

LANGUAGE ARTS



Compound Conjure

Objectives

- Students will practice joining compound words with an “Old Maid”-style card game.
- Students will use their compound words in sentences.

Materials

- 3x5 index cards
- Compound Word Bank on this page, or make your own

Lesson Plan

- 1 Going through the Compound Word Bank, use index cards as playing cards by placing the beginning word on one card and the ending word on a different card. Compound words should be spelled by placing two cards next to each other (ex. [CUP][BOARD]). Place cards in a deck with one last card that says [CONJURE]. This is the “Old Maid” in the set.
- 2 Place students in groups of three or more.
- 3 Each group will get a set of “Compound Conjure” cards.
- 4 Shuffle the cards as in a usual card game, and deal out all of the cards.
- 5 Students should look in their dealt hand for any compound word matches and place those down, words up, in front of them.
- 6 The youngest person then starts by picking a card still in the hand of the person to his or her left. If it completes a match, they may lay it down. If not, it stays in their hand.
- 7 Play continues in a leftward direction.
- 8 At the end of the play, one person should be left with the [CONJURE] card, and they then go first in putting their compound words into sentences.

Compound Word Bank

Anybody	Eyewitness	Sidewalk
Background	Flowerpot	Snowflake
Backyard	Forecast	Sometimes
Baseball	Keyboard	Storybook
Bedroom	Ladybug	Thunder-
Birdhouse	Moonwalk	storm
Candlestick	Newspaper	Turntable
Cookbook	Playground	Upstairs
Cupboard	Popcorn	Watchtower
Downstairs	Railroad	
Driveway	Sailboat	

