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PHILIPPINES-AUSTRALIA PROJECT IN BASIC EDUCATION (PA-PROBE) REGIONAL LEARNING MATERIALS CENTER VII (RLMC VII)



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Reference:

English for Living and Learning, Language and Reading Texts

and Teacher's Manual (Instructional Materials Corporation)

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_ Answer Key

Game 2

SPELLING PUZZLES IN ENGLISH V TEACHER'S GUIDE

1.	either	1.	receive
2.	sheik	2.	shield
3.	neither	3.	chandelier
4.	conceive	4.	deceit
5.	receive	5.	cashier
6.	brief	6.	weird
7.	shield	7.	relieve
8.	chief	8.	neither
9.	belief	9.	belief
10.	cashier	10.	sheik

Game 1

Game 3

- receive
 conceive
- 3. ceiling
- 4. neither
- either
 chandelier
- 7. relieve
- 8. cashier
- 9. niece
- 10. belief

Game 4

Note: Order of answers may vary.

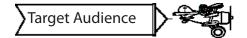
chief weird neither chandelier shield	brief deceit receive relieve thief	sheik ceiling deceive belief cashier	conceive either seize niece vield
shield	thief	cashier	yield
Shicia	unci	casilici	yiciu

4



These spelling puzzles provide pupils opportunities to enhance their spelling skills. They may help them improve their writing skills. Aside from providing enjoyment, these reinforce pupils' understanding of the skills taught in the lesson.

Individually, puzzles can be completed in pairs or in groups.



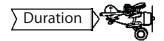
Grade V pupils

Subject Matter/Learning Competency



MLC V.1 ; 1.2 " Words with ei and ie", English for Living and Learning, pp. 37 - 38

1



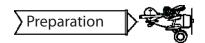
30-45 minutes





The pupils will be able to :

spell words with ei and ie correctly.



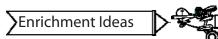
The teacher must conduct a pretest prior to pupils' completion of the puzzles. For pretest, use the words listed below:

either	brief	chandelier	niece
sheik	shield	deceit	thief
neither	chief	weird	deceive
conceive	belief	relieve	seize
receive	cashier	ceiling	yield

>Instructions/ Procedures for Use

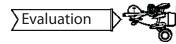


- 1. Organize pupils into groups of five.
- 2. Give each group a puzzle to complete.
- 3. Set a time limit for the group to complete each puzzle.
- 4. When a group completes a puzzle, provide them with an answer key to check the responses. Monitor the checking of their answer.
- 5. Allow each group to compare its scores for each puzzle.
- 6. After checking the first puzzle, have the groups exchange the puzzles counterclockwise.
- 7. Repeat No. 5 until all groups are able to complete all the puzzles.



To enrich pupils' spelling skills, the following points are suggested :

- 1. Direct pupils' efforts to the study of words commonly misspelled.
- 2. Encourage pupils to write and to use the spelling words in context . (sentences/paragraphs/situations)
- 3. Provide other exercises to enable pupils to build new words out of the given words.



Learning outcomes will be measured by observing:

- completion of the puzzles with accuracy and enjoyment
- active participation of the pupils in each game.



Puzzles 1, 2, 3 and 4

Letter chips (for puzzle 2)

Answer key

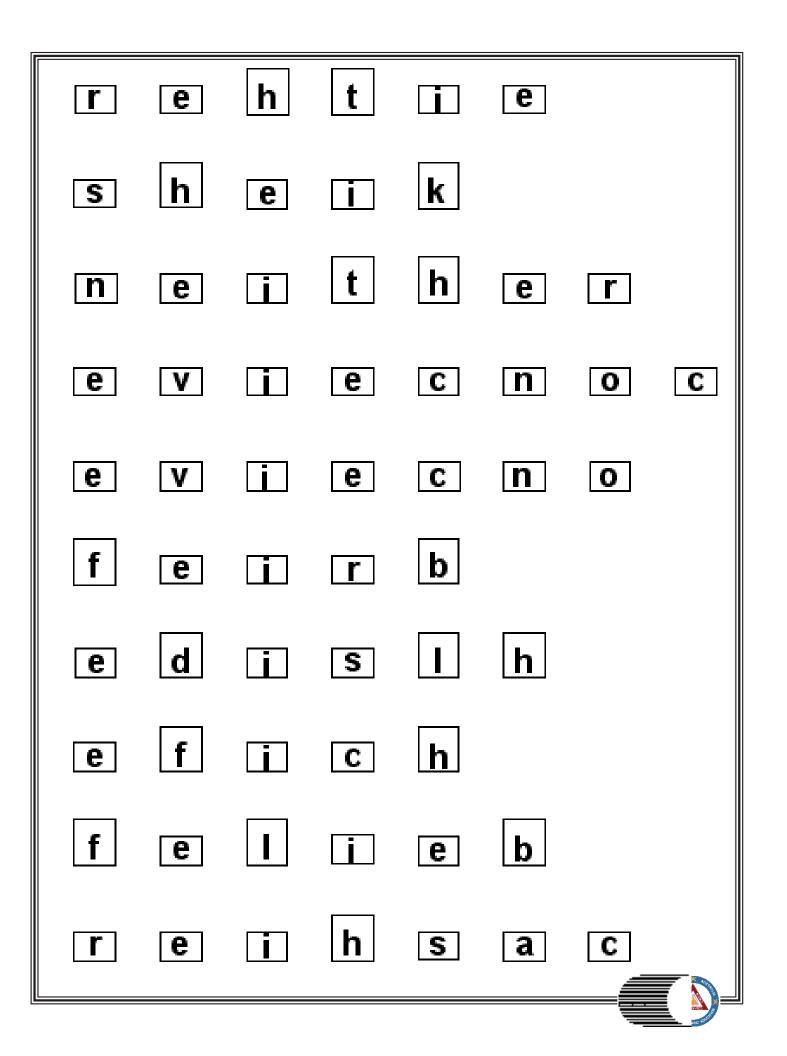


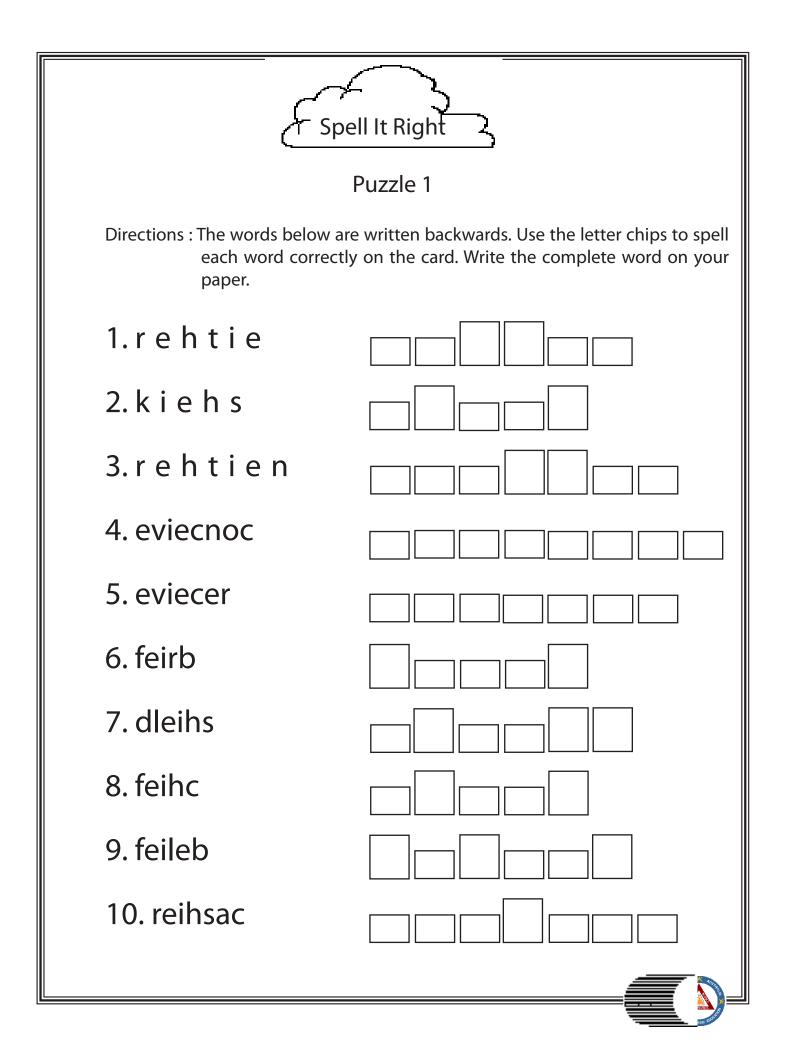
- 1. The teacher can make use of the materials during the second or fourth day of the Horn method of teaching spelling.
- 2. In grouping the pupils, it is important that fast learners are equally distributed in different groups.
- 3. Go around the groups to ensure that all members have equal time and opportunity to complete the puzzles.
- 4. Vary the time needed by the groups to complete the puzzles, depending on their needs and pace.
- 5. Provide further exercises to develop the least-learned words.

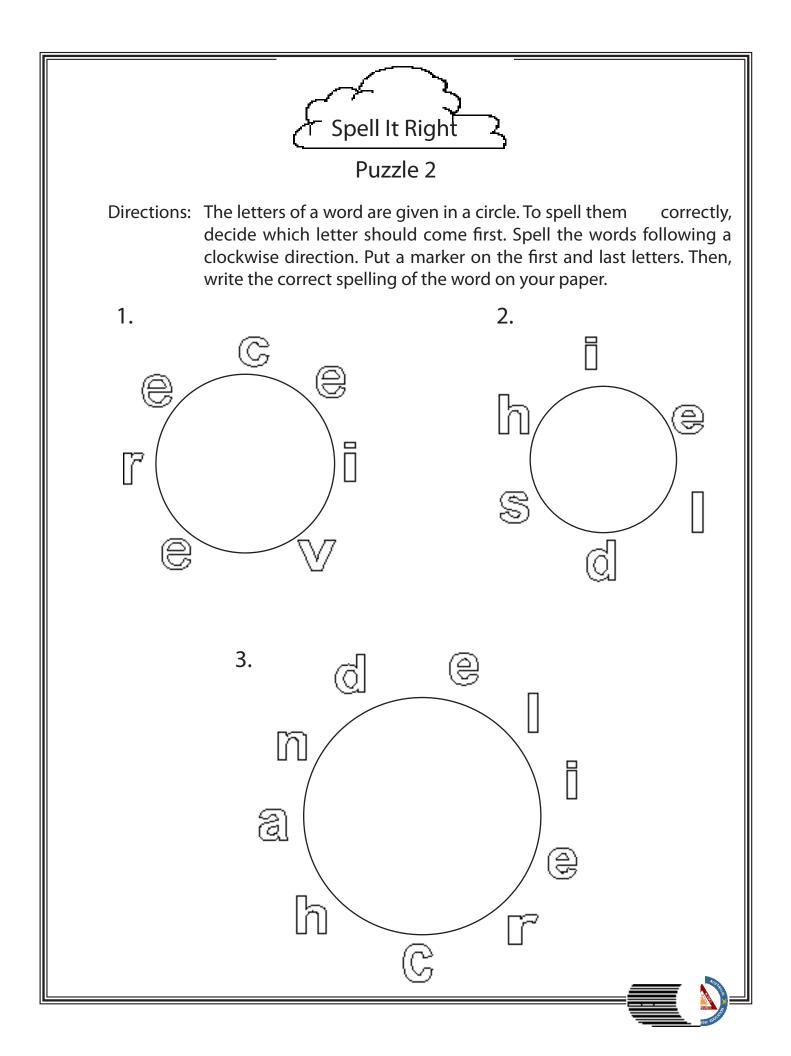


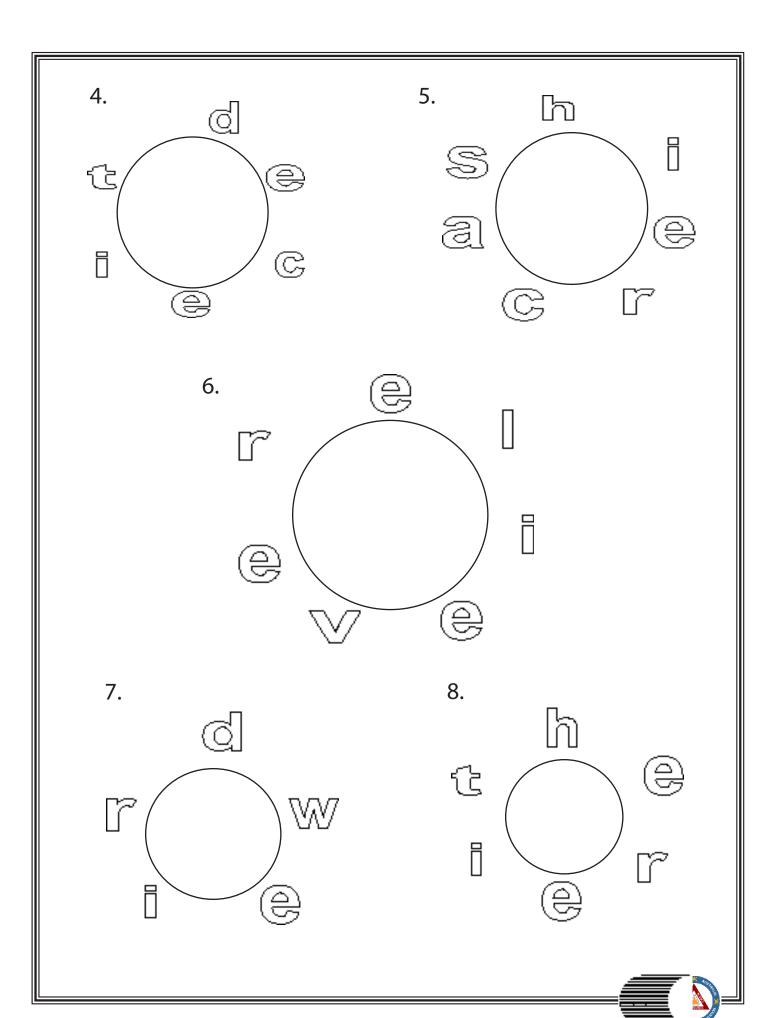
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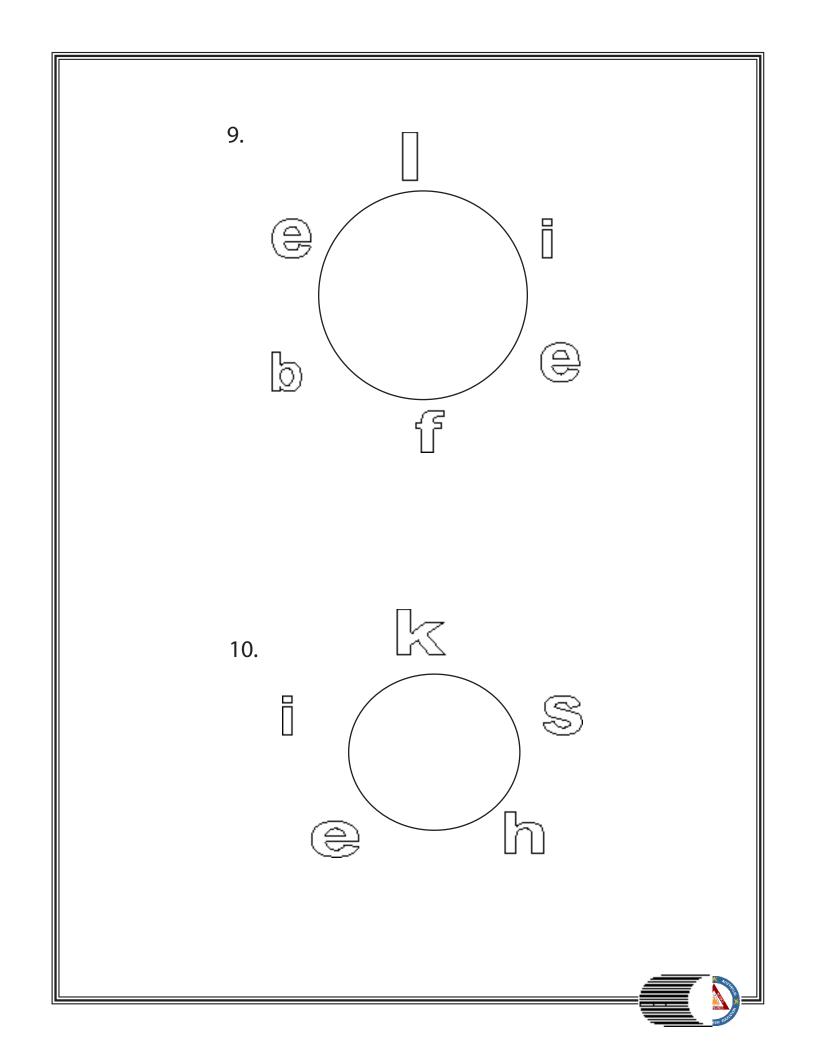












PART II											
	1.)	18	5	3	5	9	22	5			
	2.)	3	15	14	3	5	9	22	5		
	3.)	3	5	9	12	9	14	7			
	4.)	14	5	9	20	8	5	18			
	5.)	5	9	20	8	5	18				
	6.)	3	8	1	14	4	5	12	9	5	18
	7.)	18	5	12	9	5	22	5			
	8.)	3	1	19	8	9	5	18			
	9.)	14	9	5	3	5					
	10.)	2	5	12	9	5	6				
											- ()-

