix Spin Game instructions and make it available at the center. Have a student dictionary available to check questionable words.

### Prefix Spin Game Instructions

**Two to four players**

**Object of the game:** To make words by combining base words with common prefixes.

1. Prepare copies of the Prefix Sorting Grid Reproducible for your students. Have each player choose a colored marker or pencil and write his or her name at the top. Decide on the order of play.
2. Shuffle the base word cards and place them face down in the middle of the table. This will be the Draw pile.
3. Turn over the top card and place it face up next to the Draw pile.
4. The first player spins a prefix, such as re-. If the prefix can be added to the base word card to form a real word (such as replace), the player takes the card and records the whole word in the re column using his or her colored marker.
5. If that player spins a prefix that cannot be added to the base word to make a real word (such as over), then the next player spins and hopes to land on a prefix that will work with the base word. This continues until someone can form a word.
6. Once a player spins a prefix that can be combined with the base word, he or she records it on the grid and a new base word card is turned over for the next player.
7. The winner is the player with the most base word cards at the end of the game or the most words on the sorting grid.

### Variations:

- Require students to correctly use the new words formed in a sentence or give their definitions.
- To add some fun to the game, include the wild cards in the deck. When students choose a wild card they can add any base word to the prefix that works.

### Extensions

- **Partner Up:** Write each prefix and base word on a small piece of paper. Pass out the word parts so that each student has either a prefix or a base word. Have the students with a prefix card go to separate parts of the classroom. Give students with the base word cards time to match up with a prefix partner. Explain that each prefix is limited to five base word combinations. For example, only five students with base words that combine with re- can partner up with the student holding re-. Once each student with a prefix card has five base word partners, students say their new words. Start another round by telling students they must make a new word with their word part.

### Prefix Sorting Grid Reproducible

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<thead>
<tr>
<th>Name</th>
<th>re</th>
<th>mis</th>
<th>un</th>
<th>dis</th>
<th>over</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Words That Can Be Made From This Set</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>arm</td>
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<td>undo</td>
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<td>retold</td>
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<td>use</td>
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Prefix Frequency Meaning
un– 26% not; opposite of
re– 14% again; back
dis– 7% not
over– 3% above, beyond
mis– 3% wrong; not
Explain that prefixes are small parts of words that never stand alone. They combine with base words to make new words with different meanings. For example, the verbs unpack (to do the opposite of pack), repack (to pack again), and overpack (to pack too much) mean something quite different than pack. By simply changing the prefix attached to any base word, new words with slightly altered definitions are formed.

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Variations:

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Extensions

- Partner Up: Write each prefix and base word on a small piece of paper. Pass out the word parts so that each student has either a prefix or a base word. Have the students with a prefix card go to separate parts of the classroom. Give students with the base word cards time to match up with a prefix partner. Explain that each prefix is limited to five base word combinations. For example, only five students with base words that combine with re– can partner up with the student holding re–. Once each student with a prefix card has five base word partners, students say their new words. Start another round by telling students they must make a new word with a different prefix.

- Prefix Math: Photocopy and distribute the Prefix Math Reproducible to your students. Spin a prefix and have students record it on the prefix line of their addition equations. Have students draw a base word card and add it to the equation if it makes a real word. Complete the equation by writing the new word after the equal sign. To add some fun to the game, include the wild cards in the deck. When students choose a wild card they can add any base word to the prefix that works.

Words That Can Be Made From This Set

- arm – disarm, unarm, rearm
- belief – disbelief, misbelief, unbelief
- board – overboard, reboard
- cast – overcast, miscast, recast
- change – discharge, overcharge, recharge
- claim – disclaim, reclaim
- close – disclose, unclose
- count – discount, miscount, recount
- cover – discover, recover, uncover
- do – redo, undo
- draw – misdraw, redraw, redraw
- fit – misfit, refit, unfit
- formed – misformed, reform, formed
- hear – mishear, overhear, hear
- lay – overlay, relay, mislay
- learn – unlearn, relearn
- like – dislike, unlike
- load – overload, reload, unload
- match – mismatch, rematch
- order – disorder, reorder, reorder
- organize – disorganize, reorganize, unorganize
- pack – overpack, repack, unpack
- place – displace, misplace, replace
- play – display, misplay, overplay, replay
- print – misprint, overprint, reprint
- take – mistake, overtake, retake
- told – retold, untold
- took – mistook, overtook, retook
- turn – overturn, return
- use – misuse, misuse, overuse, reuse