

Activity 5  
Suffix & Prefix game

Items required

Dice,

Counters

Board

'Fix' cards

Rules

The aim is to capture three crowns.

Pick if you want to be a cop or robber and go to their starting point.

Each player / pair takes turns to roll the dice.

Once rolled you can either move north/south or east/west?

To move north/south you draw a fix card and turn the word on it into a new word with a prefix.

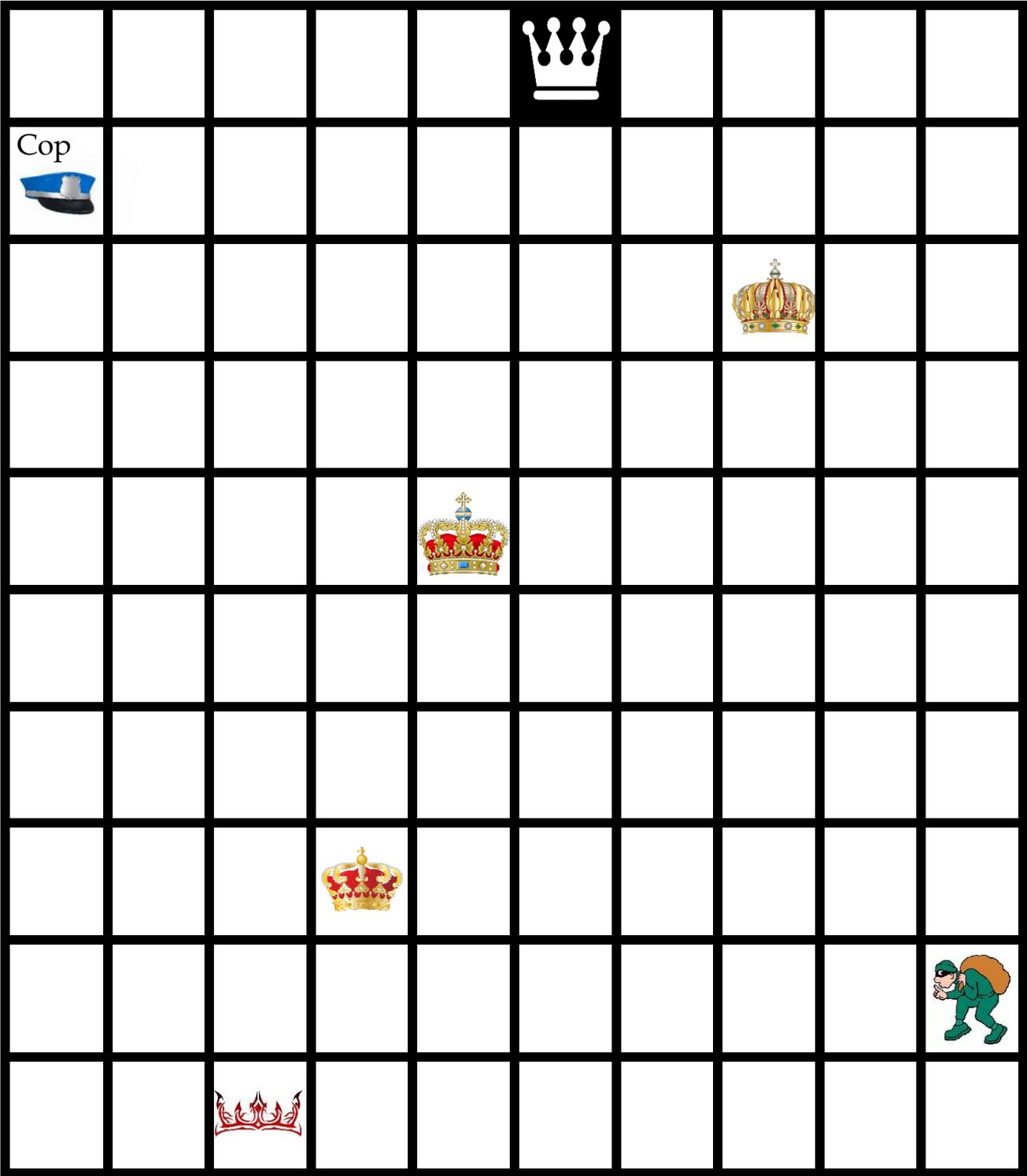
To move east/west you draw a fix card and turn the word on it into a new word with a suffix.

If you get it correct, you can move your counter. If you get it wrong you stay where you are.

Good luck

Fix cards

Well	Hand
Rest	Appear
Begin	Brace
Code	Bed
Cast	Gulf
Head	Frost
Fore	Agree
See	Approve
Word	Vent
Act	Net
Field	Summer
Sense	Way
Script	Determine
Fix	Finish
Meter	Friend



Cop

