

Vocabulary

Crazy Eightstl Prefixes Set 1

This Really Good Stuff® Product includes:

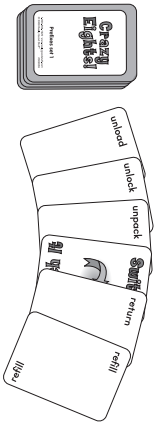
- 64 Crazy Eightstl Prefixes Playing Cards
- This Really Good Stuff® Activity Guide

All activity guides can be found online:

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

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



Introducing Crazy Eightstl Prefixes Playing Cards

After mastering single-syllable words, students are ready to look at longer words made up of small parts. Prefix study is an essential part of vocabulary development as it provides a direct link from spelling to meaning. A prefix attaches to a base word and modifies its meaning in a predictable way. **Crazy Eightstl Prefixes** features

Managing Crazy Eightstl Prefixes

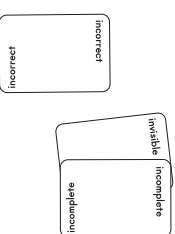
- Copy the Crazy Eightstl Prefixes Game Instructions. Laminate the instructions for repeated use.
- When using the game at a literacy center, be sure to demonstrate how to store the Playing Cards and leave the center when the activity is complete.

six of the most frequently occurring prefixes in the English language—un, re, in, im, dis, and over. The non-threatening, playful nature of **Crazy Eightstl** helps students make a reliable connection between spelling and meaning, giving them word-attack strategies for breaking down longer, unfamiliar words. Refer to the table, right, to sequence prefix study and align it with other **Crazy Eightstl** games.

Prefix	Meaning	Frequency
un	not, opposite of	26%
re	again, back	14%
in, im	not, opposite of	11%
dis	not, opposite of	7%
over	too much	3%

Prefix	Meaning	Frequency
en	cause to	4%
non	not, opposite of	4%
sub	under	3%
inter	between, among	3%
pre	before	3%
mis	wrongly	3%

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



"In, like in *incorrect*, means *not correct*."

Switch It! and Skip It! Cards

- **Switch It! Cards:** Players use each of the eight **Switch It!** Cards in the deck to change the prefix that needs to be matched. For example, if a player already draws or has a **Switch It!** Card along with *disrespect*, *disloyal*, *displace*, and *overgrown* in hand, and the top Card of the Playing pile is *incorrect*, the player can use the **Switch It!** Card to change the prefix that players must match. The player puts down the **Switch It!** Card and the *disrespect* Card and players continue by matching the *dis* in *disrespect*.

- **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 prefix *re*, and the top card on the Playing pile is *disrespect*, the player can put down the **Skip It!** Card. Play continues using the *disrespect* 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 Eightstl Prefixes Game Instructions* and make them 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 Eightstl Prefixes Game Instructions

Two to six players

Object of the game: To use all the Cards in your hand by matching prefixes 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 prefix, reading the word, and then stating its meaning, for example, "dis means the opposite of. Disrespect means the opposite of respect." If Player 1 has a Card that matches the prefix, he or she places it on top of the pile saying, "dis like in disagree means to not agree." If the player does not have a Card that matches that prefix, 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 prefix being matched. For example, if the Playing pile has disagree on top and the player has overact, override, oversee, and impossible in hand, a Switch It! Card could be used to change the prefix to over as in overact, and the overact 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 prefix of the word before the Skip It! Card.
7. Players take turns matching the prefixes 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.
- Focus on fewer prefix categories by removing some of the Cards.

Extensions

Add extra oral language practice:

- Pass out one Playing Card to each student. Have students read their Cards and find their prefix partners. Have each group make up a sentence that uses the words on their Cards.

Add extra written practice:

- After the game, distribute a sorting grid with four columns. Have students label each column with a prefix, its meaning, and a sample word. For example, in the first column, students could write un, with the definition not, the opposite of, and the sample word undo. Have students use the classroom library to do a word hunt alone or in pairs. Set a time limit and see how many words each student pair can find and write. Review the lists, eliminating any words that are repeated. Make a large four-column class grid using butcher paper, and add all student words to the grid.

un not undo	re again redo	in not opposite of invisible	im not opposite of imperfect
unload unpack	review retake	inhumane indirect	impossible impolite

Related Really Good Stuff® Products:

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

Crazy Eightstl Prefixes Card List

un	re	in	im	dis	over	
unlock	return	invisible	imperfect	disrespect	overgrown	Switch It!
unload	refill	inhuman	impossible	disable	override	Switch It!
unpack	research	incorrect	immature	dialogal	overall	Switch It!
untie	review	indirect	immortal	discover	overall	Switch It!
unfold	rewrite	inactive	imbalance	displace	overjoy	Switch It!
uncover	recover	incomplete	impractical	discomfort	overlap	Switch It!
uncommon	recycle	insane	impersonal	discolor	oversee	Switch It!
unable	replay	informal	impolite	disappear	overdone	Skip It!
unsure	recall	injustice	immobile	disagree	overcome	Skip It!

Vocabulary Crazy Eights! Prefixes Set 2

This Really Good Stuff®
product includes:

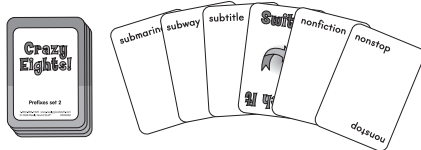
- 64 Crazy Eights! Prefixes Playing Cards
- This Really Good Stuff® Activity Guide

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

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



Introducing Crazy Eights! Prefixes Playing Cards

Prefix study is an essential part of vocabulary development as it provides a direct link from spelling to meaning. After studying the most frequently occurring prefixes in the first set of **Crazy Eights! Prefixes**, continue the learning with **Set 2** of **Crazy**

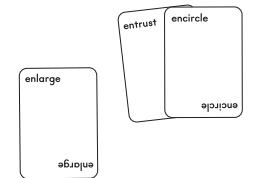
Managing Crazy Eights! Prefixes

- Copy the *Crazy Eights! Prefixes Game Instructions*. Laminate 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.

Eights! Prefixes, which features the prefixes *sub, en, inter, non, pre, and mis*. The nonthreatening, playful nature of *Crazy Eights!* helps students make an important connection between spelling and meaning, giving them word attack strategies for breaking down longer unfamiliar words. Refer to the table to the right to sequence prefix study and align it with other *Crazy Eights!* games.

Introduce the **Crazy Eights! Prefixes** game to your group by explaining that the deck includes *Cards* with words that have common prefixes, eight *Switch It! Cards*, and two *Skip It! Cards*. There are nine word *Cards* for each prefix, giving students repeated exposure to and practice with unlocking the meaning of words with common prefixes. The idea of the game is to match the prefix of the word on the table with that of the players' *Cards*. If that is not possible, students can change it to a different prefix by putting down a *Switch It! Card*. Players must say the prefix, read each word, and say its meaning as they put down a *Card*. For example, if the player's *Card* is *enlarge*, the player says, "The prefix *en* means to make. *Enlarge* means to make large" before putting down the *Card*. This reinforces the recognition and meaning of the prefixes and keeps all students on track.

Crazy Eights! Prefixes Set 1		
Prefix	Meaning	Frequency
un	not, opposite of	26%
re	again, back	14%
in, im	not, opposite of	11%
dis	not, opposite of	7%
over	too much	3%
Crazy Eights! Prefixes Set 2		
Prefix	Meaning	Frequency
en	cause to	4%
non	not, opposite of	4%
sub	under	3%
inter	between, among	3%
pre	before	3%
mis	wrongly	3%



"en, like in *enlarge*, means to make large"

Switch It! and Skip It! Cards

- **Switch It! Cards:** Players use each of the eight *Switch It! Cards* in the deck to change the prefix that needs to be matched. For example, if a player already draws or has a *Switch It! Card* along with *mislead, misunderstand, mistake, and preschool* in hand, and the top *Card* of the *Playing* pile is *enlarge*, the player can use the *Switch It! Card* to change the prefix that players must match. The player puts down the *Switch It! Card* and the *misunderstand Card* and players continue by matching the *mis* in *misunderstand*.
- **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 prefix *inter*, and the top *Card* on the *Playing* pile is *misunderstand*, the player can put down the *Skip It! Card*. Play continues using the *misunderstand 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 Eights! Prefixes Game Instructions* and make them 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 Eights! Prefixes Game Instructions

Two to six players

Object of the game: To use all the Cards in your hand by matching prefixes 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 prefix, reading the word and then stating its meaning, for example, “*mis*, like in *misunderstand*, means to wrongly understand.” If Player 1 has a *Card* that matches the prefix, they place it on top of the pile saying, “*mis* means the wrong way. *Mislead* means to lead the wrong way.” If the player does not have a *Card* that matches that prefix, 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*, they can change the prefix being matched. For example, if the Playing pile has *mislead* on top and the player has *nonfiction*, *nonviolent*, *nonsmoking*, and *precook* in hand, a *Switch It! Card* could be used to change the prefix to *non* as in *nonfiction*, and the *nonfiction 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 prefix of the word before the *Skip It! Card*.
7. Players take turns matching the prefixes 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*.
- Add difficulty by including more prefixes. Use *Cards* from the **Crazy Eights! Prefixes Playing Cards Set 1**.

Extensions

Add extra oral language practice:

- After playing the game, select a *Card* and say it aloud with the prefix missing. For example, for *enlarge*, replace the prefix with *blank*: “*blank – large*”. Have students say the correct prefix that combines with *large* along with the complete word *enlarge*.

Add extra written practice:

- Write each prefix on an index card. Select one, set a timer, and have students write as many words as possible using that prefix.



pre

preview
preschool
predict
prepare
prevent
preteen

Related Really Good Stuff® Products:

- Crazy Eights! Prefixes Set 1 (#303348)
- Crazy Eights! Suffixes Set 2 (#303365)
- Crazy Eights! Greek Roots (#303359)
- Crazy Eights! Latin Roots (#303354)

Crazy Eights! Prefixes Card List

sub	en	inter	non	pre	mis	Switch It!
submarine	enlarge	interact	nonfiction	preview	mislead	Switch It!
subway	enforce	interrupt	nonviolent	preschool	misunderstand	Switch It!
subconscious	enjoy	intervene	nonsmoking	precook	mistake	Switch It!
subtitle	enlist	intercept	nonstick	predict	misplace	Switch It!
substandard	encircle	interchange	nonstop	prepare	mismatch	Switch It!
suboceanic	enclose	international	nonfat	prevent	misspell	Switch It!
subtotal	endanger	intersect	nonsense	prepay	misuse	Switch It!
submerge	entrust	interject	nonprofit	preteen	misbehave	Skip It!
subsoil	enable	interfere	nondairy	preset	misguide	Skip It!

Vocabulary

Crazy Eightst!

Latin Roots

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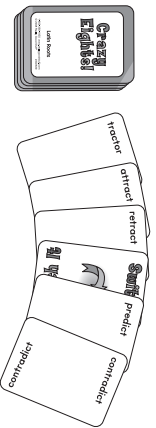
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Congratulations on your purchase of Really Good Stuff® Crazy Eightst! Latin Roots—a fun and exciting way for students to build vocabulary and practice their word-attack skills.

With **Crazy Eightst! Latin Roots**, students can play games that will help them read words and easily recognize six frequently occurring Latin roots. Through repeated play, students will learn to quickly identify these roots, decode longer words, and apply their word-attack skills in a fun environment. **Crazy Eightst! Latin Roots** is an excellent way to reinforce your advanced word-study instruction.



Introducing Crazy Eightst! Latin Roots Playing Cards
 Root study is an essential part of vocabulary development as it provides a direct link from spelling to meaning. The knowledge of Greek and Latin roots helps students to unlock the meaning of longer, unfamiliar words and expand their

Managing Crazy Eightst! Latin Roots

- Copy the Crazy Eightst! Latin Roots Game Instructions. Laminate 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.

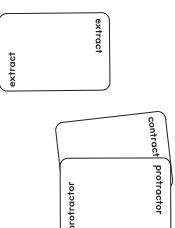
vocabulary. On each *Playing Card* there is a word that contains a root in the beginning, middle, or ending position. Students must use their word-study skills to identify each root and define each word.

Crazy Eightst! Latin Roots

Roots features words with common roots found at the intermediate level. Refer to the table, right, for a list of roots and their meanings found in the *Crazy Eightst!* games.

Latin Root	Playing Cards	Greek Root	Playing Cards
Root	Meaning	Root	Meaning
tract	to drag, draw, or pull	graph	to write
spect	to look or see	bio	life
port	to carry	metr	measure
dict	to speak	phon	sound
scrib	to write	hydr	water
rupt	to break	cycl	circle, wheel

Introduce the **Crazy Eightst! Latin Roots** game to your group by explaining that the deck includes *Cards* with words that all contain six common roots, eight *Switch It!* *Cards*, and two *Skip It!* *Cards*. There are nine word *Cards* for each root, giving students repeated exposure to and practice with unlocking the meaning of words based on their root knowledge. The idea of the game is to match the root of the word on the table with that of the players' *Cards*. If that is not possible, students can change it to a different root by putting down a *Switch It!* *Card*. Players must say the root and read each word as they put down a *Card*. For example, if the player's *Card* is *tract*, the player says, "tract, like in *extract*," before putting down the *Card*. This reinforces the recognition of the roots and keeps all students on track.



"tract, like in *extract*"

Switch It! and Skip It! Cards

• **Switch It! Cards:** Players use each of the eight *Switch It!* *Cards* in the deck to change the root that needs to be matched. For example, if a player already draws or has a *Switch It!* *Card* along with *describe*, *prescribe*, *inscribe*, and *predict* in hand, and the top *Card* of the *Playing Pile* is *extract*, the player can use the *Switch It!* *Card* to change the root that players must match. The player puts down the *Switch It!* *Card* and the *describe Card* and players continue by matching the scrib in *describe*.

• **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 root *dict*, and the top *Card* on the *Playing Pile* is *describe*, the player can put down the *Skip It!* *Card*. Play continues using the *describe 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 Eightst! Latin Roots 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 Eightst! Latin Roots Game Instructions

Two to six players

Object of the game: To use all the Cards in your hand by matching Latin roots 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 root and reading the word, for example, "scrib like in describe." If Player 1 has a Card that matches the root, he or she places it on top of the pile saying, "scrib like in subscribe." If the player does not have a Card that matches that root, the player draws a new Card. If the Card picked is a match, Player 1 can put it down; if not, Player 1 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 root being matched. For example, if the Playing Pile has *subscribe* on top and the player has *spectacle*, *respect*, *suspect*, and *contract* in hand, a Switch It! Card could be used to change the root to *spect*, as in *spectacle*, and the *spectacle* 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 root of the word before the Skip It! Card.
7. Players take turns matching the roots 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.
- Add difficulty by having players state the meaning of each word as they put down a Card.

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.
- Add extra written practice:
- Write each Latin root on an index card. Select one, set a timer, and have students write as many words as possible using that root.



dict
 predict
 prediction
 dictionary
 contradiction
 dictate

Related Really Good Stuff® Products:

- Crazy Eightst! Prefixes Set 1 (#303348)
- Crazy Eightst! Prefixes Set 2 (#303352)
- Crazy Eightst! Suffixes Set 1 (#303357)
- Crazy Eightst! Suffixes Set 2 (#303365)
- Crazy Eightst! Greek Roots (#303359)

Crazy Eightst! Latin Roots Card List

tract	spect	port	dict	scrib	rupt	
attract	inspection	portable	dictionary	describe	interrupt	Switch It!
retract	spectator	transportation	predict	prescribe	disruption	Switch It!
traction	spectacle	transport	dictation	inscribe	corrupt	Switch It!
tractor	respect	export	contradict	scribble	erupt	Switch It!
protractor	perspective	import	dictator	transcribe	rupture	Switch It!
distraction	retrospect	deport	verdict	indescribable	bankrupt	Switch It!
contraction	disrespect	importation	diction	describable	abrupt	Switch It!
extract	inspector	exportation	prediction	subscribe	interruption	Skip It!
contract	suspect	support	contradiction	circumscribe	disrupt	Skip It!

Vocabulary

Crazy Eightstl Suffixes Set 1

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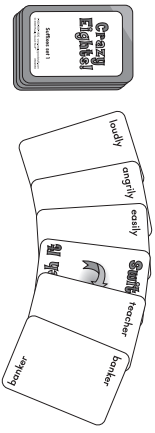
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With **Crazy Eightstl Suffixes**, students can play games that will help them read words with six of the most frequently occurring suffixes. Through repeated play, students will learn to identify common suffixes, decode longer words, and apply their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



Managing Crazy Eightstl Suffixes

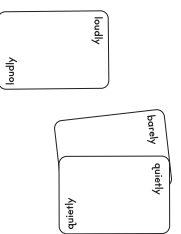
- Copy the *Crazy Eightstl Suffixes Game Instructions*. Laminate the instructions for repeated use.
- When using the game at a literacy center, be sure to demonstrate how to store the playing cards and leave the center when the activity is complete.

Introducing 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, *ed* indicates past tense as in *washed*, and *ing* indicates a continuous action

as in *washing*. These clues help students decode longer words and increase fluency and reading comprehension. Set 1 of **Crazy Eightstl Suffixes** features the suffixes *ed*, *ing*, *ly*, *er*, *or*, and *ion*. By introducing these suffixes in a nonthreatening, playful environment, students use their newly acquired word-attack strategies for breaking down longer unfamiliar words. Refer to the table, right, for a sequence of suffix study and align it with other *Crazy Eightstl* games.

Crazy Eightstl Suffix Set 1		
Suffix	Meaning	Frequency
-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		
Suffix	Meaning	Frequency
-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 Suffixes** 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 *lously*, the player says, "y, like in *lously*," before putting down the *Card*. This reinforces the chunking of word parts and keeps all students on track.



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 *actor*, *professor*, *doctor*, and *teacher* in hand, and the top *Card* of the *Playing* pile is *lously*, 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 *actor Card* and players continue by matching the *or* in *doctor*.
- **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 *ing*, and the top *Card* on the *Playing* pile is *actor*, the player can put down the *Skip It! Card*. Play continues using the *actor 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, "or, like in actor." If Player 1 has a Card that matches the suffix, he or she places it on top of the pile saying, "or, like in translator." 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 *translator* on top and the player has *washing, studying, speaking,* and *pushed* in hand, a *Switch It!* Card could be used to change the suffix to *ing* as in *washing*, and the *washing* 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.
- Add difficulty by having players say what each suffix means after they read their Cards. For example, *ed*, as in *pushed*, means the past tense of *push*.

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.
- Pass out one *Playing* Card to each student. Give students a set amount of time to find their suffix partners. Go around the room and have each group read their word Cards aloud.

Add extra written practice:

- Write each suffix on an index card. Select one, set a timer, and have students write as many words as possible using that suffix.



-er
teacher
baker
banker
gardener
singer
manager
surfer

Related Really Good Stuff® Products:

- Crazy Eightsl Prefixes Set 1 (#303348)
- Crazy Eightsl Prefixes Set 2 (#303352)
- Crazy Eightsl Suffixes Set 2 (#303365)
- Crazy Eightsl Greek Roots (#303359)
- Crazy Eightsl Latin Roots (#303354)

Crazy Eightsl Suffixes Card List

-ed	-ing	-ly	-er	-or	-ion	
missed	speaking	loudly	teacher	professor	action	Switch It!
pushed	studying	angrily	baker	actor	vision	Switch It!
waited	washing	easily	banker	translator	motion	Switch It!
started	sitting	hardly	gardener	doctor	fraction	Switch It!
slammed	shaking	rarely	singer	editor	fiction	Switch It!
played	tapping	happily	manager	author	section	Switch It!
hugged	buying	barely	surfer	sailor	union	Switch It!
walked	giving	constantly	carpenter	victor	collection	Skip It!
shared	dragging	quietly	plumber	traitor	television	Skip It!

Vocabulary

Crazy Eightst!

Greek Roots

This Really Good Stuff® product includes:

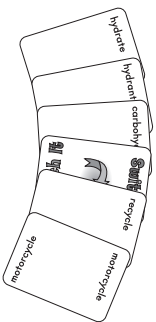
- 64 Crazy Eightst! Greek Roots Playing Cards
- This Really Good Stuff® Activity Guide

All activity guides can be found online:

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

With **Crazy Eightst! Greek Roots**, students can play games that will help them read words that contain six frequently occurring Greek roots. Through repeated play, students will learn to identify these roots quickly, decode longer words, and apply their word-attack skills in a fun environment. **Crazy Eightst! Greek Roots** is an excellent way to reinforce your advanced word-study instruction.



Introducing Crazy Eightst! Greek Roots Playing Cards

Root study is an essential part of vocabulary development as it provides a direct link from spelling to meaning. The knowledge of Greek and Latin roots helps students to unlock the meaning of longer, unfamiliar words and expand their

Managing Crazy Eightst! Greek Roots

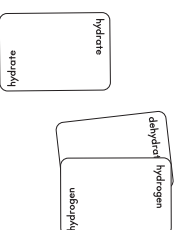
- Copy the Crazy Eightst! Greek Roots Game Instructions. Laminate the instructions for repeated use.
- When using the game at a literacy center, be sure to demonstrate how to store the Playing Cards and leave the center when the activity is complete.

vocabulary. On each *Playing Card* there is a word that contains a root in the beginning, middle, or ending position. Students must use their word-study skills to identify each root and define each word.

Crazy Eightst! Greek Roots features words with common roots encountered at the intermediate level. Refer to this table for a list of roots and their meanings found in the *Crazy Eightst! game*.

Latin Root	Playing Cards	Root	Greek Root	Playing Cards	Meaning
tract	to drag, draw, or pull	graph	to write		
spect	to look or see	bio	life		
port	to carry	metr	measure		
dict	to speak	phon	sound		
scrib	to write	hydr	water		
rupt	to break	cycl	circle, wheel		

Introduce the **Crazy Eightst! Greek Roots** game to your group by explaining that the deck includes Cards with words that contain six common roots, eight *Switch It!* Cards, and two *Skip It!* Cards. There are nine word cards for each root, giving students repeated exposure to and practice with unlocking the meaning of words based on their root knowledge. The idea of the game is to match the root of the word on the table with that of the players' Cards. If that is not possible, students can change it to a different root by putting down a *Switch It!* Card. Players must say the root and read each word as they put down a Card. For example, if the player's card is *hydrate*, the player says, "hydr, like in hydrate," before putting down the Card. This reinforces the recognition of the roots and keeps all students on track.



Switch It! and Skip It! Cards

- **Switch It! Cards:** Players use each of the eight *Switch It! Cards* in the deck to change the root that needs to be matched. For example, if a player already draws or has a *Switch It! Card* along with *geometry*, *metric*, *symmetry*, and *cyclone* in hand, and the top Card of the playing pile is *hydrate*, the player can use the *Switch It! Card* to change the root that players must match. The player puts down the *Switch It! Card* and the *geometry Card* and players continue by matching the *metr* in *geometry*.

- **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 root *cycl*, and the top Card on the Playing pile is *geometry*, the player can put down the *Skip It! Card*. Play continues using the *geometry 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 Greek Roots 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 Greek Roots Game Instructions

Two to six players

Object of the game: To use all the Cards in your hand by matching Greek roots 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 root and reading the word, for example, "metr, like in geometry." If Player 1 has a Card that matches the root, he or she places it on top of the pile saying, "metr, like in optometry." If the player does not have a Card that matches that root, they draw a new Card. If the Card picked is a match, Player 1 can put it down; if not, they keep the Card and the turn is over.
5. If the player does not have a match but has a Switch It! Card, he or she can change the root being matched. For example, if the Playing pile has optometry on top and the player has recycle, bicycle, tricycle, and calligraphy in hand, a Switch It! Card could be used to change the root to cycl, as in recycle, and the recycle 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 root of the word before the Skip It! Card.
7. Players take turns matching the roots 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.
 - Add difficulty by having players state the meaning of each word as they put down a Card.

Extensions

Add extra oral language practice:

- Pass out one Playing Card to each student. Have students read their Cards and find their Greek root partners. Have each group make up sentences that use the words on their Cards.

Add extra written practice:

- After the game, distribute a sorting grid with three to five columns. Have students label each column with a Greek root and a sample word. For example, the first column could be metr, with the sample word metric written underneath. Use the Cards to do a blind sort. Select a Card, read the word on it, and have students write it onto their sorting grid in the correct column. Have students write additional words in each column on their own.

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 Suffixes Set 2 (#303365)
- Crazy Eightsl Latin Roots (#303354)

metr (metric)	bio (biology)	phon (telephone)
geometry geometric isometric	biography, biologist	microphone phonology symphony

Crazy Eightsl Greek Roots Card List

graph	bio	metr	phon	hydr	cycl	Switch It!
graphic	biology	geometry	phonology	hydrate	bicycle	Switch It!
photograph	biography	metric	telephone	dehydrate	cycle	Switch It!
telegraph	autobiography	geometric	microphone	hydrant	cyclical	Switch It!
graphite	symbiosis	symmetrical	headphone	hydrology	unicycle	Switch It!
autograph	biologist	asymmetrical	phonics	carbohydrate	tricycle	Switch It!
bibliography	biochemistry	optometry	symphony	dehydrator	cyclist	Switch It!
calligraphy	antibiotic	isometric	phonetic	rehydrate	motorcycle	Switch It!
geography	biodegradable	symmetry	xylophone	hydraulics	recycle	Skip It!
paragraph	biodiversity	barometric	megaphone	hydrogen	cyclone	Skip It!

Vocabulary

Crazy Eightstl Suffixes Set 2

This Really Good Stuff® product includes:

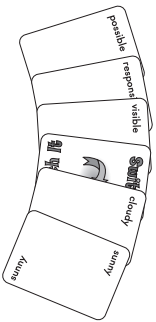
- 64 Crazy Eightstl Suffix Playing Cards
- This Really Good Stuff® Activity Guide

All activity guides can be found online:

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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.



Managing Crazy Eightstl Suffixes

- Copy the Crazy Eightstl Suffixes Game Instructions. Laminate 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.

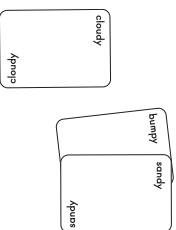
Introducing the Crazy Eightstl Suffixes Playing Cards

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.

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.

Crazy Eightstl Suffix Set 1		
Suffix	Meaning	Frequency
-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		
Suffix	Meaning	Frequency
-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%



"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 Eightstl 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 Eightstl 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.

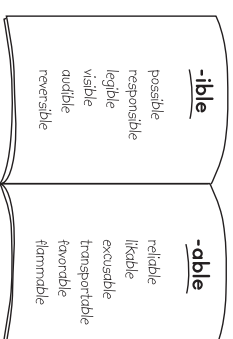
- Variations:**
- Add difficulty and extend play by including fewer *Switch It! Cards*.
 - Have students say if an *e* must be dropped or a consonant doubled when adding a suffix.

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 Eightstl Prefixes Set 1 (#303348)
- Crazy Eightstl Prefixes Set 2 (#303352)
- Crazy Eightstl Suffixes Set 1 (#303357)
- Crazy Eightstl Greek Roots (#303359)
- Crazy Eightstl 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!

Vocabulary Crazy Eights! Syllables

This Really Good Stuff® product includes:

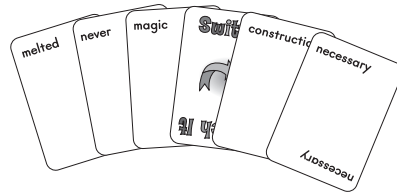
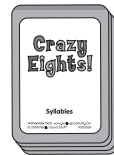
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Congratulations on your purchase of Really Good Stuff® **Crazy Eights! Syllables** – a fun and exciting way for students to build vocabulary and grammar skills.

With **Crazy Eights! Syllables**, your students can play games that will help them learn to count syllables and hear syllable breaks in common words. Through repeated play, they'll learn to recognize patterns in the way syllables are broken up. **Crazy Eights! Syllables** is an excellent way to reinforce your word-study instruction.



Teaching Syllables

Practice hearing syllable breaks using hand claps. Clap once per syllable while saying a one-syllable word, clap twice for a two-syllable word, and so on. This helps students learn the concept of syllables. Also use the *Playing Cards* and flash cards to

Managing Crazy Eights! Syllables

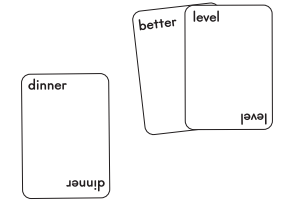
- Copy the **Crazy Eights! Syllables** game instructions. Laminate the instructions for repeated use.
- When using the game at a literacy center, be sure to demonstrate how to store the *Playing Cards* and leave the center when the activity is complete.

practice exemplars in the four-syllable categories. Word sorts are another great way to practice seeing syllable breaks.

Teach the most common syllable juncture patterns by breaking several familiar words into syllables. Closed syllables, most often broken in the middle of a doubled consonant or two different consonants, have short vowel sounds, as in *bitter* (*bit/ter*). Open syllables have long vowel sounds, as in *closing* (*clo/sing*). Students begin to notice these patterns without necessarily knowing the rules.

Introduce the **Crazy Eights! Syllables** game to your group by explaining that the deck includes *Cards* with words that have one, two, three, and four syllables, as well as six *Switch It! Cards*, and two *Skip It! Cards*.

There are 12 *Word Cards* for each type of word, giving students repeated exposure to each. The idea of the game is to match the syllable-number category of the word on the table with that of the players' *Cards*. If that is not possible, players can change it to a different number by putting down a *Switch It! Card*. Players must say the number and read each word as they put down a *Card*. For example, if the player's *Card* is *dinner*, the player says, "Two syllables, like in *dinner*," before putting down the *Card*.



"Two syllables, like in *dinner*"

Switch It! Cards and Skip It! Cards

- **Switch It! Cards:** Players use each of the six *Switch It! Cards* in the deck to change the rule that needs to be matched. For example, if a player already draws or has a *Switch It! Card* along with *principal*, *potato*, and *beginning* in hand, and the top *Card* of the playing pile is *sand*, the player can use the *Switch It! Card* to change the number of syllables that players must match. The player puts down the *Switch It! Card* and the *principal Card*, and players continue by matching it with words that have three syllables.
- **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 one syllable, and the top *Card* on the playing pile is *difficult*, the player can put down the *Skip It! Card*. Play continues using the *difficult 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 Eights! Syllables** 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 Eights! Syllables Game Instructions

Two to six players

Object of the game: To use all the Cards in your hand by matching words by number of syllables and go out first.

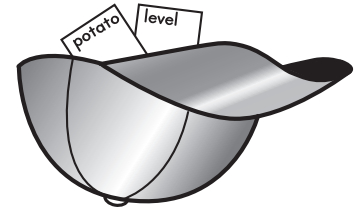
1. Shuffle the deck and deal five Cards to each player. Have students read their Cards to themselves before the game begins. Decide on the order of play.
2. Place all the remaining Cards in a stack facedown in the middle of the table. This stack will be the Draw pile.
3. Turn over the top Card and place it faceup next to the Draw pile.
4. The first player reads the word and says the number of syllables, for example, "Habitat - three syllables." If Player 1 has a Card that matches the number of syllables, he or she places it on top of the pile saying, "Cinema - three syllables." If the player does not have a Card that matches that rule, 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 rule being matched. For example, if a player already draws or has a *Switch It! Card* along with *table*, *later*, and *broken* in hand, and the top Card of the playing pile is *necessary*, the player can use the *Switch It! Card* to change the number of syllables that players must match. The player puts down the *Switch It! Card* and the *later Card*, and players continue by matching it with words that have two syllables.
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 syllable number of the word before the *Skip It! Card*. If the draw pile runs out, shuffle the playing pile, turn it over and continue playing until one player is out of Cards.
7. The first player without any Cards is the winner.

Variation:

- Add difficulty and extend play by including fewer *Switch It! Cards*.

Extensions:

- 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 the pairs of students take turns sharing their sentences.
- Draw from a Hat: Say and display a word from this set of *Playing Cards*. Have students pull cards out of a hat and say whether the words have the same number of syllables as the displayed word.



Related Really Good Stuff® Products:

Crazy Eights! Prefixes Set 1 (#303348)

Crazy Eights! Suffixes Set 1 (#303357)

Crazy Eights! Plural Nouns (#303891)

Essential Word Sorts for the Intermediate Grades (#302211)

Crazy Eights! Syllables Card List

One Syllable	Two Syllables	Three Syllables	Four Syllables	Additional Cards
quilt	table	wonderful	revolution	Switch It!
fall	later	recycling	irritable	Switch It!
gown	tiny	principal	scientific	Switch It!
crab	never	difficult	necessary	Switch It!
string	better	pollution	custodian	Switch It!
chick	broken	beginning	embarrassing	Switch It!
bridge	melted	potato	understanding	Skip It!
stretch	level	habitat	caterpillar	Skip It!
leaves	music	happily	cooperate	
sand	dinner	cinema	unimportant	
time	magic	terrible	disorganized	
tree	weather	tomorrow	avocado	

Vocabulary

Crazy Eights! Plural Nouns

This Really Good Stuff® product includes:

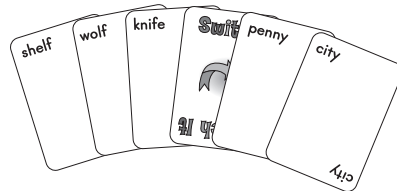
- 56 **Crazy Eights! Plural Nouns** Playing Cards
- This Really Good Stuff® Activity Guide

All activity guides can be found online:

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Congratulations on your purchase of Really Good Stuff® **Crazy Eights! Plural Nouns**—a fun and exciting way for students to build vocabulary and grammar skills.

With **Crazy Eights! Plural Nouns**, your students can play games that will help them learn the four most common types of plural nouns. Through repeated play, they'll learn to recognize the spelling patterns that take these endings in the plural form. **Crazy Eights! Plural Nouns** is an excellent way to reinforce your word-study instruction.



Teaching Plural Nouns

We don't always add an *s* to the end of a singular noun to make it plural, though this is the most common plural pattern (*kite, kites*). Sometimes we add *es* (*beach, beaches*). Sometimes we drop the ending *f* or *fe* and add *ves* (*calf, calves*).

Managing Crazy Eights! Plural Nouns

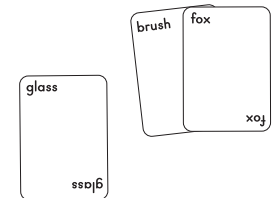
- Copy the *Crazy Eights! Plural Nouns Game Instructions*. Laminate the instructions for repeated use.
- When using the game at a literacy center, be sure to demonstrate how to store the playing cards and leave the center when the activity is complete.

If a noun ends in *y*, we drop the *y* and add *ies* (*buggy, buggies*). (Refer to the table on page 2 for the complete list of *Playing Cards*.) Practice the four types of plurals using word sorts.

Knowing these rules automatically makes students better spellers and increases reading fluency. Use the *Playing Cards* and flash *Cards* to practice exemplars in the four plural noun categories.

Introduce the **Crazy Eights! Plural Nouns** game to your group by explaining that the deck includes cards with words that have singular nouns that become plural four different ways, six *Switch It! Cards*, and two *Skip It! Cards*.

There are 12 *Word Cards* for each type of noun, giving students repeated exposure to each rule. The idea of the game is to match the type of noun on the table with that of the players' *Cards*. If that is not possible, players can change it to a different rule by putting down a *Switch It! Card*. Players must say the rule and read each word as they put down a card. For example, if the player's *Card* is *glass*, the player says, "Add *es*, like in *glasses*," before putting down the *Card*.



"Add *es*, like in *glasses*"

Switch It! Cards and Skip It! Cards

- **Switch It! Cards:** Players use each of the six *Switch It! Cards* in the deck to change the rule that needs to be matched. For example, if a player already draws or has a *Switch It! Card* along with *family, party, trophy, and baby* in hand, and the top *Card* of the playing pile is *wolf*, the player can use the *Switch It! Card* to change the rule that players must match. The player puts down the *Switch It! Card* and the *family Card*, and players continue by matching it with words that end in *y*, which gets changed to *ies* in the plural form.
- **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 rule "add *es*", and the top *Card* on the playing pile is *shore*, the player can put down the *Skip It! Card*. Play continues using the *shore 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 Eights! Plural Nouns** 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 Eights! Plural Nouns Game Instructions

Two to six players

Object of the game: To use all the *Cards* in your hand by matching nouns by the plural rules and go out first.

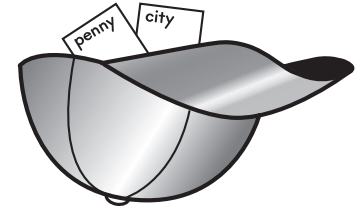
1. Shuffle the deck and deal five *Cards* to each player. Have students read their *Cards* to themselves before the game begins. Decide on the order of play.
2. Place all the remaining *Cards* in a stack facedown in the middle of the table. This stack will be the draw pile.
3. Turn over the top *Card* and place it faceup next to the draw pile.
4. The first player reads the word and says the rule, for example, "Leaf. Drop the *f* and add *ves*, as in *leaves*." If Player 1 has a *Card* that matches the rule, he or she places it on top of the pile saying, "Wolf. Drop the *f* and add *ves*, as in *wolves*." If the player does not have a *Card* that matches that rule, 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 rule being matched. For example, if a player already draws or has a *Switch It! Card* along with *family*, *party*, *trophy*, and *baby* in hand, and the top *Card* of the playing pile is *wolf*, the player can use the *Switch It! Card* to change the rule that players must match. The player puts down the *Switch It! Card* and the *family Card*, and players continue by matching it with words that end in *y*, which get changed to *ies*.
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 plural rule for the word before the *Skip It! Card*. If the draw pile runs out, shuffle the playing pile, turn it over and continue playing until one player is out of *Cards*.
7. The first player without any *Cards* is the winner.

Variation:

- Add difficulty and extend play by including fewer *Switch It! Cards*.

Extensions:

- 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 in plural form. Have the pairs of students take turns sharing their sentences.
- Draw from a Hat: Say and display a singular noun from this set of *Playing Cards*. Have students pull *Cards* out of a hat and say whether the word has the same plural rule as the displayed word.



Related Really Good Stuff® Products:

Crazy Eights! Prefixes Set 1 (#303348)

Crazy Eights! Prefixes Set 2 (#303352)

Crazy Eights! Suffixes Set 1 (#303357)

Crazy Eights! Suffixes Set 2 (#303365)

Essential Word Sorts for the Intermediate Grades (#302211)

Crazy Eights! Plural Nouns Card List

Add s	Add es	Change y to ies	Change f or fe to ves	Additional Cards
tray	couch	kitty	leaf	Switch It!
crack	watch	penny	loaf	Switch It!
shore	kiss	buddy	calf	Switch It!
era	glass	buggy	thief	Switch It!
gate	brush	city	half	Switch It!
brain	lash	baby	shelf	Switch It!
mood	branch	party	wolf	Skip It!
giraffe	stitch	family	elf	Skip It!
valley	fox	lady	life	
face	lens	trophy	knife	
age	echo	fly	wife	
eye	tomato	sky	scarf	