



Wordstone Tower

Learning objectives

The learning object of this game is to get students applying their intuitive knowledge of morphology, and to make some of the principles of English morphology explicit. By playing around with morphemes in this way, they should get a sense of:

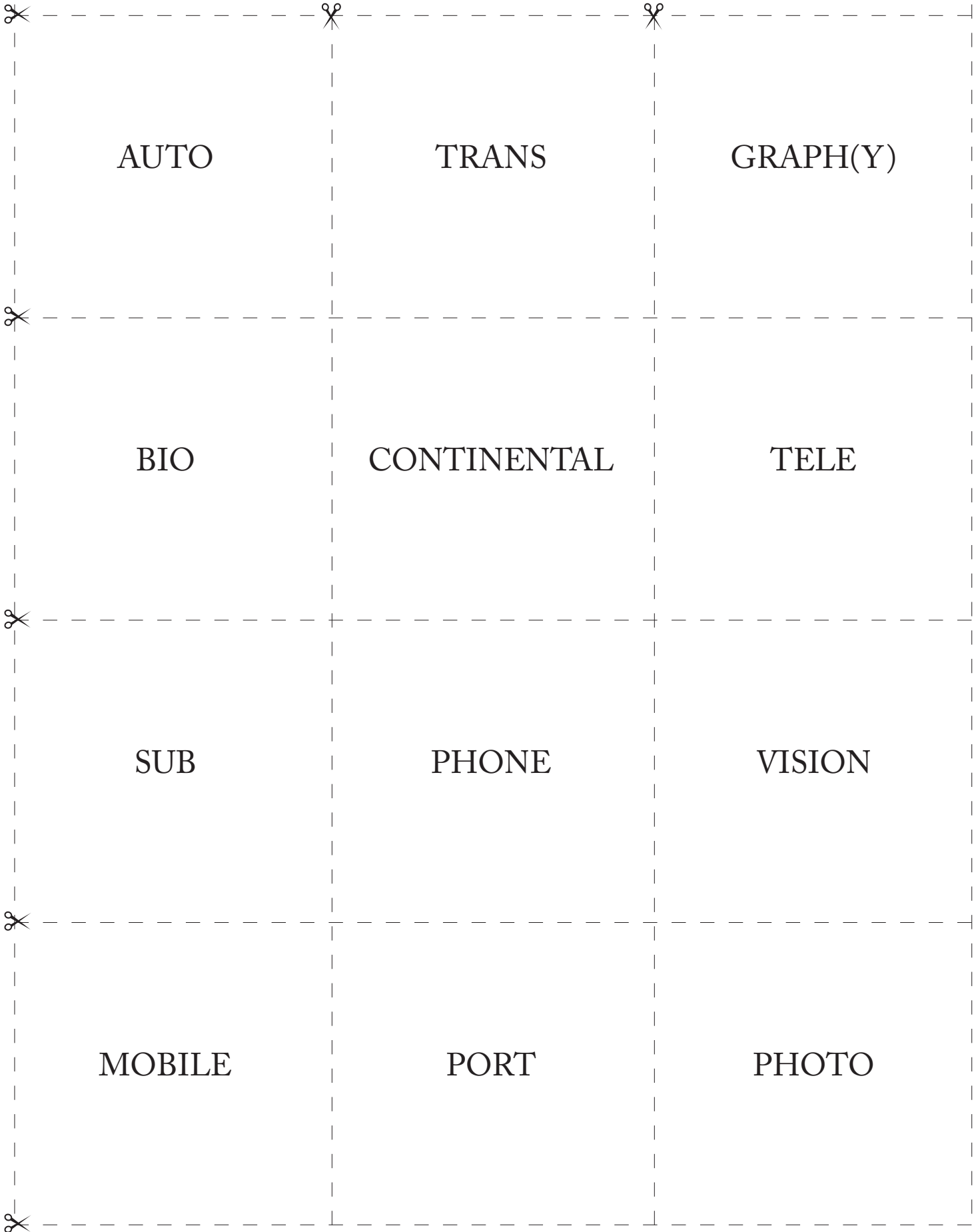
- ◆ the idea that words have indivisible units of sense, which can be used in coining other words
- ◆ the idea that morphology is infinitely extensible
- ◆ the idea that sets of morphemes can be nested in other morphemes

You could introduce the activity by getting students to look at common words and seeing how they respond when asked "how many pieces is it made of"? They may intuitively divide words by syllables, phonemes or morphemes.

Extension activities could include students trying to make the longest word they can that is still meaningful. Students could look at the longest words they know and divide them into all their component morphemes (the internet or the Oxford English Dictionary online, if available, could be used to research these).

Instructions

1. Cut out the morpheme cards.
2. Put the cards together on a table or stick them on the wall to make new words.
3. What do your new words mean? How many can you make?
4. Try to add your own morphemes using the blank cards.



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(O)LOGY	MARINE	MICRO

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