



Wordbuilder Special

EQUIPMENT

Paper and pencil for each student.

BEFORE

It is helpful if students are able to use a dictionary to check uncertain spellings.

AFTER

The **BrainBites** activities "[Wordbuilder](#)" and "[Anagram Challenge](#)" are both similar to this one.

Students could be challenged to write a sentence (or a whole story) using only the words from their list.

DESCRIPTION

The teacher writes a word on the board (or simply tells the students). A word of about 8 or 9 letters is adequate. (Choose longer words to make the task easier.)

Students use the letters contained in the word to form as many new words as they can. Students may not use a letter twice unless it occurs twice in the original word. (Optional rule = words must contain at least 3 letters.)

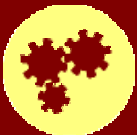
The game continues for a set amount of time. (Anything from 2 or 3 minutes up to 10 minutes)

There could be a reward for the student who discovers the most words.

WHAT MAKES THIS DIFFERENT FROM "WORDBUILDER"?

One or more of the following rules also applies.

- All words must BEGIN with a particular letter (specified by the teacher)
- All words must CONTAIN a particular letter (specified by the teacher)
- All words must END with a particular letter (specified by the teacher)
- All words must be listed in ALPHABETICAL ORDER
- All words must BEGIN with a VOWEL
- All words must END with a VOWEL
- All words must have a connection to a particular THEME (for example: animals, holidays, sport)



LOGICAL

MUSICAL

INTRA-PERS.

PHYSICAL



LINGUISTIC

INTER-PERS.

NATURALIST

VISUAL