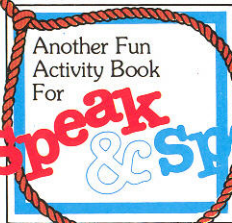
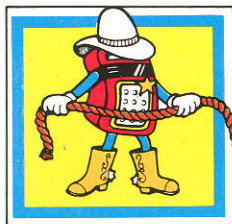




fun with Mighty verbs



SPEAK & SPELL

Enrichment Activities

The games and activities in the "Fun With Mighty Verbs" book let your child become familiar with the spellings and usage of various forms of verbs. Remind your child that repeated pressing of **(F) MODULE SELECT** alternately accesses the *Speak & Spell* built-in word list and the module word list. The activities below should be played with the *Mighty Verbs* word list.

- **Treasure on Action Island** (pages 2 and 3) uses a treasure hunt theme to provide children with the opportunity to build vocabulary and practice applying and spelling different verb endings.
- **Which Way Did It Go?** (pages 4 and 5) lets children practice adding -ing and -ed to verbs while solving an "Old West" theme crossword puzzle.
- **Motocross Race** (pages 6 and 7) gives children the chance to perform a variety of exercises involving verb endings and vocabulary building.
- **The Great American Verb Bowl** (pages 8 and 9) provides practice in spelling and distinguishing between verb endings as part of a game of strategy. Markers for this game are printed on the perforated tab of the inside back cover of the "Fun With Mighty Verbs" activity book.
- **A Tense Situation** (pages 10 and 11) provides vocabulary drill and practice in selecting and spelling the proper verb form within the framework of a rhyming mystery story.
- **I Climbed Conjugation Point** (page 12) provides drill in adding proper endings to various types of verbs.

You may want to take this opportunity to get involved with your child in exploring *Mighty Verbs*. The exercises in the book can be expanded by:

1. asking your child to rewrite the headlines of the local newspaper. Most verbs used in headlines have -s or -ing endings. See if your child can rewrite them using an -ed verb form.
2. challenging the child to convert the verbs in the sentences in the *Which Way Did It Go?* exercise to -s or -ing forms.
3. helping the child to find other verbs that would rhyme with those already used in *A Tense Situation*. How funny can they make the story?

THE KEYS TO SPEAK & SPELL FUN



Verbs are mighty special words. There's at least one in every sentence. They are the action words!

One of the special things about verbs is that you can add different endings to them, like -s, -es, -ed, and -ing. These endings tell when the action happens.

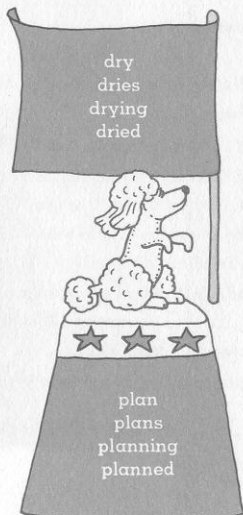
My Mighty Verbs™ module is a fun way to meet different types of verbs and get to know all the different things you can make them do by adding endings.

Mighty Verbs are mighty important. Master them, and you'll always be in on the action.

PRESENTING THE MIGHTY VERBS™!



enjoy
enjoys
enjoying
enjoyed

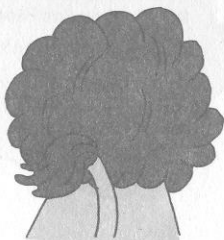


dry
dries
drying
dried

plan
plans
planning
planned



hope
hopes
hoping
hoped



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TREASURE ON ACTION ISLAND



Mean Mort was a pirate, and, like all pirates, Mort (1. really liked) loved treasure. He began (2. boasting) _____ that a treasure hadn't been hidden that he couldn't find. One day, he heard about a priceless treasure that was hidden on Action Island, and he started (3. plotting) _____ how to get it. "The treasure belongs to the people of Action Island," warned first Mate Friendly. But Mean Mort (4. paid no attention to) _____ him.

Mort carefully (5. looked over) _____ a map of the island. After (6. gazing) _____ at the map for a long time, he decided that the treasure had to be buried deep within the Mountain of Words, under the Knowledge Tree.

Mort and his mate set sail for Action Island. They landed and rapidly climbed the Mountain of Words. "I'll find the treasure if I have to dig to China!" exclaimed Mort. However, much to Mort's surprise, under the Knowledge Tree at the top of the mountain where anyone could see it, sat the chest of the Greatest Treasure. (7. Racing) _____ towards it, Mort threw open the lid. To his even greater surprise, the chest (8. seemed to be) _____ empty. "What sort of treasure is this that you can't even see it?" cried Mort.

"One that belongs to anyone who takes time to learn the _____," answered First Mate Friendly.

Here's how to discover the Treasure on Action Island for yourself.

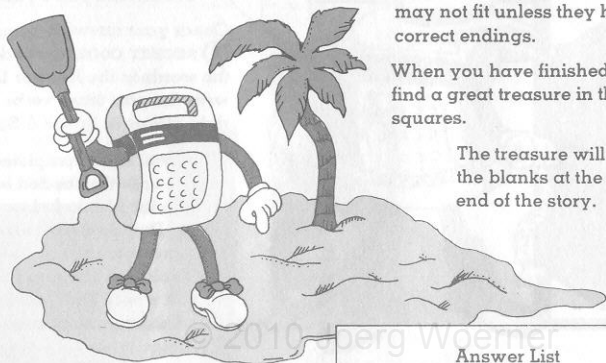
For each underlined word or group of words in the story, there is a coded word in the Answer List that means the same thing. Replace each underlined word or group of words in the story with a decoded word from the Answer List. To

decode the words, press **ON**, **SECRET CODE**, the letters of a coded word, and **ENTER**. Make sure you use the correct verb ending so the meaning stays the same.

As you replace each word in the story, also write the new word in the treasure chest. The number clues will help. Note, the words may not fit unless they have the correct endings.

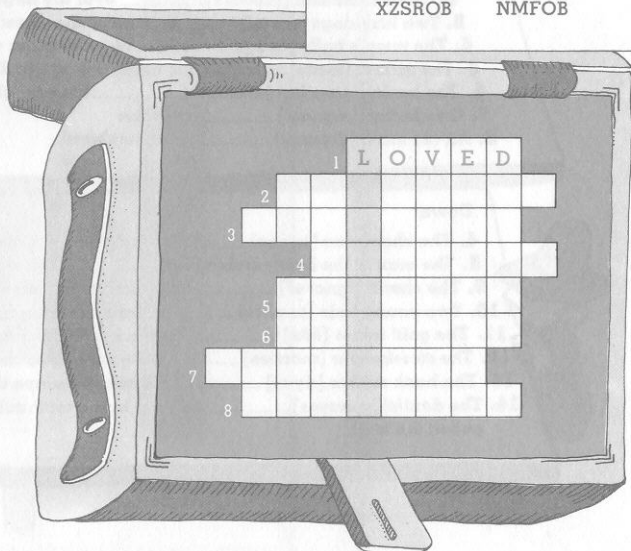
When you have finished, you will find a great treasure in the shaded squares.

The treasure will fit in the blanks at the end of the story.

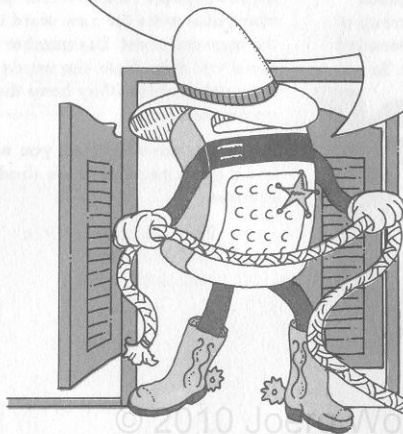


Answer List

NMLCH	FQQBFO
DYFOZB	URKB
EOFZ	QUFS
XZSROB	NMFOB



WHICH WAY DID IT GO?



Get your posse and try to help me locate that ornery varmint, The Verb. Here's how you can help, partner.

Read the sentences and change all the present tense verbs in brackets to past tense to make it sound like the events took place yesterday.

Check your answers by using the **SECRET CODE** key to decode the words in the Answer List. Then, write the past tense verbs in their right places in Speak & Spell's lasso.

When you have completed the puzzle, write the shaded letters in order in the blanks below the puzzle. Decode the letters and write the secret message on the second row of blanks. The message should tell you where The Verb is.

Across:

1. The deputy [enjoys] enjoyed an afternoon nap.
2. The blacksmith [labours] _____ over the forge.
3. Two lazy dogs [crawl] _____ under the water trough.
4. The town's bully [brags] _____ of yet another victory.
5. The farmer [feeds] _____ his horse before heading home.
6. The banker's top hat [matches] _____ his new gloves.
7. One Indian [signals] _____ another.
8. An old maid [dreams] _____ of a husband.

Down:

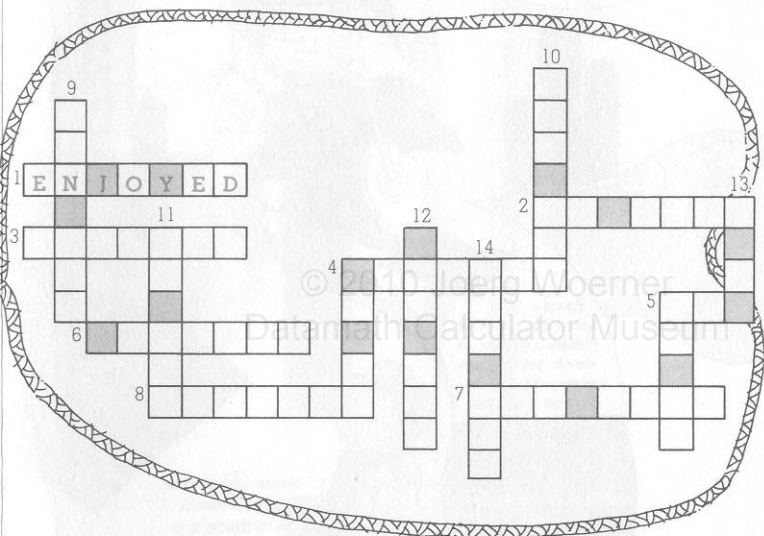
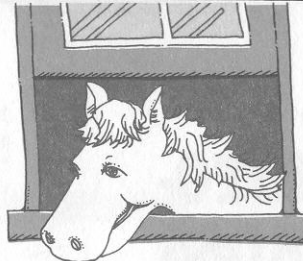
4. The champion [boxes] _____ to defend his title.
5. The man at the livery stable [fixes] _____ the wagon wheel.
9. The sheriff [ignores] _____ the rumble of a street fight.
10. Two young lads [tumble] _____ from the saloon.
11. The gold miner [lifts] _____ his pack on to his mule.
12. The storekeeper [marries] _____ the school teacher.
13. The bank robber [dyes] _____ his hair to escape the law.
14. The dentist [guesses] _____ the man had a toothache and pulled the tooth.



Answer List

BSWRHBC
UFEROBC
DOFJUBC
EOFZZBC
ABC
TFMDYBC
NXZSFUBC
COBFTBC

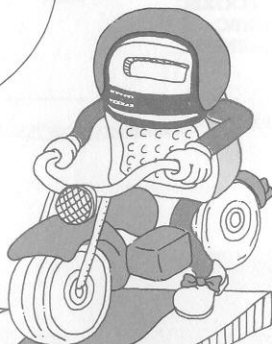
ERIBC
AXIBC
XZSROBC
MLTEUBC
UXAMBC
TFOOXBC
CHBC
ZLBNNBC



MOTO-CROSS RACE

To compete in MOTOCROSS spelling, you'll need:

- 2 or more people
- a marker for each person



Press my
LETTER key 8
times. Make a
verb using as
many of the let-
ters as you can.

Name a verb that
loses its "e"
when you add
-ing.

Decode one of the
words from this list
and use it in
a sentence.

EFMYBN EOBMYBN
URNBN

Name a verb that
you add -s or -es
to in this sentence:
"She _____"

Press **7** LETTER
key. Name a
verb that starts
with this letter
and ends in -ed.

Name a verb
that ends with "y."
Change it to fit
this sentence:
Yesterday
he _____.

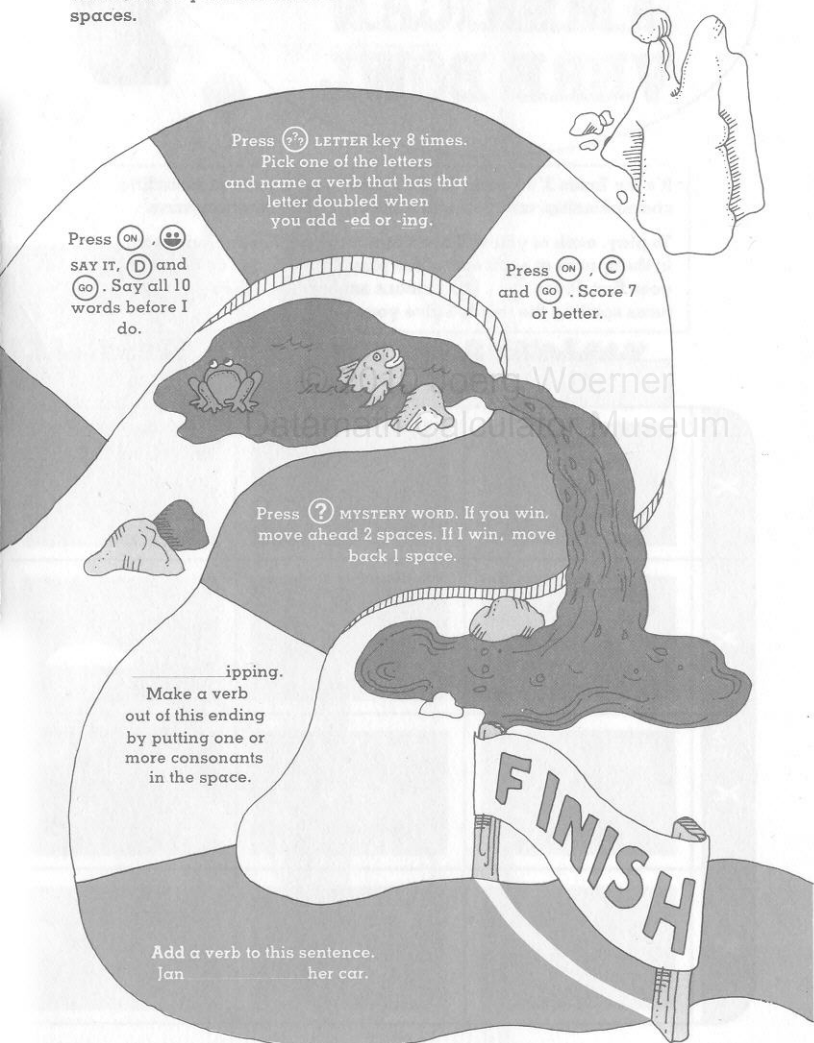
Remember
to play this game
with the words in my
Mighty Verbs module.
Pressing **#** MODULE
SELECT tells me to give
you words from the
new word list.
Pressing **#** MODULE
SELECT again tells me to
go back to my built-in
word list.

Put your marker on **START** and decide who goes first.

When it is your turn, press my **?** **LETTER** key. If I give you a consonant, move your marker to the next space. If I give you a vowel, move your marker two spaces.

Each time you land on a space, do what it says. If you don't get the right answer, skip your next turn.

Take turns playing until one player reaches the **FINISH**.



THE GREAT AMERICAN VERB BOWL



It's the Texas X's versus Zero's Heroes in the great verb-ending championship, and you and a friend are the team captains.

To play, each of you will need four markers. Line up one team in the spaces at each end of the playing field, and decide who goes first. Press **ON** , **⊕** MODULE SELECT, **D** , then **GO** . Take turns spelling the words I give you.

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X			
X			0
X			5
X			


When you spell a word correctly, you can move one of your players. The ending of the word you spelled tells you how many spaces you can move.

- **ROOT WORD** (learn) – 1 space toward the other team's goal
- **VERB** with -s or -es ending (learns) – 2 spaces toward the other team's goal
- **VERB** with -d or -ed ending (learned) – 1 space up or down toward the sidelines
- **VERB** with -ing ending (learning) – 1 space diagonally

If you land on a space that is already occupied by your opponent, he loses a turn. You may share a space with one of your own men.

A mis-spelled word means a penalty – you must go back one space toward your own goal. (If this puts your man in the same space as one of your opponent's men, he does not lose a turn.)

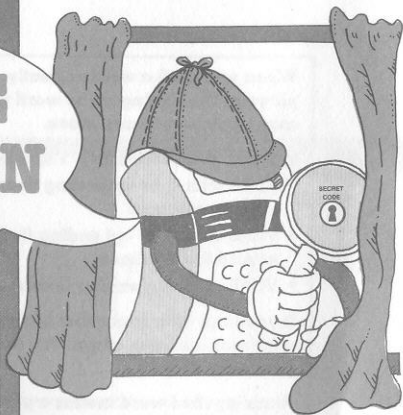
The first one to get all of his men across the board and into the other team's end zone is the winner!



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			O
5			O
0			O END ZONE
			O

A TENSE SITUATION



Here is a story with everything rhyming
About a thief with terrible *timing*.
He went to the home of a famous inventor,
Climbed up to a window and slowly _____.
As the dog watched, it started growling
And inside the house, the thief began _____.
Then sensing someone near him, he became rather worried,
And he bumped into things as he carelessly _____.
Through the dark, narrow hallway he dashed,
Knocked over the china and watched as it _____.
He switched on a flashlight and began scanning
The photos of what the inventor was _____.
The invention was important if properly used
But when he saw it, the thief was _____.
The invention could change any word that it pleased,
Take the verb "seize" and change it to "_____."
"What an odd invention," the careless thief cried.
"I thought it quite clever," a strange voice _____.
Then into the dark room a detective barged
And whisked the thief off to be arrested and _____.
To find out what the invention was named,
Find all the words and decode what remains.

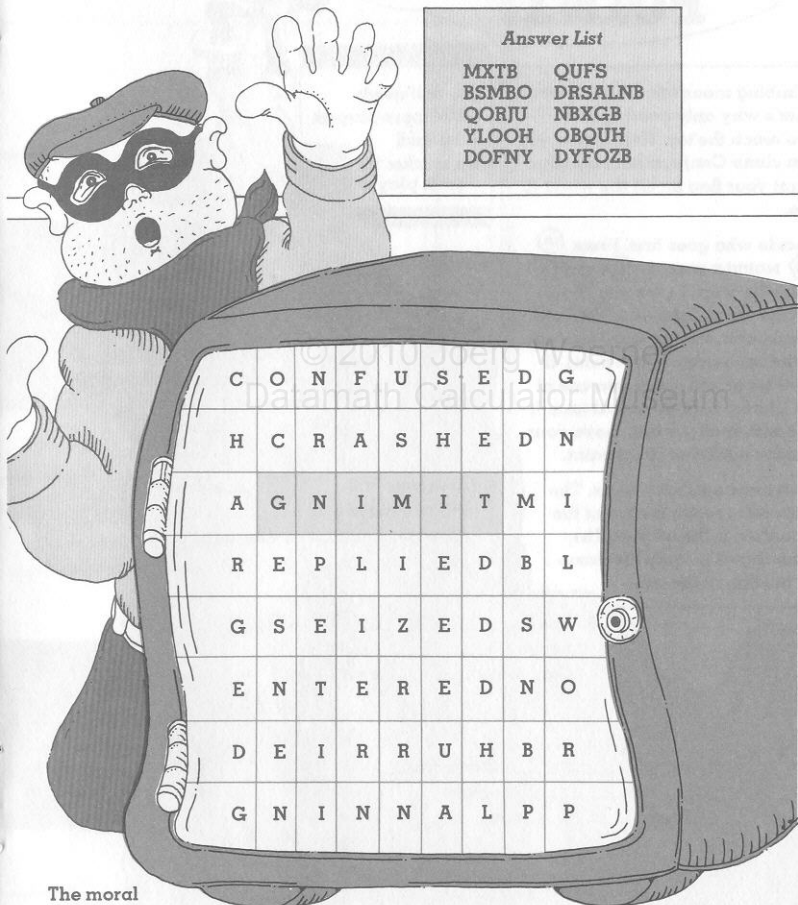
This story lets you be a detective. To find the invention, decode the verbs in the Answer List using the ❶ SECRET CODE key, and fill in the blanks with the correct verb — be sure to use the correct verb ending. Use each word only once.

When you have filled in all the

blanks, find the words in the safe and shade them with a pencil. The last verse of the poem will tell you what to do with them. When you have figured out the name of the invention, it should help you fill in the blank under the puzzle.

Answer List

MXTB	QUFS
BSMBO	DRSALNB
QORJU	NBXGB
YLOOH	OBQUH
DOFNY	DYFOZB



The moral of this story makes curious sense: Verbs should be changed according to _____.

I CLIMBED CONJUGATION POINT!



Climbing mountains is hard work. That's why only good spellers can reach the top. Here's how you can climb Conjugation Point and plant your flag for all the world to see.

Decide who goes first. Press **ON**, **(*)** MODULE SELECT, **(D)** and **(GO)**. Spell the word I give you. If you get the word right, go to the first checkpoint. Put the word into one of the sentences at that point. If your word will not fit into one of the blanks, skip your next turn. If you mis-spell a word, move your marker back one checkpoint.

Take turns spelling words. The first one to reach the top of the mountain is the winner. The winner gets to write his name on the flag at the top.

You will need:

- 2 or more players
- a pencil
- a marker for each player

6. I will _____ tomorrow, I hope.
You are _____ now?
They _____.

5. We _____ this minute.
I _____ yesterday and today.
It _____ last week.

4. Everyone will _____ someday.
Jan and Joe are _____.
All of us _____ a year ago.

3. The dog _____ last Thursday.
I am not _____ today.
Can you _____ right now?

2. We will _____ later today.
They _____ last night.
Mary _____ now.

1. I _____ today.
You _____ yesterday.
He is _____ now.

Word List

The verb list contained in the *Mighty Verbs* plug-in word module is grouped into four levels. Each level contains a verb accompanied by its -s, -ed and -ing forms.

Level A contains those words that are not changed when endings are added.

Level B verbs require adding or dropping an "e" before adding endings.

Level C verbs require the final consonant to be doubled or "y" to change to "i" before adding the ending. *Level D* contains a variety of words representative of the type verbs encountered in the other levels. This level provides your child with the opportunity to apply to new words the skills mastered in the other three levels.

Level A	verb	-s	-ed	-ing
	alert	alerts	alerted	alerting
	cheer	cheers	cheered	cheering
	claim	claims	claimed	claiming
	cover	covers	covered	covering
	crawl	crawls	crawled	crawling
	enjoy	enjoys	enjoyed	enjoying
	enter	enters	entered	entering
	film	films	filmed	filming
	lift	lifts	lifted	lifting
	offer	offers	offered	offering
	order	orders	ordered	ordering
Level B	charge	charges	charged	charging
	dress	dresses	dressed	dressing
	hope	hopes	hoped	hoping
	ignore	ignores	ignored	ignoring
	tumble	tumbles	tumbled	tumbling
Level C	brag	brags	bragged	bragging
	chop	chops	chopped	chopping
	copy	copies	copied	copying
	dry	dries	dried	drying
	fry	fries	fried	frying
	plan	plans	planned	planning
	study	studies	studied	studying
Level D	avoid	avoids	avoided	avoiding
	edit	edits	edited	editing
	erase	erases	erased	erasing
	open	opens	opened	opening
	pause	pauses	paused	pausing
	stoop	stoops	stooped	stooping
	worry	worries	worried	worrying

TEXAS INSTRUMENTS



Last Name
Familiennam
Nom
Cognome
Achternaam
Efternamn
Efternavn
Sukunimi
Ultimo nome
Apellidos

First Name
Vorname
Prénom
Nome
Voornaam
Fornamn
Fornavn
Etunimi
Primeiro nome
Nombre

Address
Adresse
Indirizzo
Adres
Gatuadress
Osoite
Endereco
Dirección

Town
Ort
Ville
Città
Stad
By
Kaupunki
Cidade/Vila
Ciudad

P.O. Code
Postleitzahl
Code Postal
Codice Postale
Postcode
Postnr
Postnummer
Código postal
D. Postal

Country
Land
Pays
Paese
Maa
Pais



Date, Datum, Data;
Paivapäara, Dato, Fecha

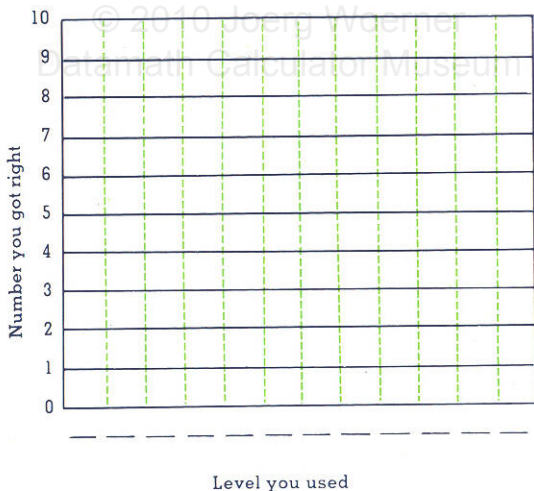
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LET'S CHART YOUR PROGRESS!

Here's a special page to help you keep track of your spelling scores.

When you finish spelling ten words, write the level you used (A, B, C, or D) on the line at the bottom of the graph. Then find the number of words you spelled correctly on the left side of the graph. Follow the dotted line to color a bar from the bottom of the graph to the number you got right.

This bar graph will help you see how well you are doing.



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**TEXAS
INSTRUMENTS**