

Vocabulary

# Crazy Eightstl Suffixes Set 2

**This Really Good Stuff® product includes:**

- 64 Crazy Eightstl Suffix Playing Cards
- This Really Good Stuff® Activity Guide

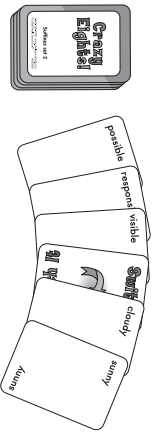
All activity guides can be found online:  
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 www.reallygoodstuff.com #303365  
 Made in Guangzhou, China

**Managing Crazy Eightstl Suffixes**

- Copy the Crazy Eightstl Suffixes Game Instructions. Laminiate the instructions for repeated use.
- When using the game at a literacy center, be sure to demonstrate how to store the playing cards and leave the center when the activity is complete.

Congratulations on your purchase of Really Good Stuff® Crazy Eightstl Suffixes—a fun and exciting way for students to build vocabulary and practice their word-attack skills.

With **Crazy Eightstl Suffixes**, students can play games that will help them read words with six of the most frequently occurring suffixes. Through repeated play, students will learn to identify common suffixes, decode longer words, and apply their word-attack skills in a fun environment. **Crazy Eightstl Suffixes** is an excellent way to reinforce your advanced word study instruction.



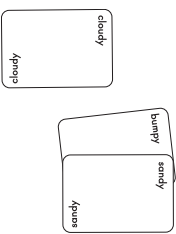
**Introducing the Crazy Eightstl Suffixes Playing Cards**

Suffix study is an essential part of vocabulary development as it helps students make the connection between spelling and meaning. Like prefixes, suffixes can modify the meaning of base words, but they can also indicate how words are being used. For example, adding a y to a noun modifies its function making it an adjective, as in *cloudy*. These clues help students decode longer words and increase fluency

and reading comprehension. After studying the most frequently occurring suffixes in the first set of **Crazy Eightstl Suffixes**, continue the learning with **Set 2 of Crazy Eightstl Suffixes**, which features the suffixes *ible*, *able*, *y*, *less*, *ment* and *ion*. Refer to the table at right for a sequence of suffix study and align it with other **Crazy Eightstl** games.

Crazy Eightstl Suffix Set 1		Frequency
Suffix	Meaning	
-ed	used to form past tense	20%
-ing	action or process	14%
-ly	in a specified manner	7%
-er, -or	one who	4%
-ion	state or quality of, result of an act	4%
Crazy Eightstl Suffix Set 2		Frequency
Suffix	Meaning	
-ible, -able	is, can be	2%
-y	characterized by; full of	1%
-less	without, missing	1%
-ment	state or condition; result of an action	1%
-ful	full of	1%

Introduce the **Crazy Eightstl Suffix** game to your group by explaining that the deck includes cards with words that have the most common suffixes, eight **Switch It!** Cards, and two **Skip It!** Cards. There are nine word cards for each suffix, giving students repeated exposure to and practice with unlocking the meaning of words with common suffixes. The idea of the game is to match the suffix of the word on the table with that of the players' cards. If that is not possible, students can change it to a different suffix by putting down a **Switch It!** Card. Players must say the suffix and read each word as they put down a card. For example, if the player's card is *cloudy*, the player says, "y, like in *cloudy*," before putting down the card. This reinforces the chunking of word parts and keeps all students on track.



"y, like in *cloudy*"

**Switch It! and Skip It! Cards**

- **Switch It! Cards:** Players use each of the eight **Switch It! Cards** in the deck to change the suffix that needs to be matched. For example, if a player already draws or has a **Switch It! Card** along with *enjoyment*, *agreement*, *environment*, and *cheerful* in hand, and the top card of the playing pile is *cloudy*, the player can use the **Switch It! Card** to change the suffix that players must match. The player puts down the **Switch It! Card** and the **agreement** card and players continue by matching the *ment* in **agreement**.
- **Skip It! Cards:** Players use the two **Skip It! Cards** in the deck when they cannot play a word card and do not have a **Switch It! Card**. For example, if a player draws or has a **Skip It! Card** along with four words with the suffix *able*, and the top card on the playing pile is *agreement*, the player can put down the **Skip It! Card**. Play continues using the **agreement** card.

Model the game using the instructions below until students are familiar with the rules and procedures, and then allow them to play it at a literacy center. Copy the *Crazy Eightsl Suffixes Game Instructions* and make it available at the center. Assign an aide or student volunteer to deal the cards and oversee the game, making sure each player says every word aloud.

### Crazy Eightsl Suffixes Game Instructions

Two to six players

*Object of the game: To use all the cards in your hand by matching suffixes and go out first.*

1. Shuffle the deck and deal five cards to each player. Have students read their cards to themselves before the game begins. Decide on the order of play.
2. Place all the remaining cards in a stack facedown in the middle of the table. This stack will be the Draw pile.
3. Turn over the top card and place it faceup next to the Draw pile.
4. The first player reads this card by saying the suffix and then reading the word, for example, "ment, like in agreement." If Player 1 has a card that matches the suffix, they place it on top of the pile saying, "ment, like in apartment." If the player does not have a card that matches that suffix, he or she draws a new card. If the card picked is a match, Player 1 can put it down; if not, the player keeps the card and the turn is over.
5. If the player does not have a match but has a *Switch It! Card*, the player can change the suffix being matched. For example, if the playing pile has apartment on top and the player has *cheerful, careful, powerful*, and *hopeless* in hand, a *Switch It! Card* could be used to change the suffix to *ful* as in *cheerful*, and the *cheerful* card becomes the new card on top of the Playing pile.
6. If the player does not have a match but has a *Skip It! Card*, the player can put it down. Play continues using the suffix of the word before the *Skip It! Card*.
7. Players take turns matching the suffixes and reading the words aloud. If necessary, shuffle the Playing pile, turn it over and continue playing until one player is out of cards.
8. The first player without any cards is the winner.

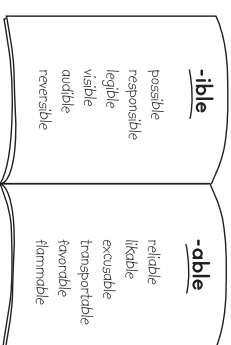
- Variations:**
- Add difficulty and extend play by including fewer *Switch It! Cards*.
  - Have students say if an *e* must be dropped or a consonant doubled when adding a suffix.

### Extensions

- Add extra oral language practice:
- Select a playing card and read it to your group. Have students, working in pairs, come up with a sentence that uses the targeted word. Have each pair of students take turns sharing their sentences.
  - Draw from a Hat – Say and display a suffix from this set of playing cards. Have students pull base words out of a hat and say whether they can make a new word with the base and suffix.
- Add extra written practice:
- My Suffix Book – Provide personalized suffix recording books for the students to use for practice and reference.

### Related Really Good Stuff® Products:

- Crazy Eightsl Prefixes Set 1 (#303348)
- Crazy Eightsl Prefixes Set 2 (#303352)
- Crazy Eightsl Suffixes Set 1 (#303357)
- Crazy Eightsl Greek Roots (#303359)
- Crazy Eightsl Latin Roots (#303354)



ible	able	y	less	ment	ful	
possible	acceptable	cloudy	hopeless	enjoyment	cheerful	Switch It!
responsible	reliable	sunny	useless	environment	sorrowful	Switch It!
legible	likable	sandy	careless	apartment	careful	Switch It!
visible	excusable	chilly	powerless	agreement	powerful	Switch It!
audible	transportable	windy	endless	engagement	hopeful	Switch It!
reversible	favorable	grouchy	painless	judgment	fearful	Switch It!
flexible	flammable	sweaty	tasteless	basement	truthful	Switch It!
incredible	reusable	greasy	homeless	government	thoughtful	Skip It!
credible	recyclable	bumpy	cordless	development	respectful	Skip It!