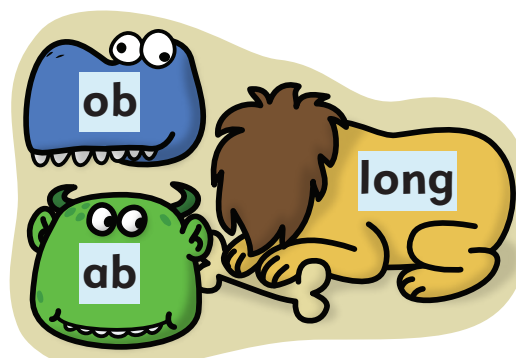
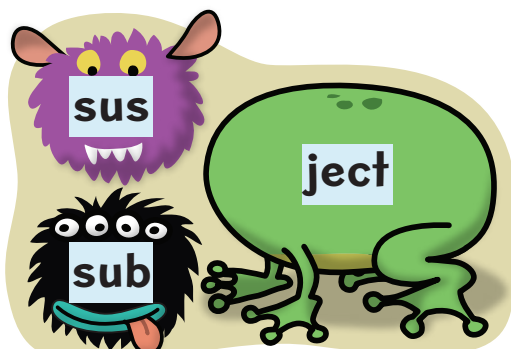
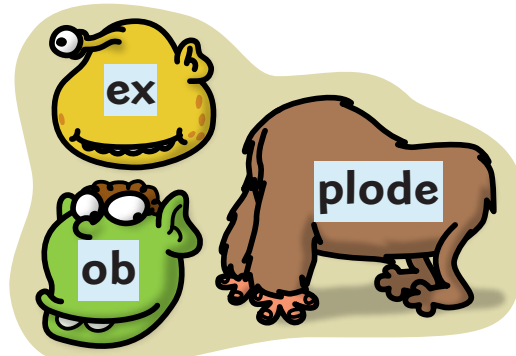
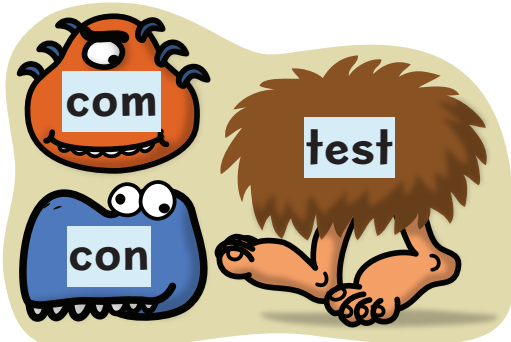
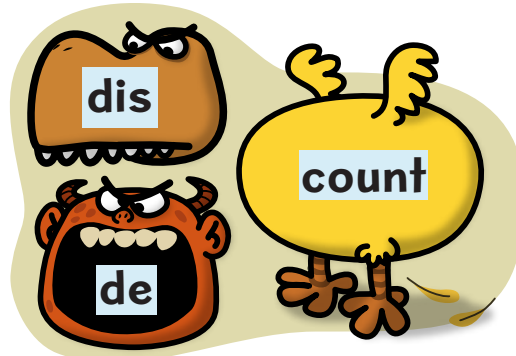
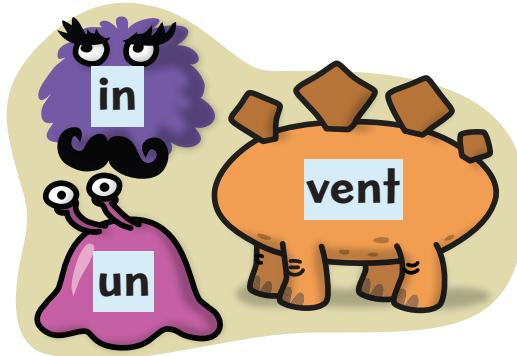
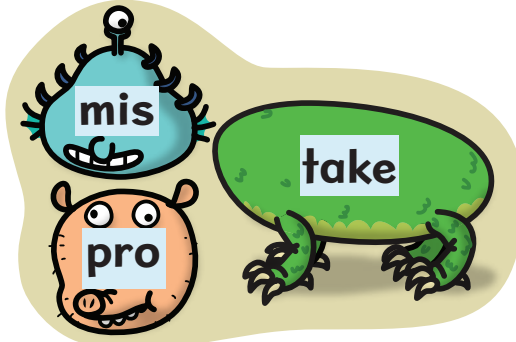
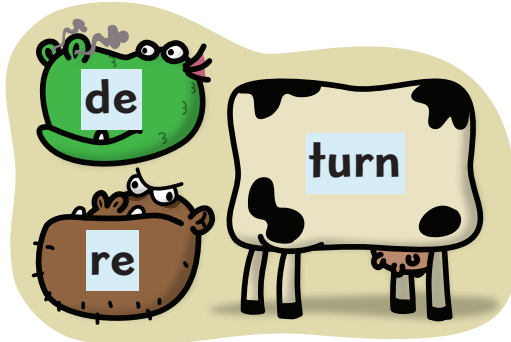
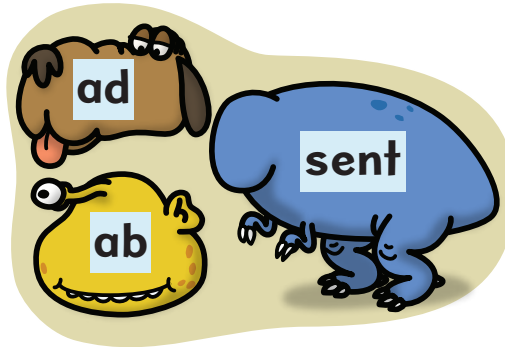
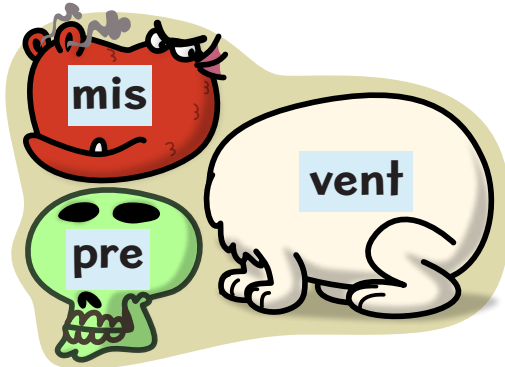


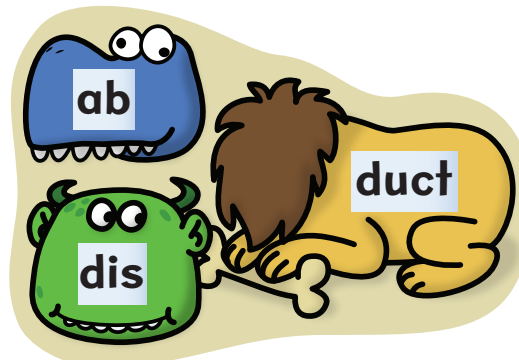
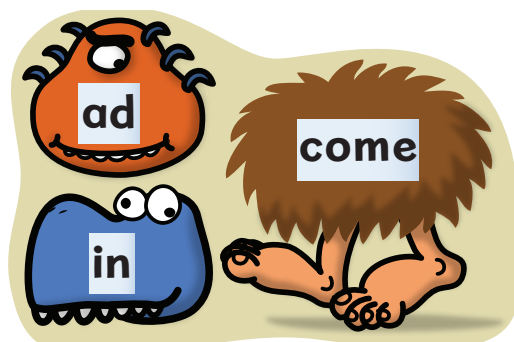
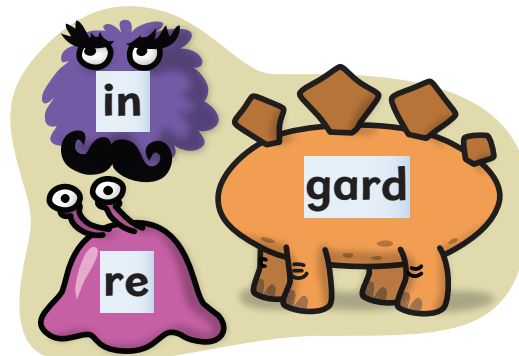
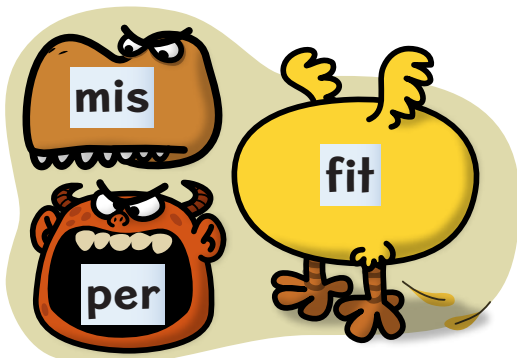
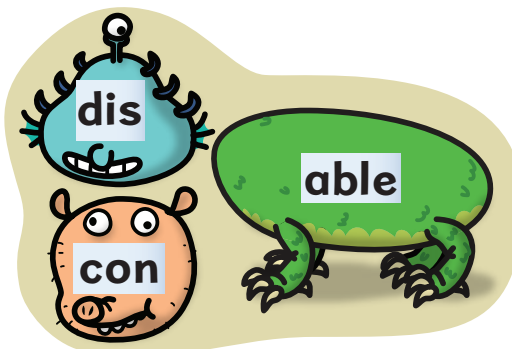
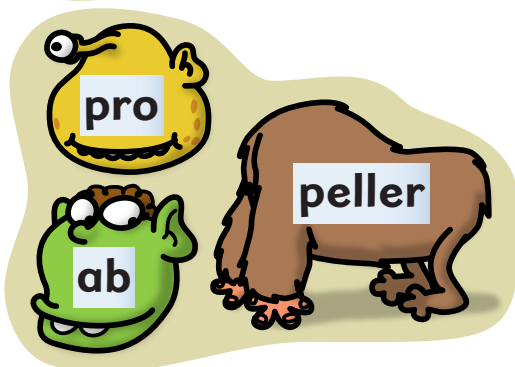
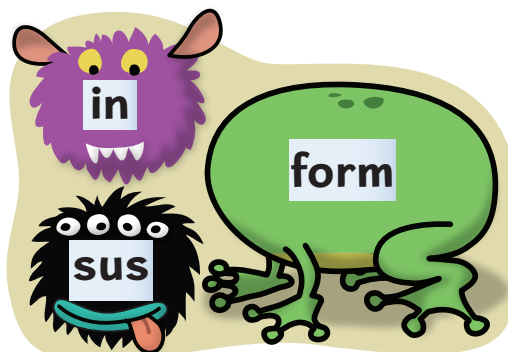
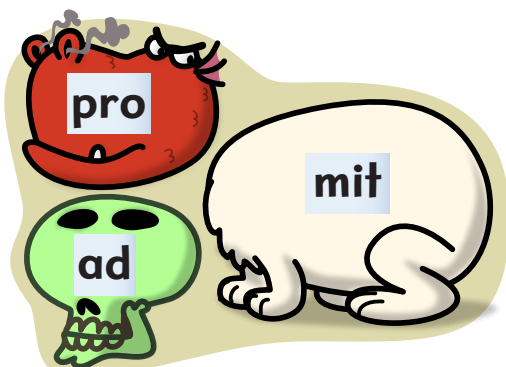
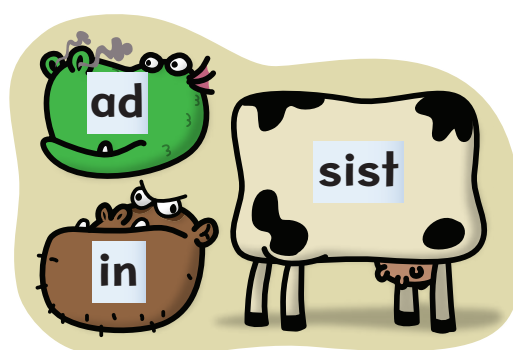
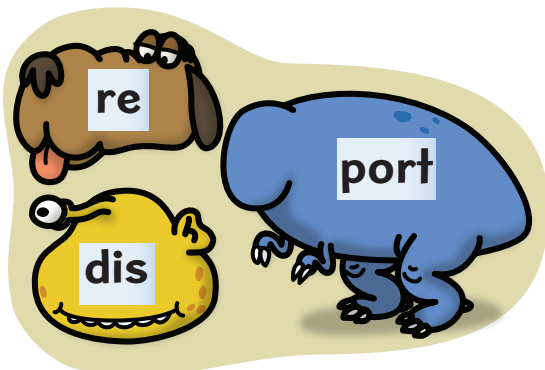
# Heads (prefix)

Join head+body 1



# Heads (prefix)

Join head+body 2





Heads (prefix)  
Follow on game

[www.nessy.com](http://www.nessy.com)

**ad**vert

**con**duct

**in**vent

**ad**vise

**dis**turb

**sub**mit

**ob**ject



**extra**

**extend**

**content**

**insist**

**dismiss**

**subway**

**perfect**

**absent**





**expand**

**absorb**

**persist**

**subject**

**disgust**

**inspect**

**convict**

**adapt**



**ex**press

**con**dor

**ad**mit

**in**tend

**per**mit

**per**form

**ex**pert

**ex**pect



**insult**

**expense**

**perhaps**



## How to play

3-5 players

Shuffle the cards.

Deal 7 cards, face down, to each player.

Put the remaining pack face down and turn up the top card

The player to the left of the dealer starts.

Players 'follow on' with a card of the same colour or the same sound.

The player says the word on his card and then repeats the coloured sound, e.g. 'hat ... a'.

If you can follow neither the colour nor the sound, you pick up a card from the pack.

A star card is a wild card. If you can't go, you may put down a star and change the sound pattern to one of your choice.

The first person to get rid of all of their cards wins.

## Adapt the pack

### Tell a story

As each card is played use the word in a sentence that join together to make a story. This helps develop vocabulary, sequencing skills and memory. At the end of the game look at the cards and use each word to recall the story. This is a memory skill. It is easier to remember a lot of key words by linking them together into a story.

### Flashcards

See how many cards can be read in one minute. Next lesson see if that score can be beaten and give a small reward and incentive to beat the previous score. We call these timed activities visual memory training (VMT) because they improve the speed at which a word can be recalled from sight.

# Heads (prefix) Happy families game

repeat  
depart  
prefer  
promise



repeat

repeat  
depart  
prefer  
promise



depart

repeat  
depart  
prefer  
promise



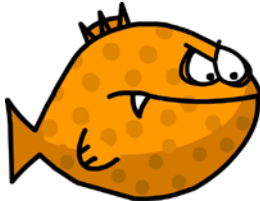
prefer

repeat  
depart  
prefer  
promise



promise

distant  
mistake  
permit  
adore



distant

distant  
mistake  
permit  
adore



mistake

distant  
mistake  
permit  
adore



permit

distant  
mistake  
permit  
adore



adore

contain  
comfort  
submit  
suspect



contain

contain  
comfort  
submit  
suspect



comfort

contain  
comfort  
submit  
suspect



submit

contain  
comfort  
submit  
suspect



suspect

untidy  
insist  
obtain  
exact



untidy

untidy  
insist  
obtain  
exact



insist

untidy  
insist  
obtain  
exact



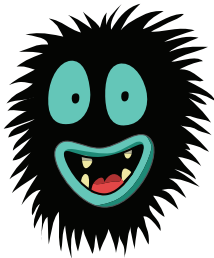
obtain

untidy  
insist  
obtain  
exact



exact

persist  
defeat  
export  
unfair



persist

persist  
defeat  
export  
unfair



defeat

persist  
defeat  
export  
unfair



export

persist  
defeat  
export  
unfair



unfair

object  
present  
perform  
depend



object

object  
present  
perform  
depend



present

object  
present  
perform  
depend



perform

object  
present  
perform  
depend



depend

## Happy Families

### How to play

3-4 players

Collect the cards that make up complete families.

Shuffle and deal out all cards.

The dealer begins by asking any player for a word that they need to add to a family. If the player asked has the card, they hand it over.

The dealer continues to ask for cards from any player, but if they ask someone who does not have it, then play passes to the player left of the dealer.

As families are collected, the four cards are placed together face down in front of the player who has them.

When a player has no cards left, he/she must drop out of the game and play passes to the person on their left. Their families are still counted at the end.

The game continues until all the families have been collected.

The player with the most families is the winner.



## Heads (prefix)

### Word list

insect	dislike	report	pretend	admit	submit	confess	exit	protect	mislead
invent	disgust	return	prefer	advert	subway	convict	extra	profit	misfit
intend	distant	refill	prevent	advent	subtract	connect	expect	project	misuse
inside	disease	record	predict	addict	suspect	conduct	expert	product	misfire
insult	distract	respect	preserve	address	sustain	contain	export	progress	misspell
increase	distrust	refresh	present	adjust	suspense	contract	extreme	program	misread
inspect	disable	reject	prescribe	adopt	suspense	contest	exact	protractor	misprint
inform	disaster	repeat	perfect	adapt	suspender	control	explode	problem	misspent
indeed	discount	react	person	adore	subject	convert	exam	promise	misbehave
inflate	discuss	result	perhaps	abort	subdue	complain	express	property	mistake
instead	dismiss	release	persist	absorb	subtotal	combat	object	proverb	
invite	demand	remain	perfume	abduct	subscribe	combine	obsess		
unsafe	depress	replace	perform	abacus		commit	obtain		
unhappy	defeat	refuse	perceive	abrupt		comfort	obstruct		
unlock	delight	request	perforate	abuse		command	observe		
unfit	defend	recover	permanent	absent		comment	oblong		
unfair	depend	reply	perplex	absurd		complex			
undo	depart	relax	persecute			complete			
unable	deserve	remove	perspire			compost			
untie	develop	regret	persuade			computer			
untidy	degree	retreat	permit						
unwell	detail	reflect	percent						
unkind	deliver	revenge							
unzip	demolish	remark							

### Make

Cut around the outside of each card.

Fold down the middle line.

Glue the blank sides together.

### How to play

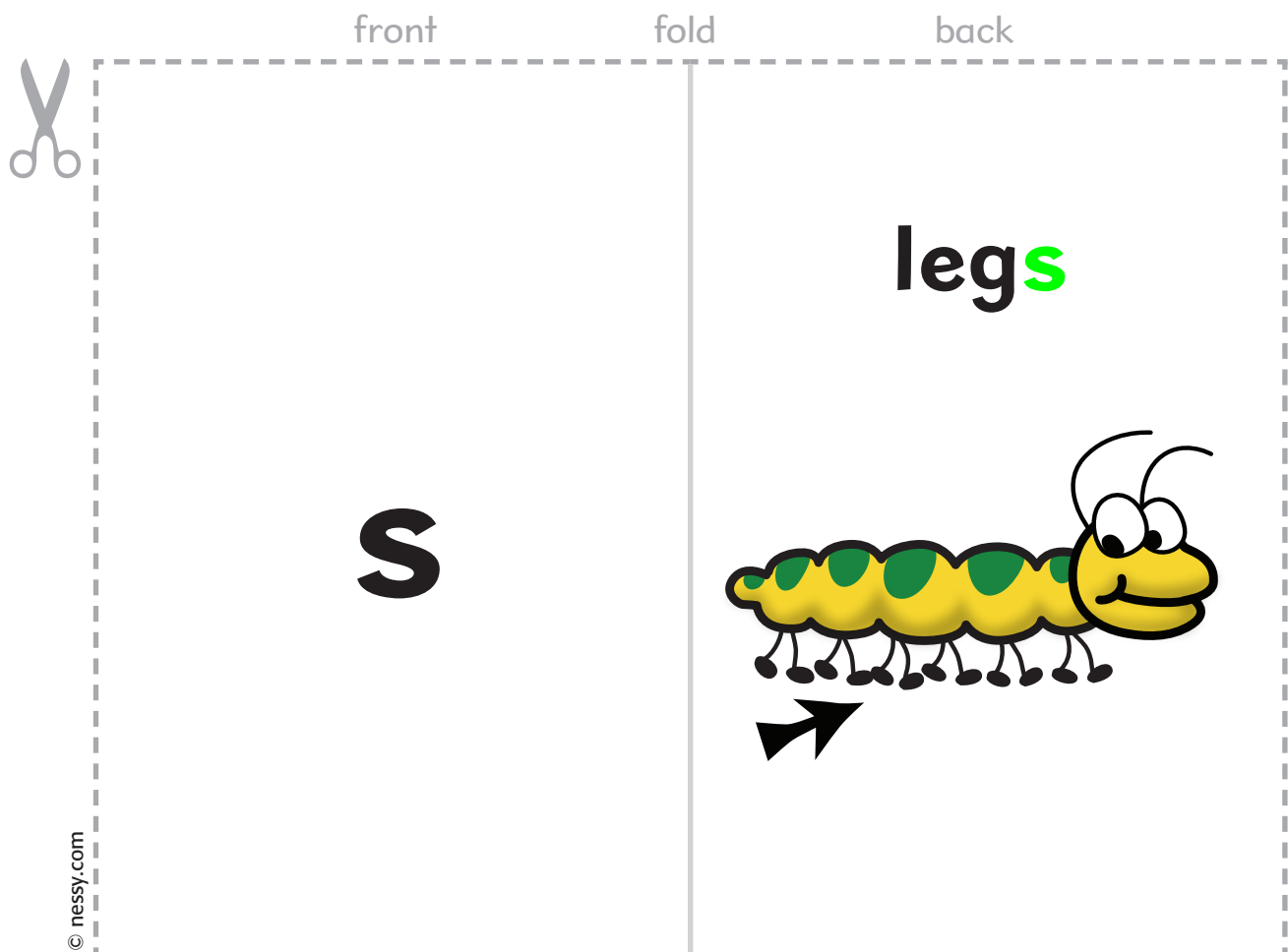
Start with the picture side.

Show the picture, say the word then the sound e.g. 'legs ... s'.  
'es' makes the sound 'is'.

Once confident, begin with the letter side.

If there is difficulty recalling the sound, show the picture as a clue.

A quick 'flash' at the letters is sometimes more memorable than a long look.



front

fold

back



es

foxes



front

fold

back



ing

swimming



front

fold

back



er

runner



front

fold

back



y

hairy



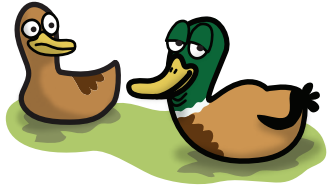
# Tails (suffix) 1

## Complete word 1 -s -es



### Nessy Rule

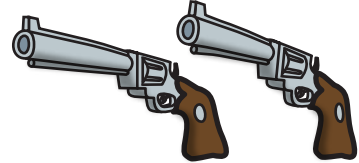
The word endings -s and -es make a word plural.  
 Plural means more than one. e.g. one cat becomes two cats.  
 Listen to the sound. -es says 'is' as in 'foxes'  
 Use -es after the hissing sounds 'ch' 'x' 'ss' 'sh' (exception: 'fish')



duck\_\_\_\_\_



cup\_\_\_\_\_



gun \_\_\_\_\_



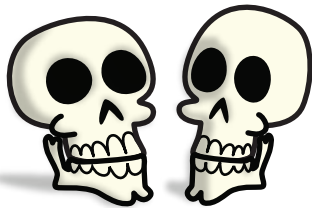
cross\_\_\_\_\_



glass\_\_\_\_\_



fox\_\_\_\_\_



skull\_\_\_\_\_



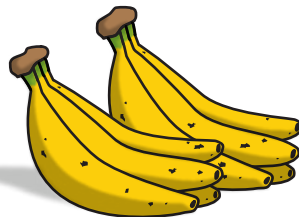
witch\_\_\_\_\_



pet\_\_\_\_\_



dog\_\_\_\_\_



bunch\_\_\_\_\_



match\_\_\_\_\_

# Tails (suffix) 1

## Complete word 2 -s -es



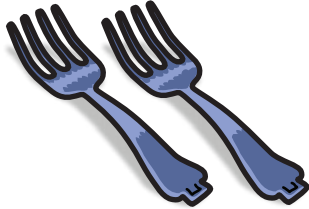
### Nessy Rule

The word endings -s and -es make a word plural.

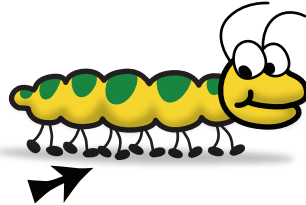
Plural means more than one. e.g. one cat becomes two cats.

Listen to the sound. -es says 'is' as in 'foxes'

Use -es after the hissing sounds 'ch' 'x' 'ss' 'sh' (exception: 'fish')



fork\_\_\_\_\_



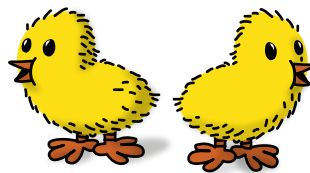
leg\_\_\_\_\_



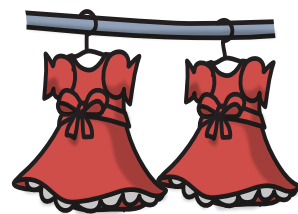
bus\_\_\_\_\_



box\_\_\_\_\_



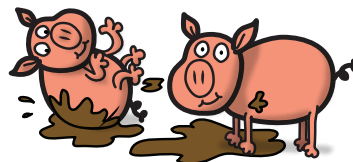
chick\_\_\_\_\_



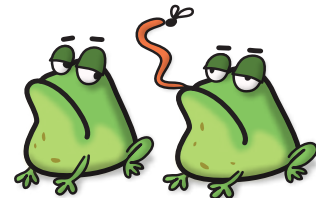
dress\_\_\_\_\_



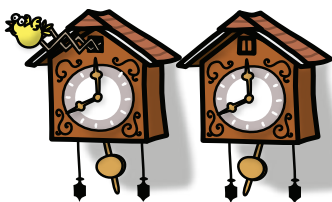
kiss\_\_\_\_\_



pig\_\_\_\_\_



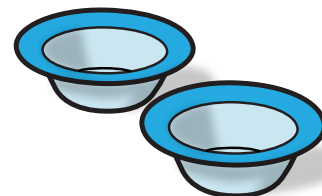
frog\_\_\_\_\_



clock\_\_\_\_\_



brush\_\_\_\_\_

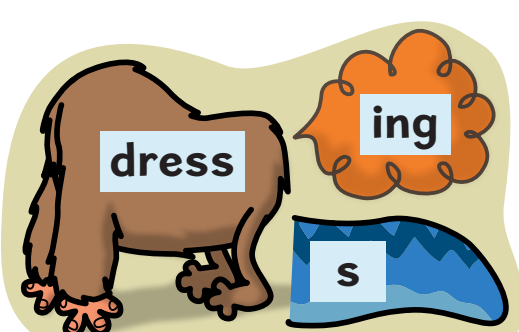
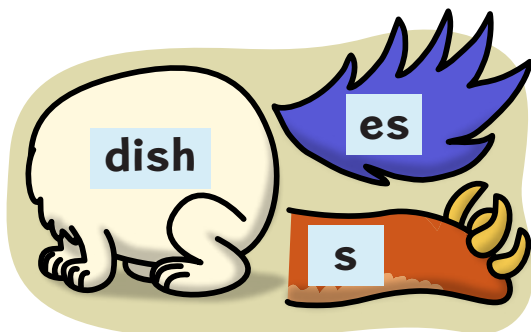
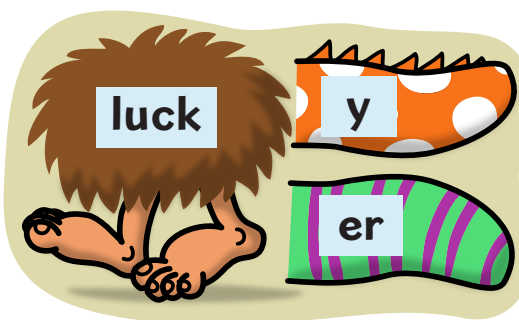
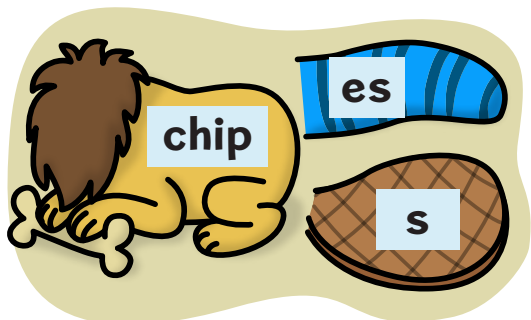
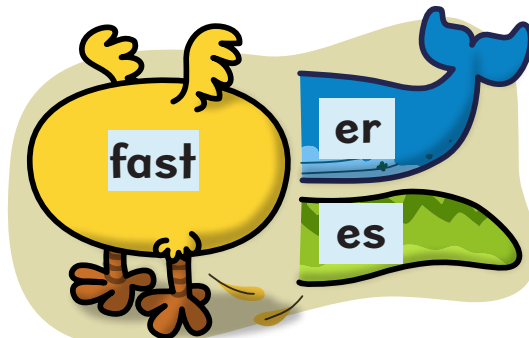
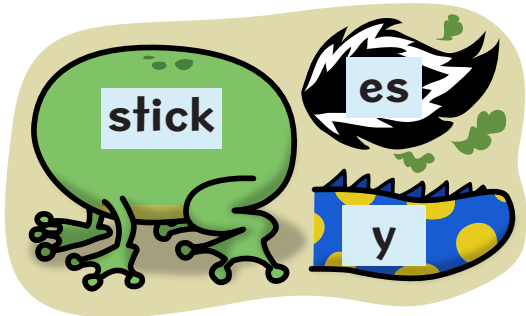
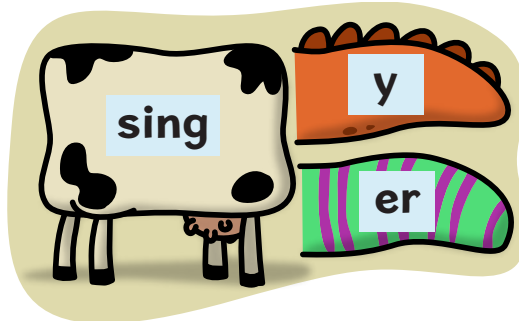
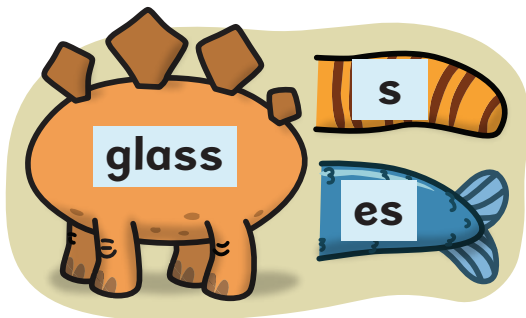
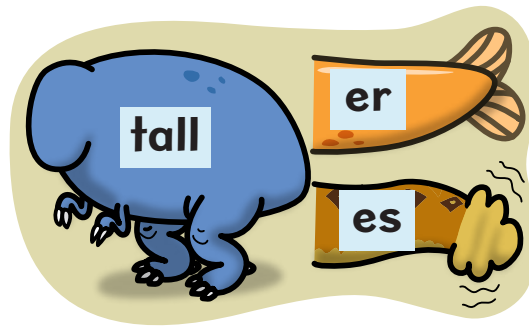
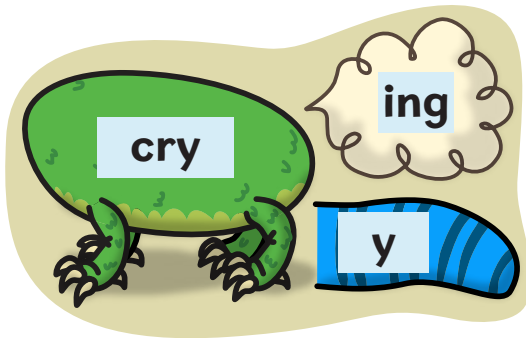


dish\_\_\_\_\_



# Tails (suffix) 1

Join body-tail





# Tails (suffix) 1

## Chain game -y as e

### Make

Cut out each card, fold along the central line and stick the blank sides together.



front

fold

back

front

fold

back



-y as e  
Chain game  
[www.nessy.com](http://www.nessy.com)

belly



spotty



sunny



nasty



muddy





front

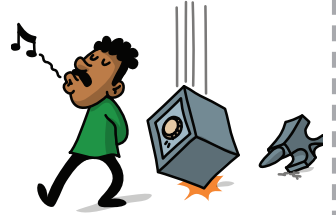
fold

back

puppy



funny



front

fold

back

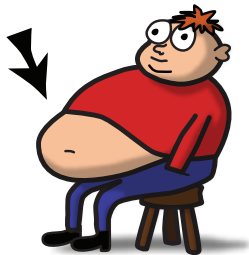
lucky



teddy



windy



## Chain game

### How to play for reading

1 player

Shuffle the cards.

Lay all the cards down in front of you, picture side up.\*

Turn over any card and read the word.

Find the picture that matches the word.

Now turn this new card over, read the word and find the next matching picture.

Put each card on top of one another in a pile.

Keep going until you pick up the last card.

The last card should match the picture of the card you started with, completing the 'chain'.

Turn the pack over. If it matches then you have read all the words correctly!

If it does not match then you have gone wrong and have to start again.

The game also works if you start with all the cards word side up.



\*At a later stage sentence clues are used instead of pictures.

### How to play for spelling

Look at the top picture card and write the word it represents.

This activity also helps to improve memory, as the student has to remember the word linked with the clue.

Keep going until you have spelt words for all the cards then turn them over and mark your spelling by looking at the word side.

The student can use any errors to make up their own sentences.

© nessy.com



**NessyTip**

Watch a training film of the Chain game at [nessy.com](http://nessy.com).

# Tails (suffix) 1

## Chain game -ing

### Make

Cut out each card, fold along the central line and stick the blank sides together.

front

fold

back

front

fold

back

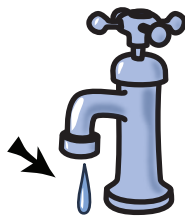


-ing  
Chain game  
[www.nessy.com](http://www.nessy.com)

singing



flapping



dripping



stopping



chopping





front

fold

back

**fishing**



front

fold

back

**swimming**



**skipping**



**running**



**crying**



## Chain game

### How to play for reading

1 player

Shuffle the cards.

Lay all the cards down in front of you, picture side up.\*

Turn over any card and read the word.

Find the picture that matches the word.

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The student can use any errors to make up their own sentences.



#### Nessy Tip

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# Tails (suffix) 1

## Word list

The student reads a column aloud and circles each word ending.

Highlight difficult words to re-read next time.

Use this list for spelling activities.

pins	foxes	singer	helping	daddy
pigs	boxes	taller	dressing	muddy
huts	taxes	smaller	fishing	spotty
bats	dishes	faster	falling	puppy
lids	brushes	colder	crying	milky
tops	buses	older	planting	ugly
ships	dresses	boxer	jumping	frosty
chips	classes	jumper	standing	sticky
	crashes	longer	packing	lucky
		thinker	singing	rocky
				windy
				sandy
				nasty
				jelly
				silly
				funny
				sunny
				granny
				floppy
				happy
				dizzy
				fizzy

© nessy.com



### Nessy Tip

Cut out some characters from a comic and use words from the list to make speech bubbles.





front

fold

back



en

broken



front

fold

back



ful

painful



front

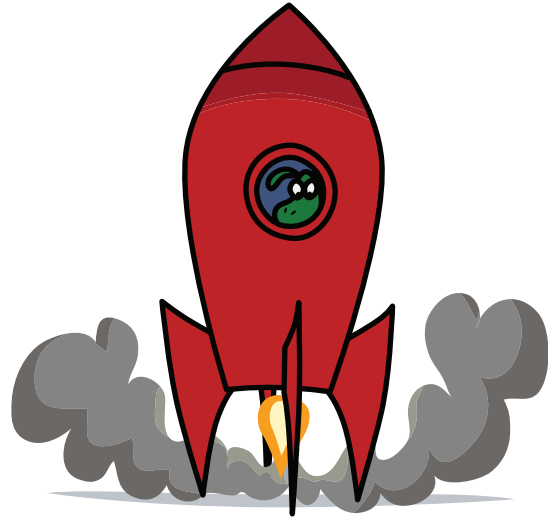
fold

back



et

rocket



front

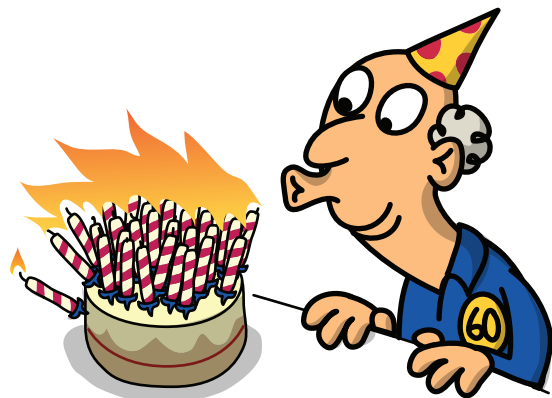
fold

back



ty

sixty



front

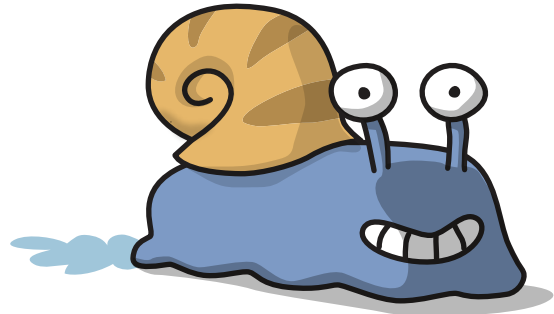
fold

back



ly

slowly



front

fold

back



ish

punish



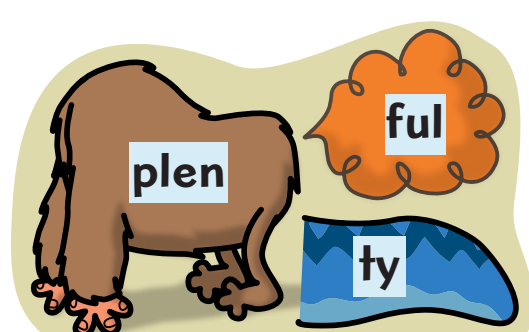
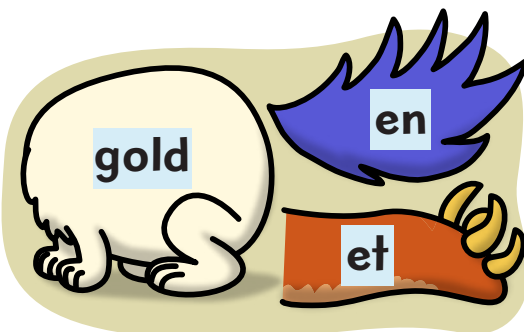
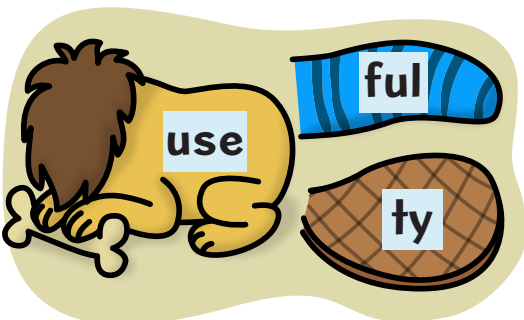
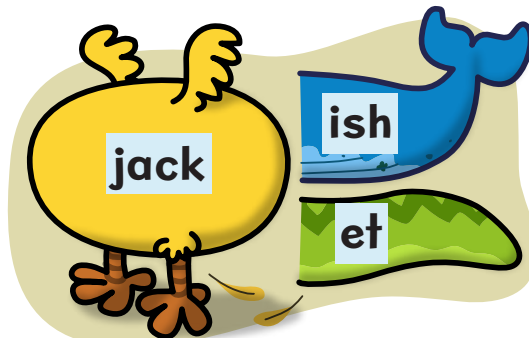
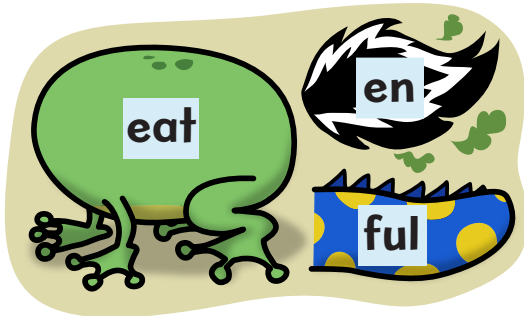
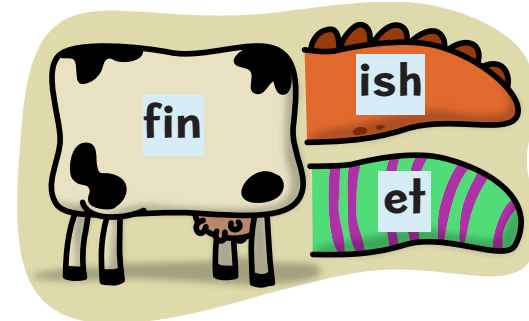
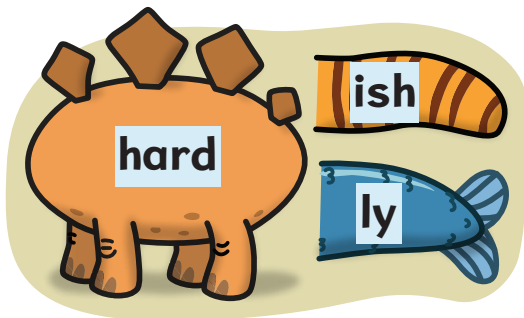
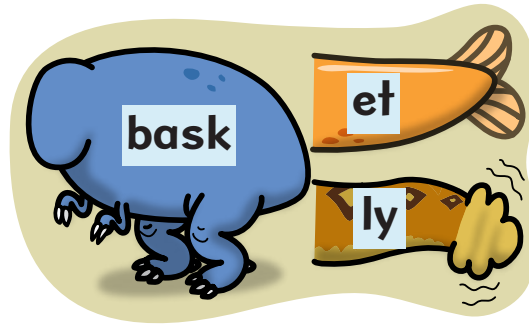
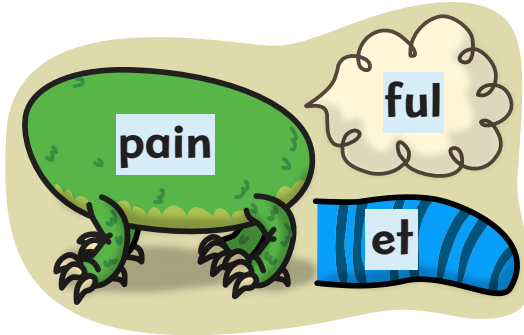
### How to play

1. See how quickly you can join the matching pieces.
2. When all the pieces have been joined, sound aloud each letter and blend them together into a word.



## Tails 2

Join body-tail 1





Tails 2  
Follow On  
[www.nessy.com](http://www.nessy.com)

pain**ful**

tight**en**

rubb**ish**

safel**ly**

most**ly**

fort**ly**

buck**et**



planet

fallen

quickly

shorten

hopeful

selfish

ninety

likely





playful

Spanish

golden

plenty

grateful

ticket

pocket

finish



eaten

twenty

foolish

truthful

useful

sharpen

target

safety



packet

bravely

frighten



## Follow On

### How to play

3-5 players

Shuffle the cards.

Deal 7 cards, face down, to each player.

Put the remaining pack face down and turn up the top card

The player to the left of the dealer starts.

Players 'follow on' with a card of the same colour or the same sound.

The player says the word on his card and then repeats the coloured sound, e.g. 'packet ... it'.

If you can follow neither the colour nor the sound, you pick up a card from the pack.

A star card is a wild card. If you can't go, you may put down a star and change the sound pattern to ne of your choice.

The first person to get rid of all of their cards wins.

### Adapt the pack

#### Tell a story

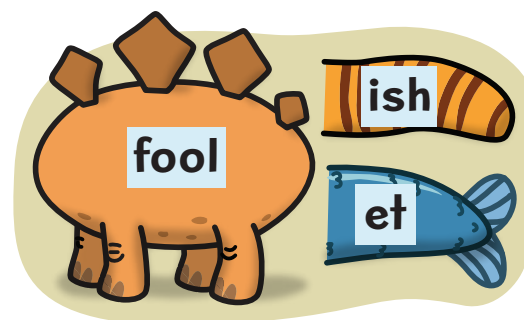
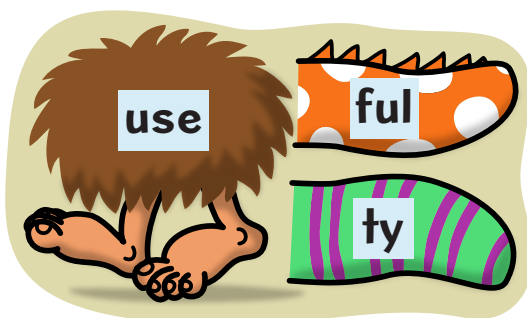
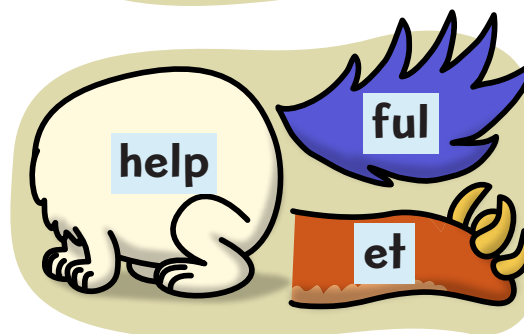
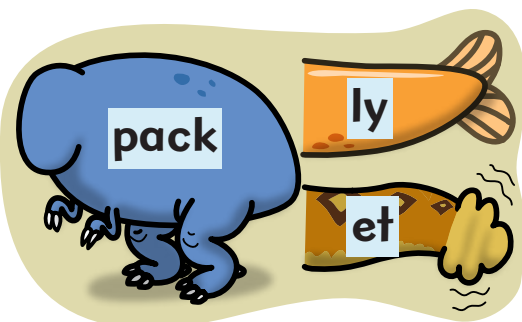
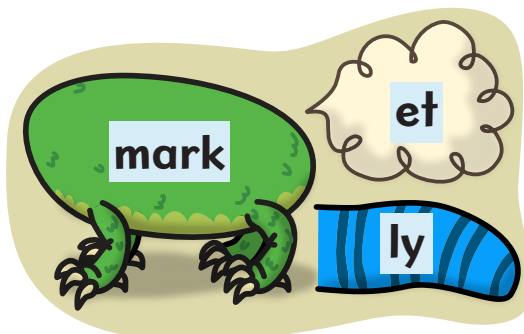
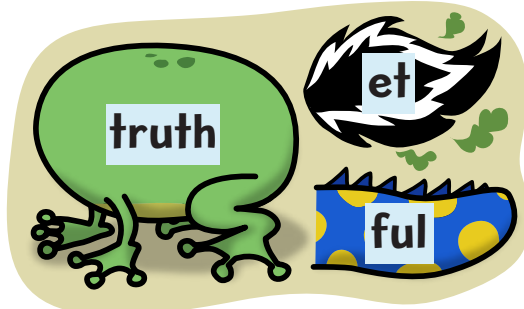
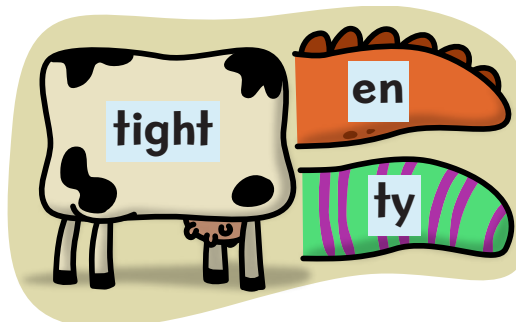
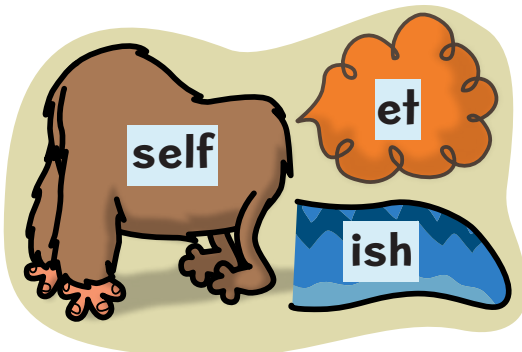
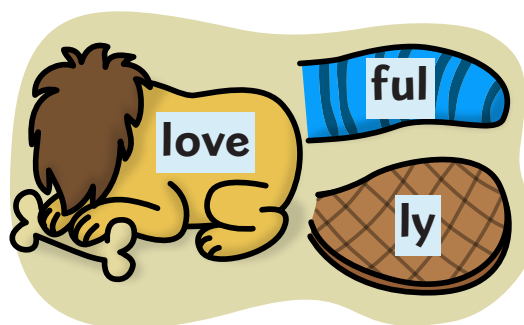
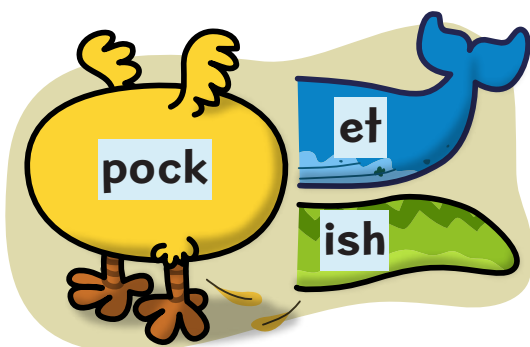
As each card is played use the word in a sentence that join together to make a story. This helps develop vocabulary, sequencing skills and memory. At the end of the game look at the cards and use each word to recall the story. This is a memory skill. It is easier to remember a lot of key words by linking them together into a story.

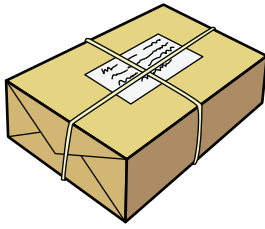
#### Flashcards

See how many cards can be read in one minute. Next lesson see if that score can be beaten and give a small reward and incentive to beat the previous score. We call these timed activities visual memory training (VMT) because they improve the speed at which a word can be recalled from sight.

## Tails 2

Join body-tail 2





pack\_\_\_\_\_



bask\_\_\_\_\_



spir\_\_\_\_\_



bad hab\_\_\_\_\_



biscu\_\_\_\_\_



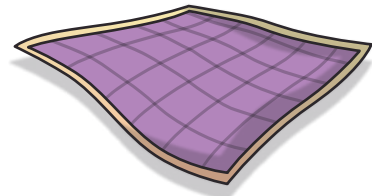
targ\_\_\_\_\_



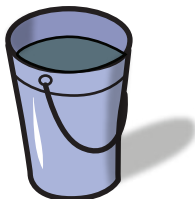
band\_\_\_\_\_



toil\_\_\_\_\_



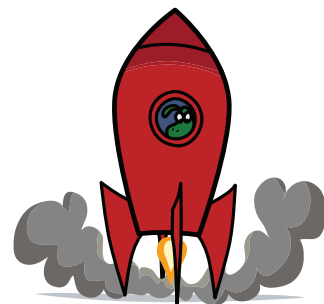
blank\_\_\_\_\_



buck\_\_\_\_\_



speed lim\_\_\_\_\_



rock\_\_\_\_\_

fold and hide



Nessy/Answers

packet  
habit  
bandit  
bucket

basket  
biscuit  
toilet  
limit

spirit  
target  
blanket  
rocket



## word endings

-et -ed spell missing word

Fill in the missing words.



She wears a _____ around her neck.	locket locked
I _____ up the socks from the floor.	picket picked
We _____ our suitcases.	packet packed
This _____ will keep you warm at night.	blanket blanked
I have no money in my _____.	wallet walled
He keeps his hand in his _____.	pocket pocked
You need a _____ to get on the train.	ticket ticked



## Tails 2

### Word list

The student reads a column aloud and ticks each word.  
Highlight difficult words to re-read next time.  
Use this list for spelling activities.

frighten	painful	rocket	sixty	punish
golden	colourful	bucket	twenty	rubbish
broken	playful	pocket	plenty	vanish
fallen	cheerful	market	seventy	foolish
sharpen	hopeful	quiet	eighty	selfish
brighten	useful	planet	dirty	banish
tighten	thankful	basket	safety	British
shorten	fearful	target	slowly	Spanish
harden	truthful	cricket	hardly	Cornish
eaten	grateful	toilet	safely	finish
		ticket	badly	relish
		packet	quickly	
		blanket	quietly	
		gadget	mostly	
		banquet	lately	
		poet	lovely	
		velvet	really	
		fidget	bravely	
		locket	likely	
		wicket		
		wallet		
		budget		

