

Session 21: Suffixes

Session Title	Suffixes - Extending Word Power
Objective	<ol style="list-style-type: none">1. Understand what a suffix is and how it changes the form or meaning of a word.2. Learn common suffixes such as -ing, -ed, -ly, -ful, -ness, -er, -less.3. Practice identifying and using suffix words in real-life contexts.4. Encourage creativity and self-expression through interactive group activities.
Topics/Concept	<ol style="list-style-type: none">1. A suffix is a group of letters added at the end of a word to change its form or meaning.2. Common Suffixes and Examples:3. -ing → play → playing4. -ed → jump → jumped5. -ly → quick → quickly6. -ful → help → helpful7. -ness → happy → happiness8. -er → teach → teacher9. -less → hope → hopeless
Material Required	<ol style="list-style-type: none">1. Whiteboard and markers2. Flashcards with base words and suffixes3. Chart showing suffix rules and examples4. Printed worksheets5. Props or image cards (optional for activities)

Methodology	<ol style="list-style-type: none">1. Activity-based and experiential learning2. Group-based collaboration3. Language in use through speaking, writing, and acting4. SEL Integration: confidence, empathy, cooperation
Session Duration	90 Minutes

Introduction Activity (25 minutes):

Concept Building

Objective:

Introduce the concept of suffixes with simple, relatable examples.

Steps:

1. Start by asking: "What happens when we say play and playing? Are they the same?"

2. Write words on the board and break them down:

play + ing = playing

help + ful = helpful

jump + ed = jumped

quick + ly = quickly

3. Highlight that the base word stays the same but the suffix changes its meaning or function.

Interactive Element:

Give students 5 base words (e.g., run, happy, use, teach, quick). Ask them what happens if we add -ing, -ful, -ly etc.

Main Activity (30 minutes):

Suffix Skit Challenge

Objective:

Use theater and expression to understand suffix meanings.

Instructions:

1. Divide students into small groups.
2. Assign each group a suffix and give 1-2 base words.
e.g., Group 1: -ing (jump, cook), Group 2: -ful (help, care), etc.
3. Each group creates a mini skit (1-2 minutes) showing how the suffix word is used.
4. Perform for the class. Others guess the suffix and say the new word.

Example Ideas:

- A student is jumping repeatedly: "She is jumping!"
- Someone helps a friend pick up books: "That was helpful!"
- Someone speaks politely: "He spoke kindly."

Wrap-up Discussion:

- "What word did your group show?"
- "How did the suffix change the meaning?"

Follow up task (25 minutes):

Suffix Sorting & Sentence Writing

Objective:

To practice word formation and sentence creation using suffixes.

Part A: Suffix Sorting Game (10 minutes)

- Mix base word cards and suffix cards.
- In pairs/groups, students match them to make correct words.

Examples:

- care + ful = careful
- teach + er = teacher
- run + ning = running

Part B: Sentence Writing Practice (15 minutes)

- Provide a worksheet with 6–8 newly formed words.
- Students write sentences using each.

Examples:

- “I am running to the park.”
- “She is a great teacher.”
- “We were happy about the news.” → “We felt happiness.”

Peer Review:

- Let students share 1–2 sentences with a partner.
- Give one compliment for their sentence.

Review Questions/Assessment/Tasks (10 minutes):

Quick Quiz:

- “What is a suffix?”
- “What word do we get if we add -ly to slow?”
- “Give me a word with -less!”

Expected Learning Outcome:

Knowledge building

- Students will understand how suffixes modify base words.
- Recognize common suffixes in speech and writing.

Skill Building

- Create new words using suffixes.
 - Use suffix words correctly in sentences.
 - Work collaboratively and build confidence in communication.
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Revision #4

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