

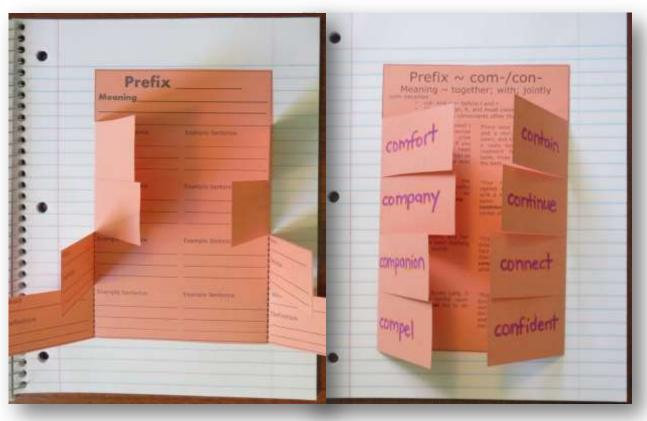
Prefix & Suffix Organizers

Three versions of this organizer are provided depending on the needs of your students.

- ❖ The first copy of the organizer is completely blank and may be used with any prefix you wish to practice. Students must write the prefix to be studied and the prefix's meaning in the top box. Next students write words beginning with the specified prefix, each word's definition, and an example sentence for each.
- ❖ Students write words beginning with the prefix listed at the top of the organizer and each word's definition. Sample sentences from *Peter Pan* are provided.
- ❖ The third copy of the organizer may be used as an answer key, for differentiated instruction, for students who were absent during instruction, or if you wish for the students to have the sentences already completed.

Instructions

- Print organizer onto colored paper.
- Have students cut the organizer out on the lines indicated.
- Fold the organizer on the dotted lines.
- Cut on the lines between the flaps up to the dotted lines so that the organizer opens one flap at a time.
- Label the outside of the flaps with words containing the prefix.



Prefix _____

Word	Example Sentence	Example Sentence	Word
Definition			Definition
	 		! ————————————————————————————————————
Word	Example Sentence	Example Sentence	Word
Definition	!		Definition
	<u> </u>		
Word	Example Sentence	Example Sentence	Word
Definition	i — — — — — — — — — — — — — — — — — — —		Definition
	<u> </u>		i ————————————————————————————————————
Word	Example Sentence	Example Sentence	Word
Definition	<u> </u>		Definition
	i !		

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Suffix _____

Word	Example Sentence	Example Sentence	Word
Definition	<u> </u>		Definition
	<u> </u>		
Word	Example Sentence	Example Sentence	Word
Definition	<u> </u>		Definition
	;		i ————————————————————————————————————
Word	Example Sentence	Example Sentence	Word
Definition	<u> </u>		Definition
	!—————————————————————————————————————		
Word	Example Sentence	Example Sentence	Word
Definition	<u> </u>		 Definition
	i ————————————————————————————————————		i
	į		<u> </u>

Prefix List for Words found in Peter Pan

Chapter	Prefix fore- (before)	Chapter	Prefix inter- (between, among, during, together)	Chapter	Prefix de- (reverse, remove, reduce, to do the opposite of)
4	forehead	1	interrupt	1	decay
15	unforeseen	6	interposed	2	demand
15	forecastle	8	interlopers	2	determine
16	forefinger	16	interviews	3	declare
				3	detect
	Other Examples		Other Examples	3	desist
	foreboding		interact	4	destruction
	forecast		intercom	5	deliver
	forefather		intercede	5	describe
	foreground		interfere	5	demeanor
	foremost		interim	7	depended
	forerunner		interject	8	deserted
	foresee		interlude	8	dejection
	foreshadowing		intermediate	10	devoted
	foresight		international	14	detestable
	foreword		intervene	14	degenerated
				16	depriving
				16	deserve
				17	depressed

Suffix List for Words found in Peter Pan

Chapter	-hood (state, quality, condition of)	Chapter	Suffix -some (characterized by a thing, quality, state, or action)	Chapt er	Suffix -ward (direction)
1	childhood	1	troublesome	2	afterward
5	neighborhood	4	fearsome	3	toward
12	manhood	5	handsome	3	forward
				4	upwards
	Other Examples		Other Examples	5	backwards
	adulthood		awesome	5	wayward
	boyhood		burdensome	7	awkward
	motherhood		adventuresome	16	inward(ly)
	priesthood		lonesome		
	brotherhood		mettlesome		Other Examples
	sisterhood		quarrelsome		homeward
	falsehood		cumbersome		eastward
	nationhood		foursome		westward
	livelihood		loathsome		backward

w w w w

Prefix Game Instructions

The game may be played by two to four players.

Instructions for Making the Games

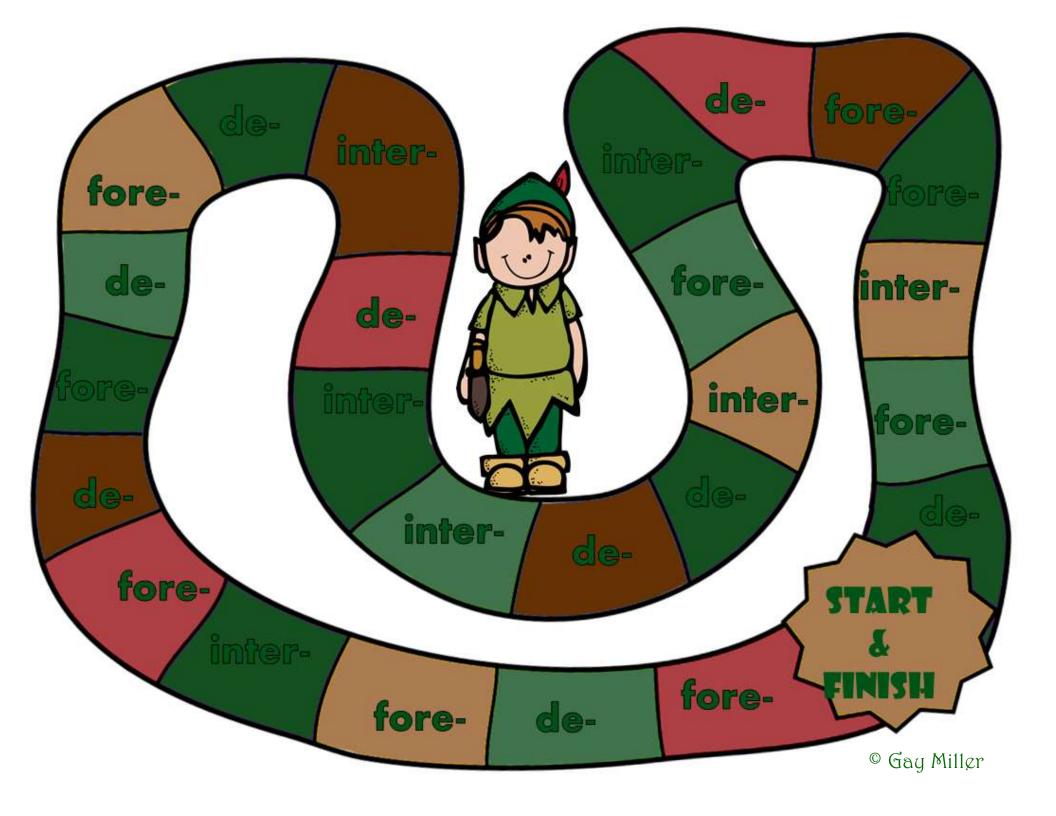
- Print the game boards, word cards, and answer keys onto heavy weight paper.
- Laminate for repeated use.

Instructions for Playing the Games

- Players determine who goes first with the roll of a dice.
- During a play, the player draws a card. The player must then look at the prefixes on the trail game and move his/her marker to the first space on the trail that forms a real word by adding the prefix from the game board to the root word that is on the card.
- If a player reaches the last few spaces of the trail and a real word cannot be formed, the player must wait and try again during his/her next turn.
- The first player to reach the finish line is the winner.

Prefix Game Answer Key

fore-	inter-	de-
forearm forebear foreboding forecast forefinger forefront forego foreground forehead foremast foremost forerunner foresight foretell forewarn foreword forethought foreleg forecastle forenoon	inter- interaction intercede interfere interim interject interlude intermediate international intervene intermission internet interpersonal intercept interstate intercept interstate intercept interview intertwine intersperse internal interloper interfile intergrade	deject delude demission decay decline decode decrease deduct deport depress defile deflect deform decapitate decompose detour deceive defraud deconstruct deprive dehydrate degrade denounce



arm	front	most	word
bear	go	runner	thought
boding	ground	sight	leg
cast	head	tell	castle
finger	mast	warn	noon

action	lude	net	view
cede	mediate	personal	twine
fere	national	rupt	sperse
im	vene	state	nal
ject	mission	cept	loper

cay	port	capitate	construct
cline	press	compose	prive
code	file	tour	hydrate
crease	flect	ceive	grade
duct	form	fraud	nounce

we we we we

Suffix Game Instructions

The game may be played by two to four players.

Instructions for Making the Games

- Print the word cards, spinners, and answer keys onto heavy weight paper.
- Laminate for repeated use.
- Cut out the spinner and playing cards.
- Add a spinner to the spinner boards.
- Print the student "Student Recording Page," one for each player.

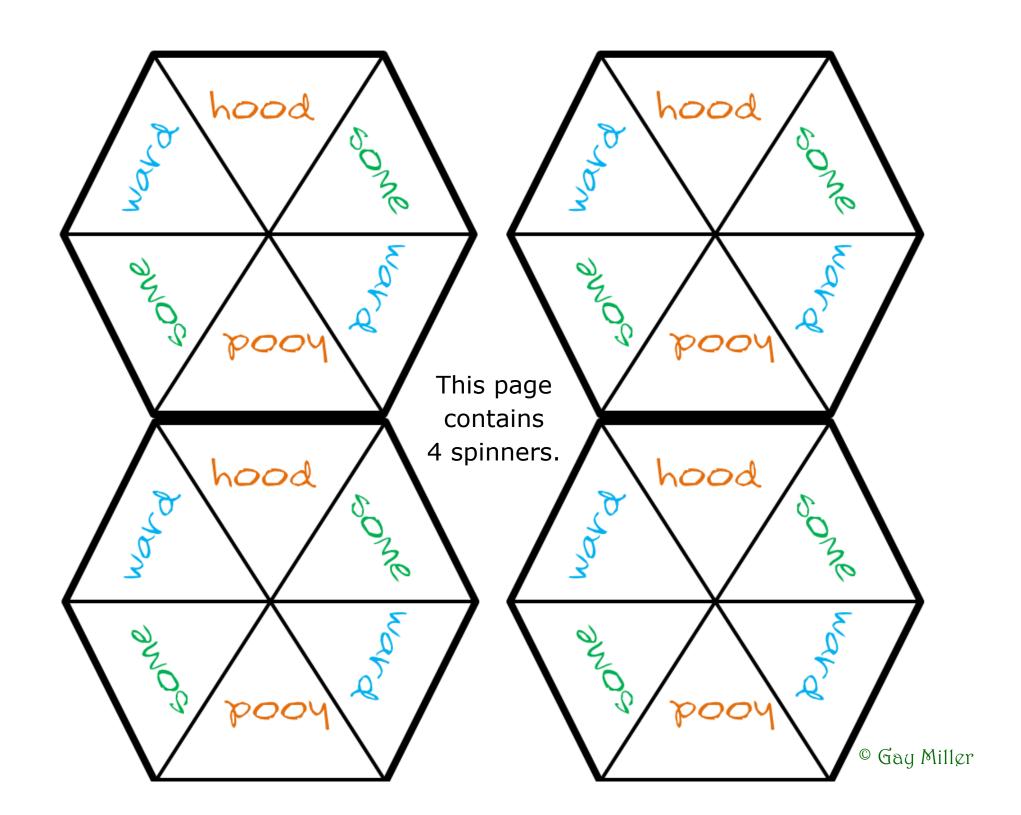
Instructions for Playing the Games

- Deal out five cards to each player. Place the remaining cards in the center of the playing area to use as a draw pile.
- Players determine who goes first with the roll of a dice.
- During a play, the player spins the spinner. The player must then look at the cards in his/her hand. If a real word can be made with a word from the player's hand and the suffix the spinner has landed on, the player writes the word on his/her chart. The used playing card is then added to the bottom of the draw pile.
- If a player can't make a word, the player must draw a card from the draw pile and add it to his/her hand.
- The object of the game is to be the first player to use all cards in his/her hand.

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Student Recording Page

-hood	-some	-ward





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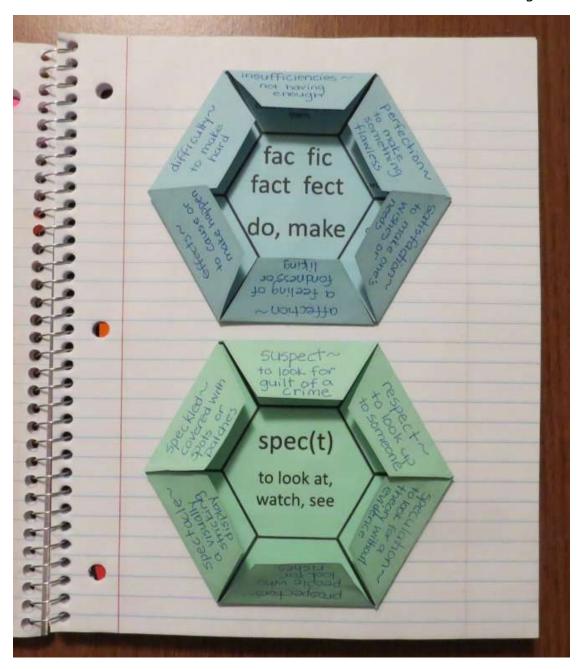


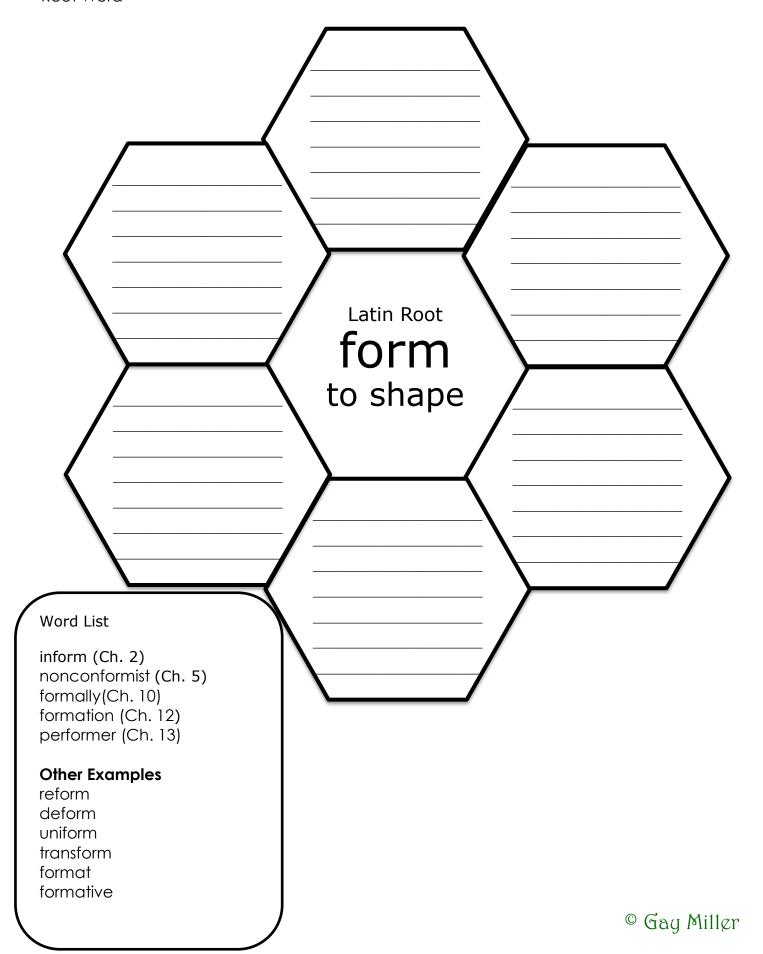
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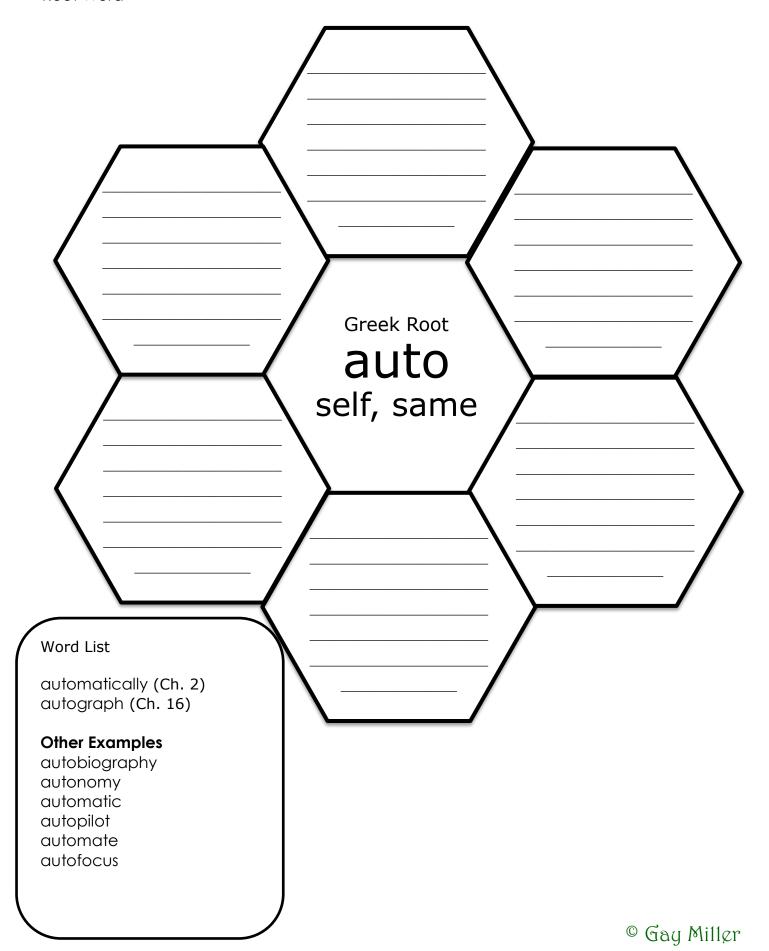
Root Words Organizer ~ Hexagon Fold

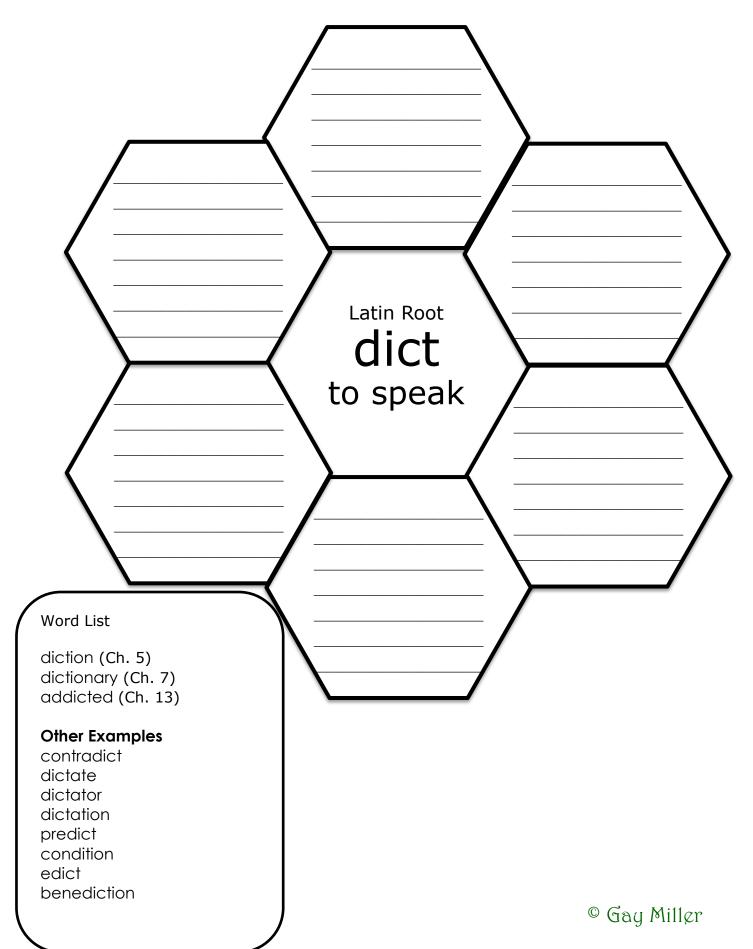
Instructions

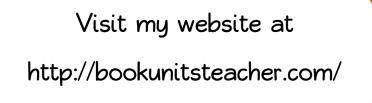
- o Print organizer onto colored paper.
- Have students cut the organizer out on the lines indicated.
- o After filling in the missing information, students will fold each hexagon in half.
- Students may label the outside of each flap with the word and its definition.
- o Students will write a sentence with the word on the inside of each hexagon.













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