

7th Grade Language Arts Unit – Prefixes and Root Words

California Language Arts Content Standard Reading 1.2

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1. Begin the unit by viewing the SMART Notebook file 01_Intro Prefix_Roots, and having the students play the “JellyFish” game, http://www.sadlier-oxford.com/phonics/5_6/fishtanks1/fishtanks1.htm. Provide students with the student worksheet located in the Notebook file attachments, and manipulate the objects on an interactive whiteboard as you proceed through the Notebook file lesson. If you do not have Notebook software, you can download the viewer for PC from: <http://www2.smarttech.com/st/en-US/Support/Downloads/Notebook+IV/NIVv95Win.htm>, or for MAC from: <http://www2.smarttech.com/st/en-US/Support/Downloads/Notebook+IV/NIVv95Mac.htm>
2. Download the free software for 3D Alice from www.alice.org. After opening the Alice software, open the Skyride Vocab.a2w game to have students practice the di, dis, and de prefixes and vocabulary words.
3. Open the Alice software, then open bottleThrow.a2w file and have the students play the interactive game to practice identifying de, di, dis, con and com prefixes and vocabulary words.
4. Open the Alice software, then open the Jupiter Zap Vocab Prefix.a2w game to have students practice identifying their prefixes.
5. Open the Alice software, then open the Jupiter Zap Vocab Words.a2w file to practice their prefixes and root word vocabulary words.
6. Review the file 02_Sorting Prefixes Notebook file with students using SMART Notebook software and an interactive white board, or using the SMART viewer. See the file’s attachments for student handouts.
7. Have students review the various games at <http://www.studystack.com/studytable-102906> to study prefixes and root words.
8. Review the file 03_Prefixes Roots Chart - SMART Notebook file with students.
9. Review the file 04A Senteo Quiz, De, Di, and Dis review quiz.
10. Review the file 04B Senteo Quiz, Con and Com review quiz.