

Max's Word Puzzles

Learning objective: To identify and use prefixes and suffixes to change the meaning of words.

Read the story carefully. Answer the questions below. Use the word bank if you get stuck.

Max the monkey loves to solve maths puzzles. Today, he is learning about word building in the library. Max finds a book that explains how to change a word. He learns that adding a prefix to the start of a word can make it mean the opposite. For example, if you add 'un' to 'happy', you get 'unhappy'. Max thinks this is very clever. Next, he looks at suffixes. A suffix goes at the end of a word. If you add 'ness' to 'kind', you get 'kindness'. Max starts to play with more words. He finds the word 'help' and adds 'ful' to make 'helpful'. He feels proud of his work. Pip the caterpillar crawls over to see what Max is doing. Pip thinks learning about word parts is a fantastic way to grow their vocabulary. Max decides to make a list of new words to share with his friends. He is not unhappy at all; he is very excited to learn more about how words work together.

Word bank: prefix · suffix · unhappy · kindness · dislike · helpful

1. 1. What does Max add to the end of the word 'kind' to make a new word? (Literal) (2 marks)

2. 2. According to the text, where does a prefix go? (Literal) (2 marks)

3. 3. Why does Max feel proud of his work? (Inferential) (2 marks)

4. 4. How does Pip feel about learning new words? (Inferential) (2 marks)

5. 5. Do you think learning about prefixes and suffixes is useful? Why? (Evaluative) (3 marks)

Draw: Draw Max the monkey sitting in the library with a book, with some wooden blocks that have word parts like 'un', 'dis', and 'ness' written on them.



Extension challenge: Can you think of one more word that uses 'un' at the beginning? Write the word and its meaning.