

Focus: Spelling

Game: “Captain Ball Prefix and Suffix”

Suggested Outcomes:

EN1-5A- uses a range of strategies, including knowledge of letter–sound correspondences and common letter patterns, to spell familiar and some unfamiliar words.

- Recognise common prefixes and suffixes and how they change a word's meaning (ACELA1455, ACELA1472)

Resources

- Medium sized ball for each group
- Hand-out and pen for each group

Instructions

- Activity is based on Captain Ball
- Students line up as if playing Captain Ball (see diagram below)
- Teachers gives a prefix e.g. auto
- As the first student (captain) passes the ball, students in line return the pass, saying a word that includes the given prefix e.g. automatic
- Ensure students remember the word they say for their turn
- When everyone has had a turn, team writes their words on their hand-out (see below).
- Repeat for any number of prefix or suffixes.

Extension

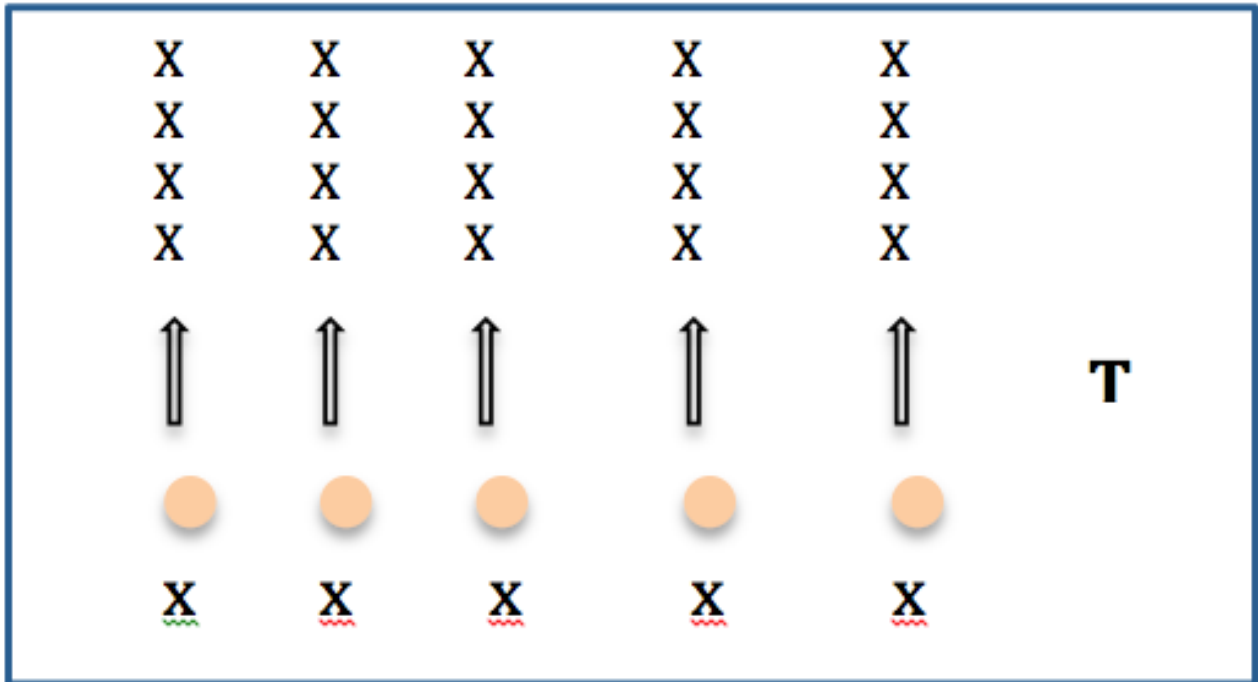
- Students can go through two rotations for a given prefix or suffix
- As another option, this activity could be done using word families.



Captain Ball Prefix and Suffix

Prefix	Words					
Auto-						
centi-						
Im-						
mid-						
Pre-						
re-						
Suffix	Words					
-able						
_ful						
_ish						
_ship						
_y						
_ism						

Diagram



KEY:	
Teacher	T
Students	X
Bean Bag	