
Make-a-Word Game Instructions

To prepare the game, follow these steps:

1. Split up the 60 blank index cards among your group members so everyone has the same number of cards to prepare.
2. Use the Make-a-Word Game Chart to make the cards. There are 20 prefixes, 20 root words, and 20 suffixes forming 20 different words. A set of three cards will form a complete word.
 - a. Each **prefix** should be written clearly in the middle of a card using a **blue marker**.
 - b. Each **root word** should be written clearly in the middle of a card using a **red marker**.
 - c. Each **suffix** should be written clearly in the middle of a card using a **green marker**.
 - d. The **definitions** of each word part should be written at the bottom of the card using a **regular pen**.
 - e. If the **spelling changes** when adding a suffix, as in *incompletion*, put an *X* through the *e* with a pencil as stated on the chart.
3. Decide who will prepare which word parts, trying to divide the work evenly so that when you are finished all 60 cards will be ready.

How to Play the Game

1. The object of the game is to put down the most sets of three cards that form complete words. Words with only one or two cards are not permitted.
2. The dealer mixes up the cards and gives each player five cards, then turns one card over on the table from the remaining pile, which is left upside down.
3. All players may refer to the Make-a-Word Game Chart throughout the game.
4. The first player either adds to the card that is face up with a word part that goes just before or after it, or puts down the prefix of a new word.
5. The player can put down another card or cards during the same turn if he or she can complete a word. The player can put down all three cards to complete a word in the same turn. The player then puts the complete word aside until the end of the game. When the player can no longer complete a word, the turn is over. At the end of each turn, the player takes more cards from the deck until he or she has five cards again.
6. If a player cannot add to any words on the table, has no complete words, and has no prefixes, he or she can skip the turn and instead exchange all five cards for five new cards if desired.
7. Words that are not on the chart may be put down as long as they use three cards. Spelling must be correct and a dictionary may be used for this without penalty. These words count for two points and the player should write down the word on the back of his or her chart to share with the class later.
8. When a complete word is put down, that player can receive an extra point for spelling the word correctly aloud to the group without looking at the word, and another extra point for giving a fairly good definition of the word. The dealer is in charge of keeping track of extra points.
9. Continue taking turns and putting down cards until there are no more cards or until the cards that are left do not form complete words.
10. With the exceptions noted above, each card set is worth a point. The player with the most points wins!