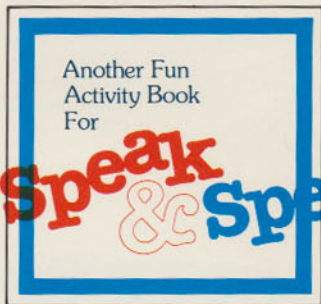
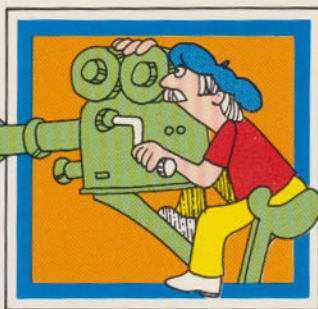


Fun With Noun

Endings



THE KEYS TO SPEAK & SPELL FUN



Developed by the staff of the Texas Instruments Learning Center.

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PLURAL — More
than one thing.

PILOTS

SINGULAR POSSESSIVE
— One thing or a group of
things belonging to one
owner.

ELEPHANT'S
TRUNK

Singular
Possessive

Plural
Possessive

PLURAL POSSESSIVE
— One thing or a group
of things belonging to a
group of owners.

MONKEYS' BANANAS

Adding noun endings helps
show quantity and ownership.
"Fun With Noun Endings"
is filled with games and activities
using examples like the ones
on this page. Reach new
heights in spelling! "Fun With
Noun Endings" can be your lift-
off.

TAKE TWO

Star in a show of spelling skill with singular and plural nouns!

You will need a pencil and a friend.

Decide who will be the first contestant. Press (O), (H) and (C). Take turns spelling the nouns. If you spell a singular noun correctly, write that noun in an "S" blank. (Remember, singular means only one.) If you spell a plural noun correctly, write that noun in a "P" blank. (Remember, plural means more than one.) Singular and plural forms of the same noun should be put together in one box, like this:

S POEM

P POEMS

SS

If you fill in the noun that completes a box, you win the round and may claim that box by putting your initial in the corner.

Soon every box will have at least one noun. When you spell a noun that cannot be paired with one already in a box, pass Speak & Spell to the next contestant without using your noun.

Keep playing until each box has been claimed by a contestant. The contestant who claims the most boxes becomes the star of the show!



S _____ P _____	S _____ P _____	S _____ P _____
S _____ P _____	S _____ P _____	S _____ P _____
S _____ P _____	S _____ P _____	S _____ P _____

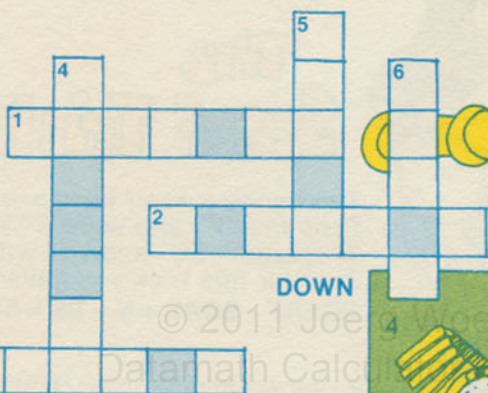
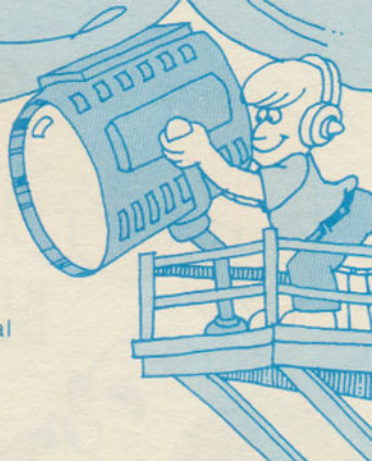
"ES" SUCCESS

For some nouns just adding an "s" won't do
When you want to go from one thing to two,

So here is a puzzle that helps to show
Just when and where "-es" must go.

Help produce this show! Gather props by
completing the crossword puzzle using the plural
form of each numbered noun pictured in the boxes.

(Use **SECRET CODE** to check your answers.)



DOWN

ACROSS

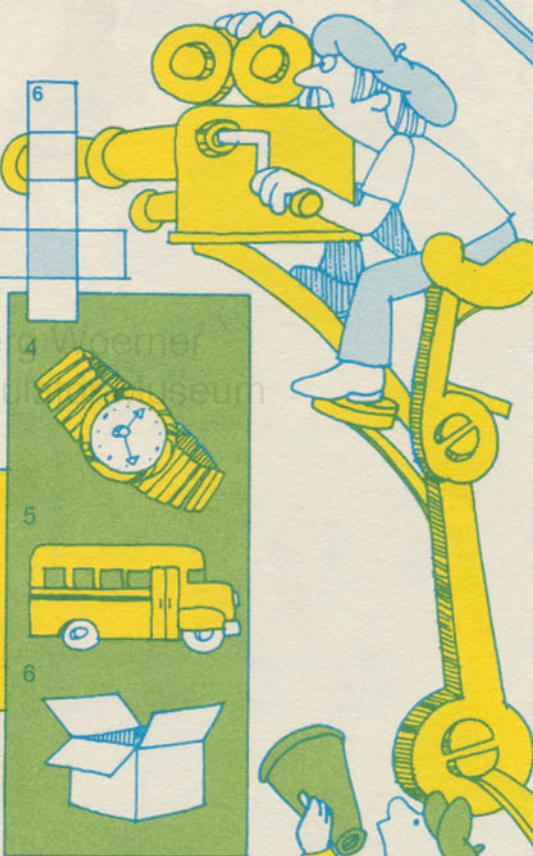


After you complete the puzzle,
unscramble the letters in the
shaded squares to find who you
are! Some of them have been
filled in for you.

P _ P R Y
C R W _ I F

HINT:

You add "-es" to
mean two things or
more when CH, SH,
SS, O, S or X goes
before.



ANSWER LIST

EFSWRBN
EOLNYBN
ZUFNNBN
JFMDYBN
ELNBN
ERIBN



Presto Plurals

House of Magic



A real magician will never tell
How he does his tricks so well.
Presto will make it easy for you
To change one thing into two!

The Scarf Trick

To change a scarf from one to three,
Drop the "F" and write a "V";
Then add "-ES" and you will see,
That for this trick you have the key!

SCARF SCAR + V + ES = SCARVES

Check your answers by using ① SECRET CODE.

SHELL GAME

TBODXBN XKBXN
FOTXBN DFSCXBN
ZUROXBN

MAGIC LINKING RINGS

NBUA UXAB
QLOQXBN UXXBN
NBUKBN QLOQH

Magic Linking Rings

Link the letters in the rings to make both the singular and plural forms of three different nouns. Some of the rings may be used more than once. Write the possible combinations on the lines below.

Write the nouns where they fit on the magician's trunk. Some of the letters have already been placed in the boxes for you.

The Magic Lady

To turn one lady into two,
This is all you need to do:
Drop the "Y," add "I," "ES,"
And you will meet with great success!
LADY LAD + I + ES = LADIES

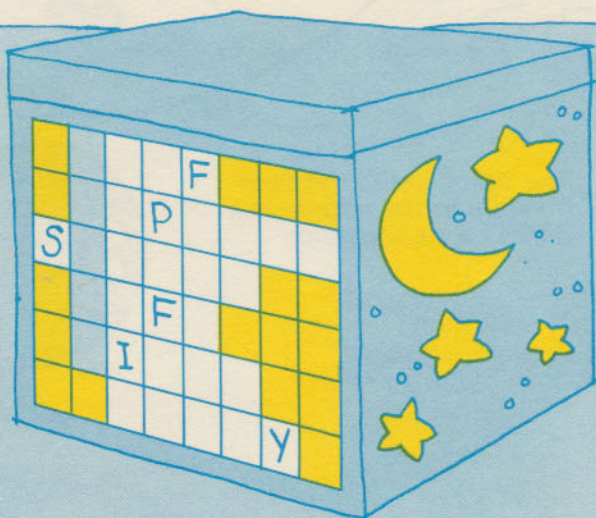
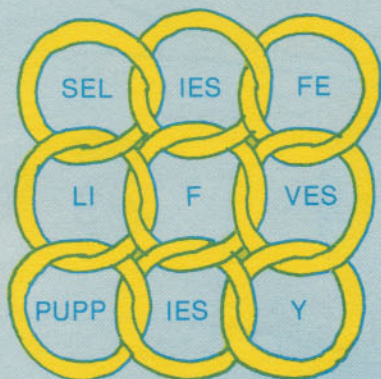
Shell Game

One noun in each group of shells is spelled incorrectly. Find it and correct the spelling in the space above it. Write the correctly spelled noun in the spaces provided in the magic hat.



- 1 Turkeys Elves Mercys
- 2 Hobbies Armys Enemies
- 3 Glorys Valleys Chimneys
- 4 Miseries Ivys Entries
- 5 Candys Lilies Hooves

The shaded boxes above and below
Tell what magicians all
need to know!



Snowflakes' Slalom

A Game For 2

You will need 2 identical markers for each person from the flap of this book.

Decide who will ski first. Each skier chooses a "START" and places both markers on it.

Press Ⓢ, #, © and Ⓞ

Take turns spelling the nouns given. If you spell a plural

noun (like cats) correctly, ski to the next "S" space. If you spell a possessive noun (like cat's or cats') correctly, ski to the next ' space.

When you land on an "S" space where your opponent has a marker, you may send that marker back to the START. If you land on an ' space where your opponent has a marker, you must put your marker back on your START.

START

S

S

S

S

S

S

S

S

S

S

START

The first skier to get both markers to the opponent's START wins the gold!

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Planet of the Possessives

Circle the word that will correctly complete each sentence.

Captain Spellwell was sent to explore (Planet's, Planets', Planets) where no one had been before.

With a (guide's, guides', guides) help on his journey in space, he discovered a truly unusual place.

Instead of the (things', things, thing's) one usually sees, This planet was full of apostrophes.

Some followed "s" and some came before (Spellwells, Spellwells', Spellwell's) job was to find out more.

Most of all he wanted to see Why the (words, word's, words') had an apostrophe.

He watched the (native's, natives, natives') use of it And tried to learn how it fit.

Finally landing on an (island's, islands', islands) shore, He found what he'd been looking for.

Find out too! Take the first letter of each noun above that shows possession. Unscramble the letters and fill in the blanks in the sentence below.

An apostrophe can be a _____. That helps to tell what's yours and mine!

Now that Spellwell's mission is through, He is going to need some help from you. To steer him through the galaxies, You will have to know apostrophes.

APOSTROPHE STARMAP 1:

Follow the arrows next to the *singular* possessives to guide Spellwell through the star-maze to earth. Draw a line as you go.

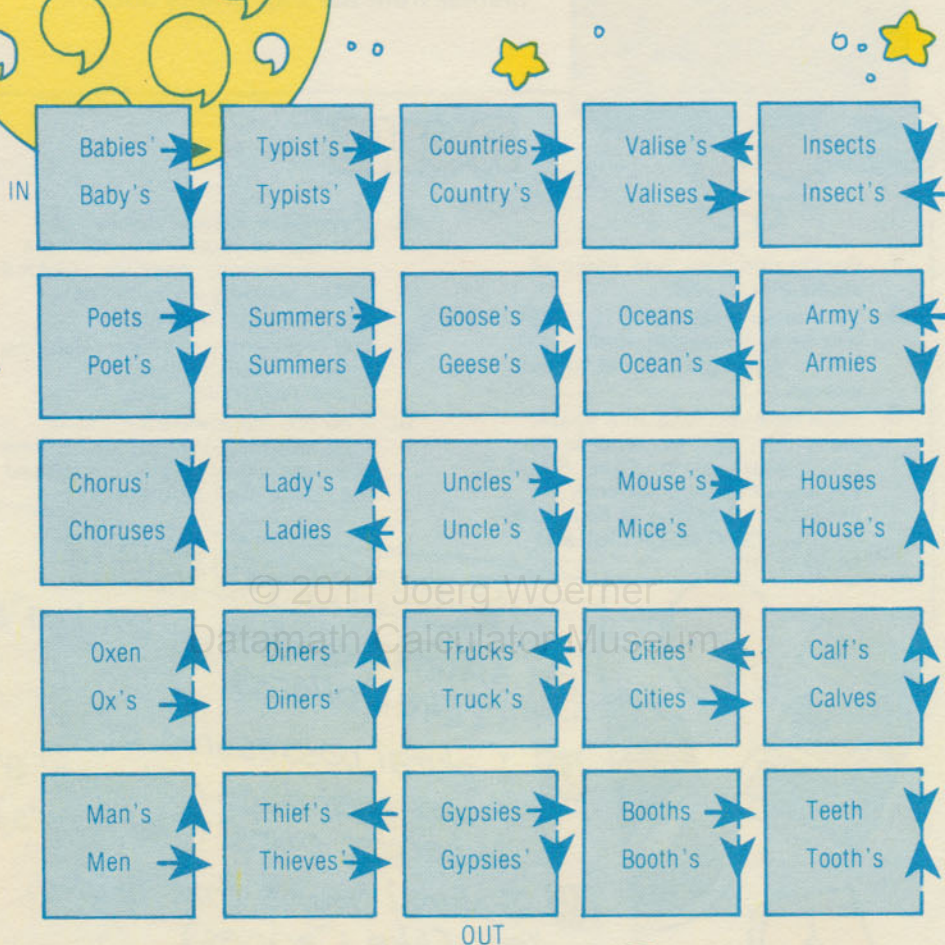
IN

Mothers →	Pilot's →	Winters' →	Books ←	Knives' →
Mothers' ↓	Pilots' ←	Winter's ↓	Books' →	Knives ↓
Trees' →	Editor's ↓	Fox's ←	Engines ←	Farmers' →
Trees ↓	Editors' ←	Foxes →	Engines' →	Farmers ↓
Magicians ↓	Harbors' ←	Potatoes →	Fathers' ←	Doors ←
Magicians' →	Harbor's →	Potato's ↓	Fathers →	Doors' ↓
Cows →	Witches →	Village's →	Wolves →	Priests' →
Cows' →	Witches' →	Villages' ↓	Wolf's ↓	Priests ↓
Shoes' →	Children's →	Cars' ←	Women's →	Monkeys' ←
Shoes →	Children →	Cars ↓	Woman's ↓	Monkeys →

OUT

APOSTROPHE STARMAP 2:

Now follow the arrows next to the *plural* possessives to help Spellwell land the space capsule.



Use the ① SECRET CODE key to check your route.

ROUTE 1:

QXURM'N	BCXMRO'N	KXUUFZB'N
JXSMBO'N	YFOERO'N	JRUA'N
ARI'N	QRMFMR'N	JRTFS'N

ROUTE 2:





EFEXBN'	LSDUBN'	CXSBON'
MHQXNMN'	TXDB'N	MYXBKBN'
NLTTBON'	DXMXBN'	ZHQNXBN'
ZBBNB'N	MOLDVN'	

IT'S A SCAVENGER



Challenge one or more of your friends. Be the first to find and correctly spell all the types of nouns on the **SCAVENGER LIST**. Each player will need a small marker from the flap of this book.

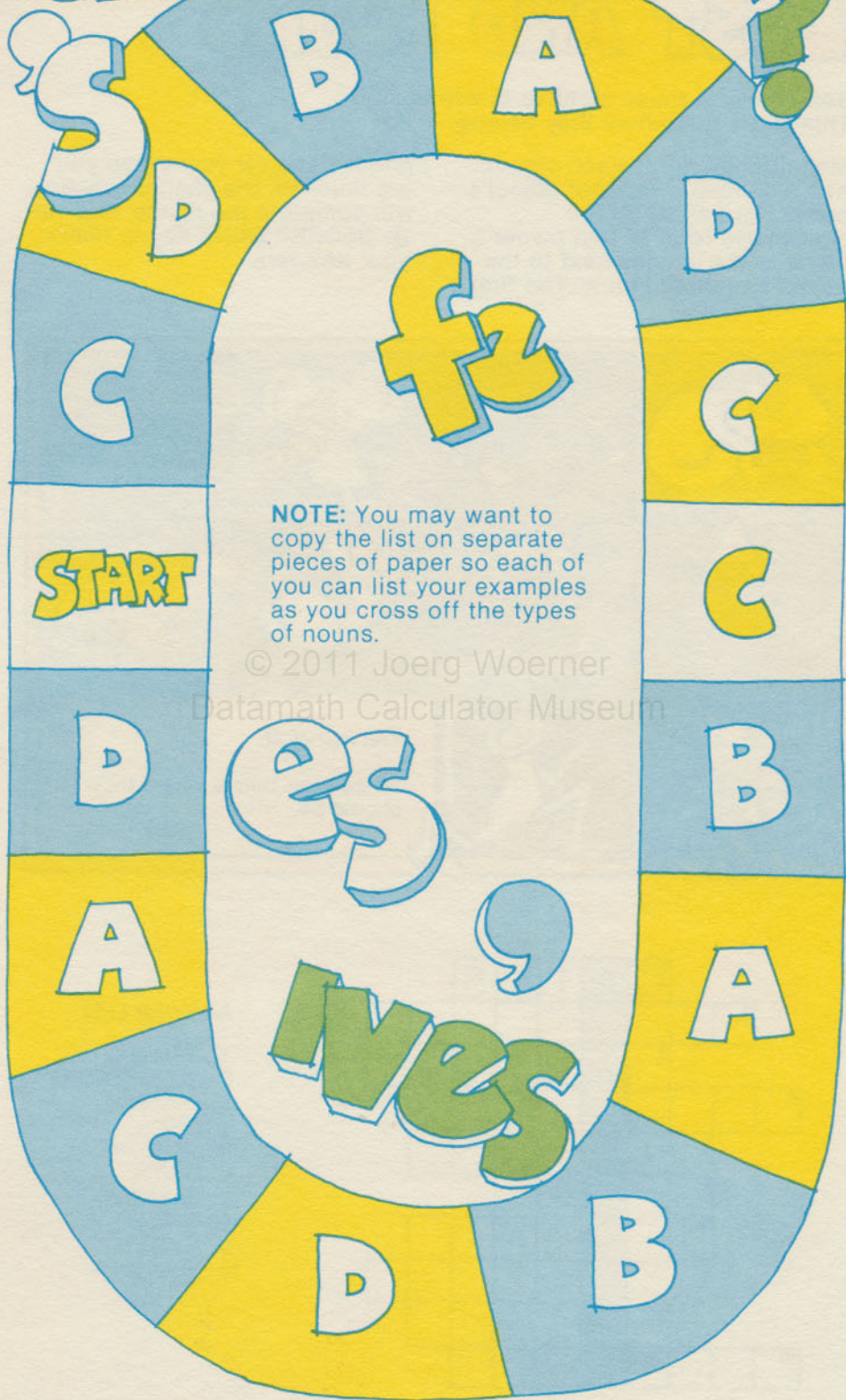
RULES

1. Decide who goes first. Place all markers at START.
2. Take turns pressing  LETTER. If you get a consonant, move 1 space. If you get a vowel, move 2 spaces.
3. Each time you land on a space, press , , the letter in the space where you land and . If you spell the noun correctly, determine what type of noun it is on your SCAVENGER LIST and check it off.
4. If you have already checked off that type of noun or you spell the noun incorrectly, pass the SPEAK & SPELL learning aid to the next player.
5. The first person to check off all the types of nouns on the SCAVENGER LIST wins.
6. If no one has checked off all of their SCAVENGER LIST by the time you have moved completely around the board, start around again.

SCAVENGER LIST!

- 1 3 plural nouns that end in "s" (like Dollars).
- 2 1 plural possessive of a noun that does not use "s" to become plural (like mice's).
- 3 3 plural nouns that end in "es" (like Canoes).
- 4 1 plural possessive that ends in "es" (like Navies').
- 5 2 singular nouns that drop an "fe" and add a "ves" in the plural (like KNIFE, KNIVES).

HUNT



NOTE: You may want to copy the list on separate pieces of paper so each of you can list your examples as you cross off the types of nouns.

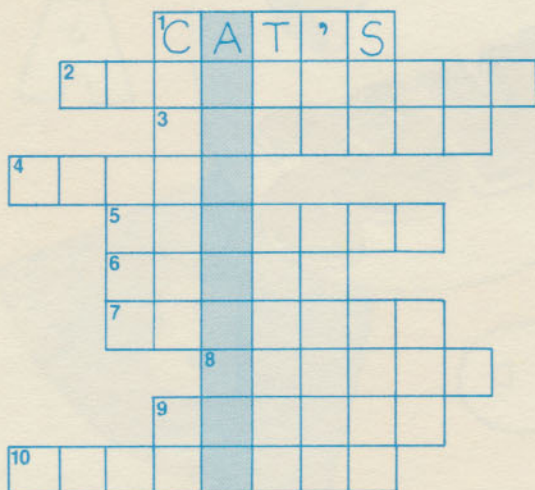
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LOST AND FOUND

Something in these pictures is wrong.
Things are not where they belong.

Make things right! Each object has a number. Find that object's correct owner. Write the possessive form of that owner's name in the spaces next to the object's number below. The first

one is done for you. When you are finished, the shaded squares will complete the rhyme. Use the ① SECRET CODE key to check your answers.



ANSWER LIST

1. DFM'N
2. BUBQYFSM'N
3. TRLN'B'N
4. CRZ'N
5. JXMDY'N
6. DFO'N
7. ZRRNB'N
8. QRSH'N
9. NYXQ'N
10. TRSVBH'N



C

challenge one or more friends to see who can be the first to build 3 even columns with equal numbers of nouns. Do not go over 5 nouns in one column. Each player needs a pencil and paper. Make 3 columns and label them:

PLURAL

**SINGULAR
POSSESSIVE**

**PLURAL
POSSESSIVE**

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Press , , or and .
Take turns spelling the nouns you are given. If you spell a noun correctly on the first try, write it in the appropriate column on your paper.

The first person to get the same number of nouns in each column wins. If you get more than 5 nouns in one column, you must drop out of the game.



Noun Endings™

Helps children learn how to make singular nouns plural and possessive.

- Shows the different ways nouns are made plural with words such as:

<i>village</i>	<i>villages</i>	<i>pony</i>	<i>ponies</i>
<i>witch</i>	<i>witches</i>	<i>life</i>	<i>lives</i>

- Shows how to make nouns possessive in singular and plural form with words such as:

<i>ox</i>	<i>oxen</i>	<i>ox's</i>	<i>oxen's</i>
<i>ocean</i>	<i>ocean's</i>	<i>oceans'</i>	

Grades:

4-5-6