

# Compound Word Games

**Compound word:** a word (with a single unit of meaning) that is made by putting two existing words together.

## Main Entry 3 Curriculum References

(activities also suitable for Entry 2 and Level 1 - see page 2)

Split compound words into component parts for reading and spelling, e.g. football, himself, underneath, airport, playground.

Ww/E3.1 - Spell correctly common words and relevant key words for work and special interest.

Ww/E3.2 - Use developing knowledge of sound-symbol relationships and phonological patterns to help spell a greater range of words and longer words. (c) Understand how segmenting words into phonemes and breaking them into syllables (beats) phonemes or components (compounds) helps work out spelling.

Rw/E3.5 - Use a variety of reading strategies to help decode an increasing range of unfamiliar words (c) apply knowledge of sound and letter patterns and of structure of words, including compounds, root words, grammatical endings, prefixes, suffixes and syllable divisions to help decode words. E.g. read common compound words such as underneath, airport, whiteboard; split compound words into two to discuss their likely origins.

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To obtain an editable version of the original Word document please send teaching ideas or any adult basic skills resource that you would like to share to [maggie@skillsworkshop.org](mailto:maggie@skillsworkshop.org)

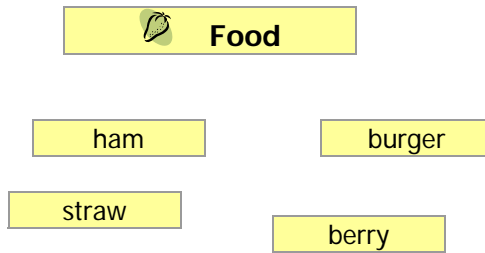
**THANK YOU**

# Compound Word Games

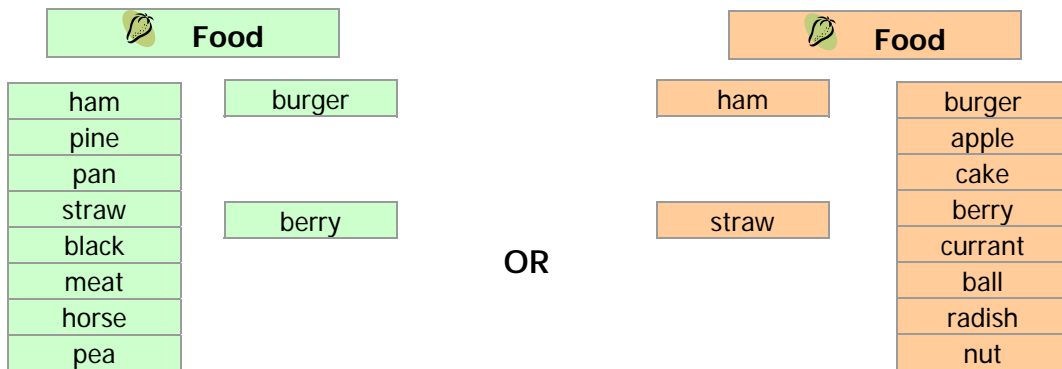
## Preparation for pages 5-8

### For game options 1 & 2

Print on coloured pastel paper, laminate and cut into individual cards (keep a paper copy for teacher reference). Using different colours makes for easy sorting at the end of the class!

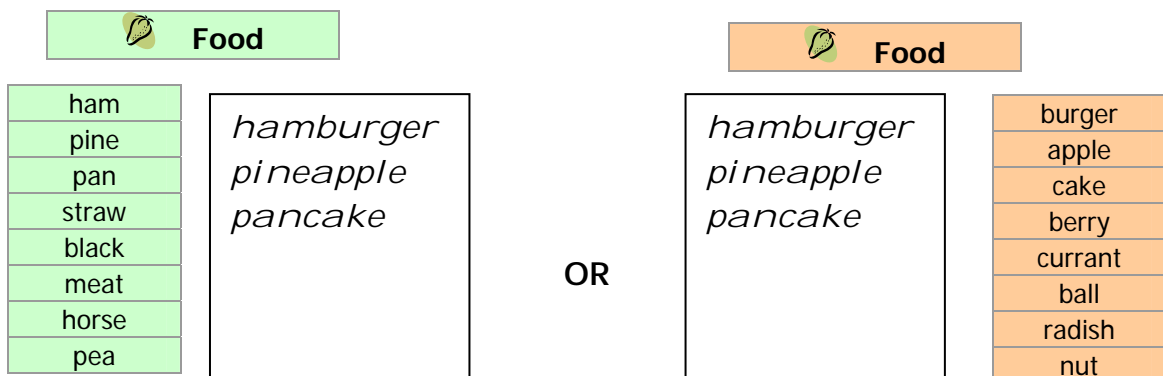


For game option 3a As above but keep one column of each 'theme' intact. This could be the first part of each compound word (easier) or the second part.



### For game option 3b

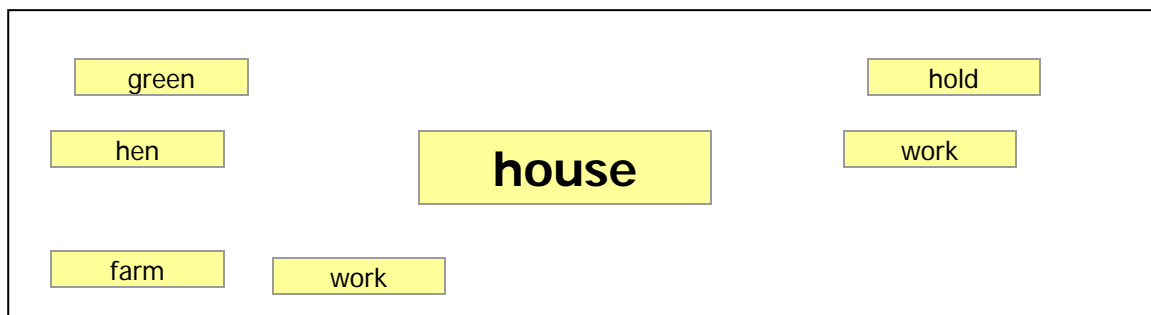
Keep both columns of each 'theme' intact.



## Preparation for pages 9-10

### For game option 4

Print on coloured pastel card. Cut into individual cards (6 large cards plus numerous individual cards). Use the same colour for all cards.



## Notes

- Allow more time than you think you need! These games are not as easy as they look once all the words are mixed up.
- Pick themes to suit each student (e.g. plants for keen gardeners) or select themes that fit in with other class work.
- Allow extra time for ESOL students or select smaller groups of words, omitting those that are unfamiliar or unsuitable.
- Be prepared for lots of discussion about word meanings especially old fashioned words such as (tallboy, inkwell, twinset), etc. These words were included because several learners in the group were aged 60+. Omit or change words as needed.
- In the group game point out (if appropriate for learners) that most of the compound words are nouns but some are adjectives (e.g. watertight, waterproof) and some are both (background, household).
- Have a dictionary handy and be ready to explain that some spellings can vary and that some words may also be found hyphenated (e.g. twin-set) or as two separate words (e.g. ball boy).
- Following on from point above, talk about the difference between a blackbird and black bird, a bluebottle and a blue bottle, a super market and a supermarket, etc.

## Instructions

### Option 1a (Entry 3 - Level 1)

Give each student (or pair of students) a set of cards without the picture header card (also remove any compound words that you consider too difficult or unsuitable). Students to match pairs of words to make compound words and find the hidden 'theme'.

### Option 1b (Entry 3 - Level 1)

If your students are competitive they can play in teams. When a team has completed one set and given you the correct theme give out another set of cards. Team that finds the most 'themes' in a given time period is the winner!

**Option 1c (Entry 3) as above but also hand out the picture header cards to give students a 'clue'.**

### Option 2a (Entry 2 and 3)

Simply pick out a selection of suitable words for student/s to match - themes can be omitted or you may like to select just a few two-syllable compound words from 'easy' themes such as food, household or weather (in this case give students the header cards too).

### Option 3a (quicker / easier game)



Give each student (or pair) a complete column of words (see instructions page 2) along with the matching separate words cards (either the beginnings or the ends of each compound word). Students to match correctly and find the theme (or give them the theme card as a clue).

### Option 3b (spelling practice)

Give each pair of students an intact 'column' of words and get them to discuss and work out the 'missing' word to complete each compound word. Students then write the complete compound word list on paper or class flipchart - checking spellings in a dictionary if needed.

### Option 4 (whole class game)

Split whiteboard into six large sections with marker pen (or for an easier game split into 4 and omit 2 word sets). Affix one large card to centre of each section of the whiteboard using blutac. Shuffle and deal out small cards (omit the header cards - these are for teacher reference only) so that each student (or pair) has the same number of cards (discard any that are left over) along with a supply of blutac. Each student takes it in turn to come to whiteboard and stick their word cards in an appropriate position (i.e. behind or in front of the large words cards) to make a compound word. Continue round class. First student to use all their cards (correctly) is the winner!

 <b>Food</b>		 <b>Food</b>	
ham	burger	milk	shake
pine	apple	cock	tail
pan	cake	pepper	mint
straw	berry	all	spice
black	currant	fish	cake
meat	ball	corn	flake
horse	radish	hot	dog
pea	nut	marsh	mallow

Other combinations are possible, e.g. peppercorn, blackberry, hotcake. These words (and any words that may be unfamiliar to students) can be removed to make the game less challenging.

 <b>Clothes</b>		 <b>Transport</b>	
head	scarf	hobby	horse
snow	shoe	sign	post
over	all	motor	way
waist	coat	wind	screen
sun	dress	cock	pit
sweat	shirt	wheel	barrow
cat	suit	road	works
twin	set	push	bike

Other combinations are possible, e.g. overcoat, snowsuit, hotcake, motorbike. These (and any words that may be unfamiliar to students) can be removed to make the game less challenging.

 <b>Buildings</b>		 <b>Beach</b>	
wind	mill	deck	chair
sky	scraper	sea	weed
band	stand	sand	castle
light	house	ice	cream
pig	sty	sun	screen
super	market	coast	guard
air	port	star	fish
night	club	swim	suit



Other combinations are possible, e.g. clubhouse, sunsuit, sunfish. These (and any words that may be unfamiliar to students) can be removed to make the game less challenging.

 <b>Animals</b>		 <b>Accessories</b>	
blue	bottle	hand	bag
race	horse	cuff	link
black	bird	ear	ring
hedge	hog	tie	pin
butter	fly	brief	case
pea	cock	neck	lace
wood	worm	sun	glasses
sea	gull	hair	band



Other combinations are possible, e.g. seahorse, horsefly, hairpin. These (and any words that may be unfamiliar to students) can be removed to make the game less challenging.

 <b>People</b>		 <b>Plants</b>	
brick	layer	toad	stool
life	guard	snow	drop
church	goer	wall	flower
story	teller	rag	weed
ball	boy	sun	dew
school	teacher	blue	bell
stone	mason	snap	dragon
goal	keeper	butter	cup



Other combinations are possible, e.g. schoolboy, sunflower. These words (and any words that may be unfamiliar to students) can be removed to make the game less challenging.

 <b>Sport</b>		 <b>Weather</b>	
shuttle	cock	hail	stone
snow	board	whirl	wind
basket	ball	thunder	storm
kick	boxing	snow	ball
sky	diving	rain	bow
wind	surfer	weather	cock
horse	race	moon	light
		sun	shine

Other combinations are possible, e.g. kickball, snowball, sunlight. These (and any words that may be unfamiliar to students) can be removed to make the game less challenging.

<b>Body</b> 		 <b>Stationery</b>	
knee	cap	white	board
back	bone	push	pin
wind	pipe	high	lighter
arm	pit	note	book
eye	ball	ball	point
thumb	nail	ink	well
rib	cage	paper	clip
fore	head	flip	chart

Other combinations are possible, e.g. forearm, clipboard. These words (and any words that may be unfamiliar to students) can be removed to make the game less challenging.

 <b>Furniture</b>		 <b>Household</b>	
tall	boy	clothes	horse
arm	chair	tea	cup
book	case	table	cloth
ward	robe	fire	place
cup	board	sauce	pan
foot	stool	dish	washer
night	stand	dust	bin

Other combinations are possible, e.g. bookstand, dishcloth, dustpan. These (and any words that may be unfamiliar to students) can be removed to make the game less challenging.



foot

back

nut

ball

water

house

Answers: **water**fall, rosewater, waterproof, watercolour, watercress, watertight, watermelon; **ball**boy, ballroom, eyeball, basketball, ballpoint, snowball, meatball; **foot**path, football, footman, barefoot, flatfoot, footage, footprint; **house**work (or workhouse), farmhouse, henhouse, houseplant, household, doghouse, greenhouse; **nut**shell, nutcrackers, peanut, doughnut, chestnut, nutcase, hazelnut; **back**gammon, background, backhand, outback, bareback, backbone, backpack. Other combinations are possible, e.g. footfall, footwork, handball, houseboy, houseman.

<b>foot</b>	<b>water</b>	<b>ball</b>
ball	fall	meat
path	rose	basket
man	proof	point
bare	colour	room
flat	cress	boy
age	tight	snow
print	melon	eye
<b>house</b>	<b>nut</b>	<b>back</b>
farm	pea	gammon
hen	shell	ground
plant	crackers	hand
dog	dough	out
hold	chest	bare
work	case	bone
green	hazel	pack