

Marvelous Modifiers

Objective

To form adjectives and adverbs by adding suffixes to words

Players

2–8

You will need

2 bags; index cards, ruled paper and pencils for each player

Before playing

1. Copy each of the words shown on a different card. Put the cards in a bag labeled *Words*.
2. Copy each of the following suffixes on a different slip: *-able, -al, -an, -ed, -en, -ful, -ian, -ic, -ing, -ish, -ive, -less, -ly, -ous, -some, -y*. Put the slips in a bag labeled *Suffixes*.
3. Choose a leader.
4. Decide how many rounds you will play.

accident	dust	history	pity	sunk
accurate	Egypt	home	poet	sure
adventure	emotion	honor	quick	symbol
Alaska	event	hope	rain	talking
awe	false	interest	rapid	terrify
beauty	fame	isolate	reason	tire
bother	fear	Italy	red	value
Brazil	fiction	joy	remark	volcano
bright	fierce	lone	rest	wary
brown	fun	lump	Russia	warm
bury	fur	magic	scare	wind
Canada	gentle	majesty	scholar	wonder
care	globe	marvel	self	wood
certain	green	mystery	serious	word
child	hair	mystic	startle	worry
color	harm	notice	stone	worth
comic	help	origin	suburb	
day	hero	paint	sudden	
delight	high	Paris	sun	

How to play

1. The leader draws two suffixes and shows them to the other players.
2. Each player draws five word cards. He or she tries to use one word and one of the two suffixes to form an adjective or adverb. For example, if the leader draws *-able* and *-ic*, and a player draws *care*, *hero*, *lump*, *suburb*, and *wonder*, the player can form *heroic*. Players may use a dictionary to find or check the spelling of a word. If a player cannot form a new adjective or adverb, he or she must wait until the next round. Note: Some words can be combined with suffixes to make new words that are not adjectives or adverbs. Players should make sure the words they form are adjectives or adverbs.
3. Next, each player writes a sentence using his or her new word, circles the new word, and labels it *adjective* or *adverb*. The player then draws an arrow from the new word to the word it modifies. Example: *Hercules performed heroic feats.* *adjective*
4. The game ends when the agreed upon number of rounds have been played.

Scoring

Players receive one point for each adjective or adverb they form; one point for using the word correctly in a sentence; one point for correctly identifying the new word as an adjective or adverb; and one point for correctly identifying the word that the adjective or adverb modifies. All scoring takes place at the end of the game. Players trade papers and score each other's work, using a dictionary as needed. The leader or teacher resolves disagreements. The player with more points wins.