

## Prefix Card Game 1

im  
impress

im  
imitate

im  
immature

im  
important

im  
immense

im  
imagine

im  
immediate

im  
impulse

im  
improve

sub  
subway

sub  
submit

sub  
subject

sub  
submarine

sub  
suburban

sub  
subdue

sub  
substitute

sub  
subtract

sub  
subside

dē

depart

dē

defend

dē

debate

dē

decrease

dē

defuse

dē

develop

dē

degrees

dē

delete

dē

deliver

dis  
discount

dis  
dishonest

dis  
discover

dis  
dislike

dis  
disagree

dis  
disappoint

dis  
disgrace

dis  
disappear

dis  
disconnect

con  
conduct

con  
conductor

con  
contest

con  
content

con  
contact

con  
contract

con  
continue

con  
continent

con  
container

dē  
defender

im  
impolite

sub  
suburbs

dis  
disgraceful

con  
confuse



## The Rules to Prefix Change –

**Preparation:** Print the cards, laminate them if possible and cut them out.

### How to play:

1. Two, three or four players sit so they are facing each other.
2. Select a dealer to shuffle the cards and give five cards to each member of the group, as well as themselves.
3. Place all the remaining cards in a pile face down in the centre. Next flip one card off the top of this pile and place it face up next to the stack.
4. The dealer reads the card by pronouncing the sound of the letters marked in red and then the word e.g. If the card is 'confuse' the dealer says, 'con like in confuse' or if the card is 'dislike' the dealer says, 'dis like in dislike'.
5. The children then look at their cards and take their turn moving to the left around the circle. If they have cards with the same sound as the one turned over by the dealer they can place one on top of the pile by saying 'dis like in discover' or 'dis like in disappear'.
6. If they do not have a match in their hand they pick up a card from the facedown pile. If the card they pick up is a match they can put it straight down, if not, they place it in their hand and the next player has a turn.
7. If the player does not have a match but has a **CHANGE** card in their hand they can change the sound being matched i.e. if say they had the cards 'defuse, develop & delete' they would place down their **CHANGE** card and say "I'd like to change it to 'de like in develop". All the following players must match for 'de'.
8. The person who is the first to have no cards left is the winner.

**NB The power of this game as a learning tool comes from having the children say 'de like in develop' when playing. Please ensure they keep doing it throughout the learning sessions.**

If you find this game effective, feel free to email it to others or visit my website to get some more games.

(Thank you to *Billy Reid* for all his hard work in adapting this game from the originals found at <http://www.adrianbruce.com/>)