

|-| base word; suffix begins with vowel

**pot + ed**

**hid + en**

**crop + ed**

**win + er**

**cut + er**

**shop + ing**

**slim + est**

**flop + ed**

**trap + er**

**big + est**

**rid + en**

**can + ed**

**bat + er**

**pin + ed**

**hot + est**

**rot + en**

**kid + ing**

**chop + ed**

**run + ing**

**clip + ing**

-|- base word; suffix begins with consonant

**bad + ly**

**sin + less**

**bad + ness**

**lim + ly**

**mad + ness**

**stud + ly**

**sad + ly**

**fit + ful**

**spot + less**

**cup + ful**

**pig + ment**

**red + ness**

**ship + ment**

**dim + ness**

**dim + ly**

**cap + ful**

**wet + ness**

**hot + ly**

**fit + ness**

**seg + ment**

base word contains more than 1 vowel; vowel is not short

**sweet + ly**

**neat + ness**

**fear + less**

**wool + en**

**broil + ed**

**cheap + ly**

**eat + en**

**clear + est**

**book + er**

**pout + ing**

**wait + er**

**great + ly**

**loud + ness**

**weak + ness**

**proud + ly**

**meek + ness**

**rain + ed**

**spoil + ing**

**boat + ing**

**fuel + er**

base word ends with more than 1 consonant

**black + ness**

**point + ing**

**oint + ment**

**dress + ed**

**hard + ly**

**boast + ful**

**hand + ing**

**blunt + ly**

**sick + ness**

**wish + ed**

**dark + ly**

**buzz + er**

**short + er**

**last + ing**

**stick + er**

**part + ed**

**rest + ed**

**sharp + en**

**hoist + ing**

**bunt + ed**

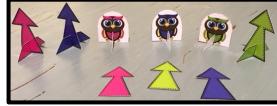
# 1-1-1 Spelling Rule Game

## Directions

### Objective

1. Students will learn the 1-1-1 rule
  - when adding a vowel suffix to a word with:
    - ✓ 1 syllable
    - ✓ 1 short vowel
    - ✓ ending in 1 consonant
  - the final consonant of the base word must be doubled
2. Students will correctly apply the 1-1-1 rule to determine how to spell words when adding suffixes

### Supplies

1. Game board
2. Pawns for moving along the board. There are 3 pawn options included:
  - flat arrows
  - mounted arrows
  - mounted owls
3. Spinner mat and paper clip (not included)
  - place one end of paper clip at center of spinner mat
  - place point of pencil at center of spinner mat (be sure it is also in center of paper clip so it can spin around pencil point)
  - flick paper clip to see what number it lands on

(There is also an optional set of "dice cards". Turn these face down and choose from pile)


4. Word cards

### How to Play

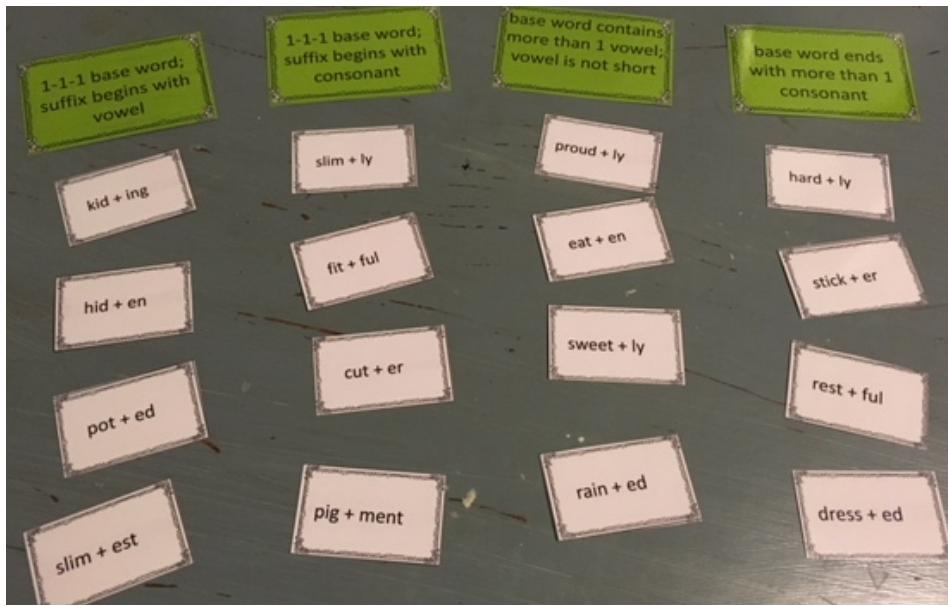
1. Mix up word cards and place face down
2. Place pawns at beginning of game board and spin (or choose dice card) to see who goes first
3. Choose a word from the pile and spell it correctly
4. A move is determined by the amount spun (or chosen from dice card) AND the correct spelling of the word.
5. IF the word card contains a 1-1-1 word where the final consonant is doubled in the base word, then the player can move double what was spun (or chosen from dice card)
6. The first player to reach the black pompom at the end of the game board wins!

### Note

It is important to integrate questions throughout these games in order to truly assess understanding of this concept. The 1-1-1 rule is a difficult rule for students to gain mastery of. As students explain their reason for spelling or sorting the words as they did, they will begin to internalize this rule and be able to transfer this knowledge to new words.

# Word Sort

Cut out the following categories and have students practice sorting the words underneath the correct one.



1-1-1 base word;  
suffix begins  
with vowel

1-1-1 base word;  
suffix begins  
with consonant

base word  
contains more  
than 1 vowel;  
vowel is not short

base word ends  
with more than 1  
consonant