



LET'S PLAY

ENGLISH

An Open Elective Paper
Third Semester



TEACHER'S MANUAL

Course Designed & Compiled by

DR. UDAYA RAVI SHASTRY

LET'S PLAY ENGLISH

A Teacher's Manual

for

Open Elective Paper

Prescribed for

The Third Semester Students

Of

Tumkur University

Course Designed and Compiled by

Dr. Udaya Ravi Shastry

Pallagatti Adavappa Arts & Commerce College,
Tiptur, Karnataka

LET'S PLAY ENGLISH

A Teacher's Manual (in PDF form)

For those who choose English as the Open Elective for the Second Semester Degree (NEP)

The syllabus is designed, and edited

By **Dr. Udaya Ravi Shastry**
Pallagatti Adavappa Arts & Commerce
College, Tiptur, Karnataka.

For the benefit of teachers and students
Of Tumkur university affiliated (UG) colleges .

While most of the exercises, games and data are culled out from various sources, the editor holds no copyright. He is deeply indebted to the authors of all the source texts.

This is purely a non-commercial venture
for private circulation only
in the interest of students and teachers.

Suggestions and comments
For improvement are welcome

8050316432

udayaravi.shastry@gmail.com

CONTENTS

- i. Preface
- ii. Course content
- iii. A Note to the Teacher

1. Part One

- a. Word building / **01**
- b. Word Search / **04**
- c. Hangman / **13**
- d. Doublet / **15**
- e. Anagram / **17**
- f. Cross word / **21**

2. Part Two

- a. Rebus Puzzle / **35**
- b. Ambiguity / **41**
- c. Collocation / **45**

3. Part Three

- a. Jokes / **54**
- b. Brain teasers / **60**
- c. Cryptography / **65**

4. Part four (for the Internal Assessment activities) / 70

Word games by downloaded apps on cell phone

- a. Word scape
- b. Word stacks
- c. Wordle
- d. *Scrabble* with real board and tiles
- e. *Bulls and cows* work out on black board (cow bull)

Appendixes. / **74 - 100**

Preface

English, a tough nut to crack, has always been a *bête noire* for the rural masses of India. Even the students in the urban set up do not relish English much in a class room. Many efforts have been made so far to make English learning a more pleasurable experience. This syllabus has been set, being inspired by Georgi Lazanov's Suggestopedia, where he speaks about accelerated learning in a friendly and free environment. It intends to prove that real learning takes place only when the atmosphere is informal, congenial, and friendly. The best way to learn anything, is to not know one is learning. This is a part of recreational linguistics, a branch of applied linguistics.

Objective:

Who does not like games, puzzles and jokes? This paper ventures to introduce games puzzles and jokes in the curriculum, which has long been ignored despite its potential.

The course begins with introduction of word games at three different planes. One, by using just paper and pen, the second variety is by using a board game., and finally, using downloadable apps into the smart phones and playing word games like word scape, word stacks, wordle etc... this will be a part of the internal assessment.

By the end of the course the course, the student will possess

- An improved vocabulary, better knowledge of spellings
- Sharp wits with good idiomatic usages
- A fair awareness of Syntactic and stylistic aspects of language
- An awareness that English is not just a medium of communication but a source of entertainment too.

Specifications:

The course contents are divided into three groups. Games played with just a paper and a pen, games that require a devise like a board (Scrabble) and apps that can be downloaded into their cell phones and played.

The learning out come is also in three phases. Some games enrich the students at the lexical level, while other games teach him idioms and phrases, while the third part which includes cryptography, puzzles and jokes that help the student learn stylistic aspects of the language.

Course Content:

Part One: word level

A. Pen and paper word games: (15 sessions) 20 marks

Word building,

Allowing students to construct as many words as possible from the spelling of a big word. Bigger the word they form more credits.

word search,

searching for words in a grid of letters from the list given in the inventory

Hangman,

Guessing the word by spelling letter by letter. Can be done on black board to the entire class or there is a app in the play store too.

crossword,

solving crossword puzzle with clues give across and down, can use Deccan Herald daily cross word or can download from net, or prepare our own.

doublets.

Starting with a word and ending up with the desired word by changing one letter each time. This was invented by Lewis Carrol

Anagrams

A word or phrase formed by rearranging the letters of a different word or phrase, typically using all the original letters exactly once.

B. Part Two: Sentence level (15 sessions) 20 marks

Rebus puzzle

Based on the visual clue in a box, guessing a very well known phrase/ idiom

Ambiguity

Sentence has two meanings overt and hidden. Student needs to explain both the meanings.

Collocations

Words that go with one another are to be paired. Or furnished (oxymorons included)

C. Part Three: literary level: (15 sessions) 20 marks

Jokes

list of Jokes generated by the grammatical errors :

SV Concord, wrong antecedent, indefinite pronoun, apostrophe for possessive and contractions, ditransitive verbs, ellipsis, etc..

Brain teasers

Learning English through Riddles and Puzzles

Cryptography ;

The skill of substituting suitable letters to form meaningful words in a sentence. This is a cypher exercise requiring the knowledge of spellings, logic and common sense.

D. Part four : For internal assessment:

In addition to all the above games and activities :

Word games by downloaded apps on cell phone

Word scape

Word stacks

Wordle

Scrabble with real board and tiles

Bulls and cows work out on black board

Assessment

Assessment will be made on the basis of continuous evaluation. Total marks for assessment, including internal and external assessments, is one hundred (100). The summative examination towards the end of semester will account for 60% of the total marks and the internal assessment for the remaining 40%. The range of grades and their corresponding scores will be the same as that of other courses with a hundred (100) as their total marks.

Some games like the smartphone app games, and scrabble will be used for internal assessments only, as written exam can not be set on such games.

Support:

A comprehensive book will be brought out for the teachers and students saving the trouble to search for appropriate jokes to teach grammar. It explains the method of playing the games and ample examples will be provided for each category mentioned above.

Bibliography

Games Of The Hangman, :Victor O'reilly Berkley Books, New York

Word Games, Riddles and Logic Tests: Tax Your Brain and Boost Your English.

A Note to the Teachers:

Dear Teacher,

Thank you for promoting and inspiring your students to opt for this open elective paper. However much information, exercises and instructions this manual may provide, ultimately what matters most is your individual involvement, understanding and application of mind to teach the concepts effectively. You can make or mar this course.

It is suggested to try out these games, and exercises at home with your children and youngsters at home and see if it really works, before taking it to classroom. Please try to understand the concept, rules of the game and procedure of playing them. More than that, the exercises must serve the purpose of the learning outcome.

An average student of 18 years, generally will be familiar with these games. However, he needs to be briefed with the rules by the teacher. I will be most willingly prepared to guide you in case of any confusion. I suggest you to whatsapp me your question before calling me.

While allowing the students to use their smart phones in the class room to play the suggested games, the teachers are advised to monitor the students so that they do not indulge in other online activities.

The games in the google playstore, in the form of apps are inexhaustible and you can certainly encourage the students to play those games that are not listed here, only after verifying that they are up to the expected standards. Please do not forget to look at the appendixes given at the end of the book for more exercises. You can be creative to add to them without compromising with the quality.

Please go through the entire manual thoroughly once before beginning with the lessons. Part four contains such games and exercises that are interesting and lively but can not be tested in the final conventional written type of examination. So, the entire part four may be used for the internal assessment tests and activities.

NOTE: This is not a conventional text book for students. This is an instruction manual for you, the teachers. You don't have to read out or teach why or how a particular word game will benefit the student. Be confident with the rules of the game, method of playing and begin straight away with the game in the class room. **YOU NEED NOT READ OR EXPLAIN THEM TO STUDENTS.**

Happy playing.

Udaya Ravi Shastry.

Part One

Chapter one: Word Building:

The main intention of the word building games is to enrich the student with vocabulary and spelling. Some of the games suggested here in this manual can be played without any tools or gadgets. One such word building game is oral.

1. Last Letter game:

This game is like antyakshari. You can play this even while travelling with your friends or peer group orally, without the need write. We can set different levels of complexity in this game by restricting the vocabulary to a particular field. But to begin with allow the students to give any English word. Any number of players may participate in this game, though four or less will be ideal.

How to play:

Players agree on a category from which they will name words. Once the category is established, the first player says a word. For example, if the category is Indian cities, the first person might say “Bangalore.” The second person must begin the name of another city using the last letter of the word Bangalore, e.g., “Ernaculam.” The next can be ‘Mumbai’ The game continues until a player is stumped and cannot continue the chain (in this example, if the next player cannot think of a city beginning with “I”, or if the name is repeated). Players can play up to any predetermined point value.

Here is another example:

CLASS > SECTION > NOTES > STUDENT> TEACHING > GRAMMAR

Who ever fails to come out with a word (you can have a time limit too) will lose the game.

You can have a specific theme (as the above words are restricted to class room teaching and academics) or if the students are very weak allow them to use any word that suits the context.

Other examples:

Transport:

Road > Driver > Reverse > Engine > emission > navigate > escalator > repair > rickshaw > wagon etc....

Leisure:

Film > music > cinema > auditorium > mall > Leisure > entertainment etc..

2. Words within a word

Give the students a word and ask them to form as many words as possible using the same letters.

find as many words as they can within another word.

They must use only the letters within the word.

The letters can be in any order.

They can use as few letters as they need.

For example: **SPOT**

Post, pots, spot, opts, tops. (four letters)

Pot, sop, sot, opt, top.

So, to. (two letters)

Example 2. **SOLDIER**

Solid, ride, dire, old, idler, slide, etc....

“I” and “red” are both valid, but “rider” is not since there’s only one ‘r’ in “soldier.”

Bigger the word you give, more number of words they can form; But take care to see that the letters do not repeat more number of times than is found in the original.

Example three: **APPLE**

Leap, pale, peal, plea. (four letters)

Ale, alp, ape, app, lap, pal, pap, pea, pep. (three letters)

You can increase the standard of the game by restricting the words to four letters and above, if you find the students quite sharp.

Try words like: TURNIP, MERMAID, ACKNOWLEDGEMENT, PEDESTRIAN, BIOLOGY, BUCKET, ACADEAMY

You can play such games on your cell phone by downloading free apps from google play store like:

words of wonders, word connect, word trip, word surf, word wars, falling words. Etc.

Sample Exercise:

Form as many words as possible using the letters in the word: **RETREAT**

(7 letters): treater

(5 letter words) : tater tetra treat rater tarre terra arete eater

(4 letter words) : tret rete tree tart teat rate tare tear rare rear

(3 letter words) : ret err tee ere tat art rat tar ate eat tea are ear era

Chapter Two: Word Search:

A **word search** is a puzzle that uses words and puts them in a grid. The point of the game is to find all of the words hidden in the grid. Words are written in straight lines forwards backwards up down and diagonally. when you find a word you circle or highlight it.

To solve the puzzle, a person has to find the place where each word is hidden in the grid, and when the student finds that place, all the letters in the word must be circled (as shown in the example), and then crosses the word off the list so that they know not to look for that word again. It is easier to find the bigger words first since they have more letters.

Here is an example:

Taluks of Tumkur

Words can be found in any direction (including diagonals) and can overlap each other. Use the word bank below.

```

C T U U A U G U Y L H O Y O P
Z F K C A S R P K T A O L I C
N S P G I U E X E U I M N Q V
B V O R K C R I Q F N P L U O
O U A A A X E L U H K I T K Q
D D M X U I K L Z K H E G U B
H U Y Q Q H E A C O Z D E A R
T C A P L O V H G R T G U N L
O G H G V D U N Y A Y J C B H
K L Q L U C R C I T Q X S W A
O F I R I G U H D A M M B K K
E O F L M X T P H G B R A Q C
T A D A G A V A P E L Z N Q N
I B B U G C Y W Y R J Z H X V
E U J Q P N J W A E V S V M E
  
```

Word Bank

- | | | | |
|---------------|---------------|------------|-------------|
| 1. turuvekere | 2. koratagere | 3. kunigal | 4. tumakuru |
| 5. cnhalli | 6. sira | 7. gubbi | 8. tiptur |
| 9. pavagada | 10. madhugiri | | |

Taluks of Tumkur

Words can be found in any direction (including diagonals) and can overlap each other. Use the word bank below.

```

C T U U A U G U Y L H O Y O P
Z F K C A S R P K T A O L I C
N S P G I U E X E U I M N Q V
B V O R K C R I Q F N P L U O
O U A A A X E L U H K I T K Q
D D M X U I K L Z K H E G U B
H U Y Q Q H E A C O Z D E A R
T C A P L O V H G R T G U N L
O G H G V D U N Y A Y J C B H
K L Q L U C R C I T Q X S W A
O F I R I G U H D A M M B K K
E O F L M X T P H G B R A Q C
T A D A G A V A P E L Z N Q N
I B B U G C Y W Y R J Z H X V
E U J Q P N J W A E V S V M E
  
```

Word Bank

- | | | | |
|---------------|---------------|------------|-------------|
| 1. turuvekere | 2. koratagere | 3. kunigal | 4. tumakuru |
| 5. cnhalli | 6. sira | 7. gubbi | 8. tiptur |

Much of the success of this game comes from the combination of entertainment and immaterial gains it offers players. The benefits of playing Word Search range from learning support to increasing mental performance, with some scientific studies even suggesting that these puzzles may be beneficial in delaying and improving dementia.

1. Supports language fluency

There are more than one million words in the English language, but most adult speakers only have a vocabulary of 20 to 35 thousand words.

Word Search puzzles are normally divided by categories subject to a specific topic. This gives players the chance to learn new words with an associated context which leads to better fluency and easiness in expressing their thoughts.

2. It can be used as a learning strategy

These puzzles can be very useful for students or individuals looking to master the key vocabulary of a particular discipline, as they can be used to help memorize or review important terms.

In fact, Word Search puzzles frequently feature in kids' school books and language learning exercises due to this benefit.

3. Improves spelling

Language fluency thanks to a wider and richer vocabulary is one of the main benefits of playing Word Search games, but spelling is also an important part of this fluency.

While searching for the words on the grid, the players need to pay careful attention to their right spelling to ensure they do not fall for the trick of finding very similar words without being able to scratch the one they want from their list. This attentiveness triggers the brain to memorize the spelling of each term, thus improving the player's spelling capacities.

This skill practice is particularly important in languages such as English, where many letters are silent and there are many similar words with contrasting meanings.

4. It is a useful tool to learn languages

Word Search games are a very useful tool when it comes to learning new languages. So much so, that it is a recurrent strategy employed in educational books and by teachers themselves.

It exposes students to new vocabulary grouped by topic (which helps to provide context and to memorize the terms), but also to their spelling. Thus, it can help increase the language's oral and written fluency at the same time.

Additionally, students can also use these games as a study aid to review or refresh their knowledge.

5. Helps to improve concentration

Being able to focus and fully concentrate on something is a skill that needs to be trained on a regular basis. It is also one of the most important abilities in everyday life as it is required in the performance of both simple and complex tasks.

Solving word puzzles is one of the best workouts to improve this skill, and one of the great benefits of playing Word Search is precisely the way it helps to improve concentration and focus.

If they want to find all the words in the least amount of time, players need to be able to shut off all distractions and they can never lose focus. The tiniest disruption can lead them to miss a word and having to go back to square one in their analysis.

With time and practice, players will notice that they become better and better at ignoring all sources of distraction and that they are able to solve the puzzles increasingly faster.

6. It teaches patience and persistence

Being highly concentrated is not the only requirement to be able to win a Word Search game. Players also need to be persistent and patient to sift through the grid in search of the wanted word.

Normally, even easy puzzles contain a tricky term that is harder to find. Frustration takes a toll on concentration and finding the missing word will become harder. However, in the end, the feeling of accomplishment will eclipse this frustration.

Since the players want to keep experiencing that sense of accomplishment, this will lead them to train their patience and persistence in order to keep frustration at bay and achieve their reward faster.

7. Keeps the brain active

Playing Word Search games can be a relaxing activity for the mind, but this does not mean that the brain enters into a standby mode while challenging these puzzles. On the contrary.

Word Search grids force the brain to perform systematic searches at all times, be it looking for a specific word pattern/ending or a particular letter. It also needs to consider the direction of the word as well as the possibility it may be displayed horizontally, vertically, or diagonally. Memorization is also required in order to remember which words the players are looking for at all times.

Lastly, the brain needs to analyze all these tasks and evaluate the best course of action. Is it row by row? Column by columns? To search each word individually or group them?

8. It helps to develop problem-solving skills

As previously noted, while playing a Word Search game the brain needs to handle several tasks at once and evaluate the best course of action to achieve victory.

In practice, the players are training their problem-solving skills. They have a problem (having to find the words to win the game) and they must evaluate and define the best strategy to solve it efficiently and quickly.

Word Search is thus a great tool to train this skill so fundamental in daily life.

9. It is therapeutic and relaxing

The benefits of playing Word Search extend beyond skills training to reach mental health.

The game can help players in different ways. First, by requiring the brain to be fully focused on the task at hand, it prevents the mind from dwelling on a problem or negative thought. This, in turn, helps to reduce and prevent anxiety and stress.

Finally, it can help to increase a sense of happiness and to generally motivate players in their daily life. Since solving a puzzle requires a lot of effort and perseverance, victory is rewarded with a greater sense of accomplishment. The players are left feeling optimistic, motivated and in good spirits, positive traits that will spill into their lives.

10. It is a great opportunity for kids and adults to bond

This a classic casual game played by individuals of every age. Even children that are only now getting acquainted with the alphabet and are beginning to read their first words can find enjoyment in looking for the listed words on a grid.

Word Search is thus a great activity to help strengthen the bond between kids and adults. A puzzle can be turned into a competition to see who can solve it first or a team-building activity with adults and kids joining forces to beat the challenge.

Kids can also collect more benefits when playing with adults as these can provide the meaning and explain the context of unknown words to them.

All in all, it is a great socializing tool.

Here are a few games for you to play:

Game 01 : House

All the words are hidden vertically, horizontally or diagonally—in both directions. The letters that remain unused form a sentence from left to right.

S T U D I O L B A T H R O O M
 C A N H O L L O W W A L L A T
 P O T I E C L D A E T S D E B
 E A L W I N D O W S I L L B C
 T S N O I T A D N U O F D E H
 S D E R N G U T T E R I I D I
 R R O H C N A L L A W R S R M
 O F F I C E A R C A D E A O N
 O C R E T T I D A R A E S O E
 D O C T A E B L E G L S T M Y
 E R L A D R D E I R E C O T H
 A R T I S R I N S N T A V A K
 O I T A P U L L E D G P E C I
 N D S I T T I N G A R E A T O
 T O W O D N I W R E M R O D H
 D R A I N P I P E E T F L O O
 N E H C T I K R O A F A N A T
 T R O O L F I S H U T T E R C

Word Bank:

Dormer Window	Drainpipe	Fire Escape	Floor
Foundations	Garage	Gutter	Hat rack
Hollow wall	Kitchen	Office	Patio
Shutter	Sitting area	Stove	Studio
Turret	Wall anchor	Well	Windowsill
Arcade	Bathroom	Bedroom	Bedstead
Ceiling	Chimney	Colonnade	Corridor
Doorstep			

Game 02: Mammals

All the words are hidden vertically, horizontally or diagonally—in both directions. The letters that remain unused form a sentence from left to right.

M A M M R I N G E D S E A L F
 A L S A L P I N E S H R E W I
 A R D O L P H I N Y E A W A E
 R E M H A R P S E A L H B L L
 O F E R R E T N O D E N D A D
 R F N I M A A L S T H I A T V
 A A R D V A R K I L U A S U O
 E R A L L Y G N I I G T L V L
 B I E T I B D I G O O N L R E
 R G T P A R H N T N R U I O S
 A E A U I R O L I E I O B B I
 L K D M D R P V E O L M N I O
 O S F D U U F A S P L K R S P
 P R A T E S K A N G A R O O R
 I N N B G E K A E S R O H N O
 N I D N L U R R R S E G T H P
 B E I R Y E O U A N G N W I T
 S U P Y T A L P H T M U I L K

Word Bank

Gnu	Gorilla	Harp seal	Hornbill	Horse
Hyena	Indri	Kangaroo	Kudu	Lion
Mountain hare		Muskrat	Okapi	Pig
Platypus	Polar bear	Porpoise	Red deer	Ridged seal
Sable	Tarpan	Aardvark	Alpine Shrew	Binturong
Bison	Dolphin	Elk	Ferret	Field vole
Giraffe				

Game 03. Winter

All the words are hidden vertically, horizontally or diagonally—in both directions. The letters that remain unused form a sentence from left to right.

H G I E L S E S R O H A Y C C
 H S C A R F Z H A T S O L R D
 T A G L O V E S I N N G L T O
 E M I S T L E T O E D I I C E
 E T F F E R R W E Y N T H S T
 T S O R F U F D D R A I C N E
 G I C I C L E S E A S O N O S
 N R T H T E A H T U T E R I C
 I H T L I O C I S N R Z I T C
 R C A E O I S V O A O E M A E
 E S L L T I N E R J N E G T D
 T B G C O L D R F O O R T I E
 T I C I N E S S E S M F H P C
 A F I R E I N S M T I I U I E
 H S E L A G M M O E C T E C M
 C K R A R C T I C W I N D E B
 A I E T A K S N E D W A I R E
 N T E R S R A E B R A L O P R

Word Bank

Fire	Freeze	Frost	Gale	Gloves	Hat
Ice	Icicle	Igloo	January	Mistletoe	Polar bear
Salt	Scarf	Season	Shiver	Skate	Ski
Snow	Stew	Antifreeze	Arctic wind	Astronomic	Become frosted
Chilly	Cold	December	Precipitation	Horse sleigh	Chattering teeth

Game 04: Cars

All the words are hidden vertically, horizontally or diagonally—in both directions. The letters that remain unused form a sentence from left to right.

R I N C R D R A O B H S A D N
 O E T A R S B U M P E R I N O
 O W H E E L L G L G N I N U T
 D H G Y D Y E S T R T R I M S
 I E I D N S S C T E R U O E I
 N E L O I V E C O U P É R H P
 I L E B L N I K R C R O N B P
 M S K E Y N D T A O L H A E O
 L L A A C G W I T R A U D S F
 M I R R O R A A C N B A T O R
 C E B C A R I B D A L C M C A
 N U F A C D T L R S T O U R H
 E R S T A O E L O I O O K F O
 S P A R K P L U G R A L R A L
 T E R N A S T L E B T A E S T
 I V T A E S K C A B E N S O U
 R P M A L G O F C E S T O F E
 N E T H E A D L I G H T R G Y

Word Bank:

Airbag	Back seat	Body	Brake light	Brakes
Bumper	Clutch	Coolant	Coupe	Cylinder
Dashboard	Diesel	Door	Fog lamp	Handle
Headlight	Horn	Indicators	Mirror	Pedals
Piston	Radiator	Rims	Seat	Seat belt
Spark plug	Tuning	Turbo	wheels	

Game 05: Nursing

All the words are hidden vertically, horizontally or diagonally—in both directions. The letters that remain unused form a sentence from left to right.

T H E R F R I E N D L Y E M O
 T I S G I D E P A R T M E N T
 R V R A N A T V H E A L T H I
 K O U O N I H O O S A L A R Y
 I F O E T H R C E C M W A R D
 N E H M L N W Y L R E V E F A
 D N G O D I W H S E C R F O M
 M E N H T N R W I I E A H L O
 P P I R D N W E T T T H A O R
 S K T I N N E A T S E C W U R
 Y B I S I N R I G S I S M A I
 C I S N L R Y T T N I G H T U
 H R I T E M P E R A T U R E N
 I T V B U S Y E O H P E L P D
 A H A H O S P I T A L N D A R
 T W A S H O S S I C H A N G E
 R S T P R S E N I C I D E M S
 Y E O T R A I N I N G P L E S

Word Bank:

Health	Home	Hospital	Kind	Medicines
Night	Patient	Psychiatry	Recover	Report
Room	Salary	Staff	Sterile	Syringe
Temperature	Training	Undress	Visiting hours	
Ward	Wash	Wheelchair	white	

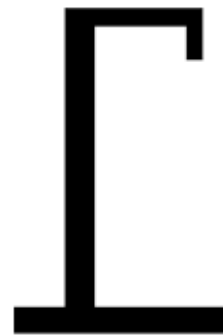
For more exercises go to Appendix 01

Chapter Three: Hangman

Hangman is a quick and easy game for at least two people that requires nothing more than paper, a pencil, and the ability to spell. One player, the "host," makes up a secret word, while the other player tries to guess the word by asking what letters it contains. However, every wrong guess brings them one step closer to losing. Hangman can also be customized to make the game easier, harder, or educational, and there are apps and websites to play online if you would like.

Hangman game offers a challenge that will motivate the students to try to guess word based on the theme. It is an excellent way to practice spelling, increase vocabulary, it keep the mind focus on teaching learning process and the student gets familiar with consonant clusters in a word or general frequency of vowels combining with consonants.

First you will have to draw the hangman's scaffold picture like this on the board. **You, the teacher will be the host.** You must invent the puzzle for the other person to solve. You should be able to spell confidently or the game will be impossible to win. Proper nouns and slang words are not allowed.

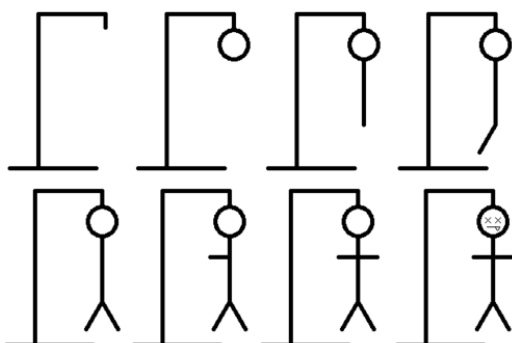


For example let us have the word **MELON** in our mind. The word contains five letters. So draw five lines

---- ----- ----- ----- -----

One blank for every letter. You can give them a clue to make the task easier. You can tell them that it is a fruit. But they should not come out with the entire name. guessing should be letter by letter.

The student should know the names of fruits and their proper spelling. Since there are five blanks, generally the name of the fruit that comes to their mind immediately could be five letter words like mango, apple, lemon. But they must guess letter by letter.



Suppose they say **M**, the teacher must fill in the first blank on the board with **M**. If the student says **A** assuming it to be apple, he gets closer to losing. Each time they come out with a wrong letter, keep on developing the picture of the stick-man on the gallows as in the picture. (He gets seven chances to answer).

Each time the student gives a wrong letter, please write it on the board so that those letters

will not be repeated.

Suppose the student says **E** , which is commonly found both in *apple* and *melon*, he will realize the answer is not apple because it will appear on second blank.

Fill the letter in the blanks if the players guess correctly. Whenever the players guess a letter that is in the secret word, the host fills it into the blank where it occurs. For example, if the word is "apple" and the players guess "p" then the host will fill in all the blanks where **P** appears (**__ P P __ __**).

The players win if the guessing is rightly made before the hangman picture is complete.

You can make the game more and more difficult by making the word bigger. Or you can have words that appear in the lesson that you just taught.

Here is an example: No clue what so ever is given and you will have to guess this seven letter word. The trick is , try guessing vowels. Because you can never form words without vowels. And they are only five in number. I think you know that the most frequently used letter in English alphabet is ‘**E**’.

When you have guessed enough two or three vowels in a seven letter word, you don’t have to try all other vowels. Because we need consonants too. Generally you will have a vowel after two consonants. Very rarely you will find three consonants coming together..

Words like *Bunch, clutch, scrap, screw, scrub* etc have three consonants in the beginning. Words like *lists scripts months strength* etc have three to four consonants at the end. The combination of consonants are predictable and generally have a pattern. They are called consonant blends. For example:

Scheme, school, schedule / laugh, cough, weigh / brick, trick, / stream, strip, strike /

The most common two consonant blends are : bl/cl/ pl/ fl/gl/ sl/ br/ dr/ fr/ gr/ sm/ sn/ sp/ st/ sw/ tw.

The student becomes aware of these consonant and vowel blends while learning such guessing games.

This video on youtube will give you the way to play the game.

<https://www.youtube.com/watch?v=cGOeiQfjYPk>

Demo:

Intended word: MELON

_ _ _ _ _



Suppose the student guesses M (assuming it is mango)

Write:

M _ _ _ _

Encouraged by the correct letter, he proceeds to say O (still assuming it is mango)

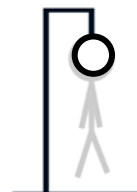
Then you fill up the blank as:

M _ _ O _

He realizes that the last letter is not O . But still continues with guessing Says A

But there is no A in our intended word. So the stick man develops a head. Student loses one chance.

Write A in Capitals on the board as rejected



Then he realizes it is not mango. With these two letters one can easily guess what the fruit is , if the student's vocabulary is good. If his vocabulary is not good, then the intention of playing this game is more than fulfilled. He will learn it. Now.

Chapter Four: Doublet

In 1879, Lewis Carroll (who wrote *Alice in Wonderland*) devised a “verbal torture” to amuse two young ladies.

Carroll called this puzzle *doublets*. This is how a doublets puzzle works: You start with two words, both with the same number of letters. You link these two words by interposing other words, each of which differing from the previous word by **one** letter only. You begin by

changing one letter in the first word to create a new word. You repeat this process, changing one letter at a time and creating new words, until you end up with the second word.

One of Carroll's puzzle unquestioned masterpieces is the doublet, which he introduced through the pages of *Vanity Fair* in March of 1879. He likely took the name for his puzzle from the witches' incantation in *Macbeth*: "Double, double, toil and trouble." The doublet asks us to transform a given word into another by changing only one letter at a time, forming a genuine new word (not a proper name) with each letter change. The puzzle seems simple enough, but it really isn't, as new solvers soon discover. For example, can you turn HEAD into TAIL? The solution involves five letter changes, producing four "links" between HEAD and TAIL.

HEAD

heal (Results from changing the "d" of "head" to "l")

teal (Results from changing the "h" of "heal" to "t")

tell (Results from changing the "a" of "teal" to "l")

tall (Results from changing the "e" of "tell" to "l")

TAIL (Results from changing the first "l" of "tall" to "i")

By the way, this is the original doublet puzzle devised by Carroll for *Vanity Fair*. The doublet became an instant craze in London. In 1879, the publisher Macmillan assembled the puzzles in *Vanity Fair* into a booklet titled *Doublets: A Word Puzzle*, which sold out quickly, being followed by two other editions containing more puzzles each time. Try your hand at the following doublets, taken mainly from this collection.

Here's an example from Lewis Carroll that transforms APE to MAN:

APE > ARE > ERE > ERR > EAR > MAR > MAN

This solution uses five intermediate words to transfer APE to MAN. Here's a better solution that uses just four words to accomplish the same transformation:

APE > APT > OPT > OAT > MAT > MAN

Here's another example, this time with four-letter words. The challenge is to transform **CARD** to **GAME**.

solution:

CARD > CARE > CAME > GAME

Doublet Challenges:

- | | |
|---------------------|------------------|
| 1. PIG into STY | WHEAT into BREAD |
| 2. PEN into INK | CHIN into NOSE |
| 3. TEARS into SMILE | HARE into SOUP |
| 4. EYE into LID | PITY into GOOD |
| 5. POOR into RICH | OAT into RYE |
| 6. WOOD into TREE | TEA into HOT |
| 7. COMB into HAIR | ELM into OAK |
| 8. COAL into MINE | FISH into BIRD |

You can find solutions for these and more exercises in Appendix 02










Chapter 5 :ANAGRAM










Anagram is a word or phrase formed by rearranging the letters in another word or phrase. It is important to note that the word or phrases that an anagram creates must be actual existing words or phrases. The number of letters in the new word should be equal to the number of words in the source word. For example:










The word "**secure**" is an anagram of "**rescue**." We shall begin from very simple words.

act – cat	case – aces	note – tone	tar – rat
aide – idea	earth – heart	ours – sour	tea – eat
ape – pea	fast – fats	pat – tap	urn – run
are – ear	flow – wolf	pear – reap	use – Sue

Now look at the pictures and guess the anagrams:

act <input type="text"/> 	tan <input type="text"/> 	tar <input type="text"/> 
ode <input type="text"/> 	low <input type="text"/> 	lee <input type="text"/> 
tab <input type="text"/> 	god <input type="text"/> 	wee <input type="text"/> 

balm <input type="text"/> 	loin <input type="text"/> 	lugs <input type="text"/> 
shore <input type="text"/> 	harks <input type="text"/> 	nails <input type="text"/> 
tutor <input type="text"/> 	torte <input type="text"/> 	sneak <input type="text"/> 

carob <input type="text"/> 	nosher <input type="text"/> 	looped <input type="text"/> 
rooters <input type="text"/> 	prides <input type="text"/> 	raptor <input type="text"/> 
bolster <input type="text"/> 	paroled <input type="text"/> 	emanate <input type="text"/> 

star <input type="text"/> 	gosh <input type="text"/> 	opines <input type="text"/> 
gun <input type="text"/> 	sap <input type="text"/> 	nicest <input type="text"/> 
coolest <input type="text"/> 	burg <input type="text"/> 	slow <input type="text"/> 

If you find the above anagrams very simple and if you want more challenging ones here they are:

Medium Anagrams

diary – dairy	meals – males	saint – satin
avenge – Geneva	meals – Salem	sales – seals
balm – lamb	mean – mane	salts – lasts
blot – bolt	melon – lemon	salvages – Las Vegas
blow – bowl	moist – omits	sharp – harps
brag – grab	more – Rome	shrub – brush
chum – much	needs – dense	siren – rinse
coal – cola	nerved – Denver	skids – disks
counts – Tucson	none – neon	skill – kills

Hard Anagrams

a decimal point – I’m a dot in place	monasteries – Amen stories
a near miss – an air miss	old England – golden land
an aisle – is a lane	restaurant – runs a treat
considerate – care is noted	saintliness – least in sins
conversation – voices rant on	Semolina – is no meal
dormitory – dirty room	signature – a true sign
dynamite – may it end	Statue of Liberty – built to stay free

eleven plus two – twelve plus one	the earthquakes – that queer shake
Fourth of July – joyful fourth	the Morse Code – here come dots
gold and silver – grand old evils	the nudist colony – no untidy clothes
HMS Pinafore – name for ship	the tennis pro – he in net sport
limericks – slick rime	Valentine poem – pen mate in love
departed this life – He’s left it, dead; RIP	
the public art galleries – large picture halls, I bet	
year two thousand – a year to shut down	

NOTE:

William Shakespeare's "**Hamlet**" is actually an anagram of "Amleth," a Danish prince.

In Jonathan Swift's Gulliver's Travels, Gulliver visits Tribnia, also known as Langden, anagrams of Britain and England, respectively.

J.K. Rowling uses the anagram "I am Lord Voldemort" as an anagram for the Dark Lord's prior name, Tom Marvolo Riddle.

In Dan Brown's The Da Vinci Code, clues left by a murdered museum curator are hidden in anagrams: O, Draconian devil (Leonardo da Vinci), Oh, lame saint (the Mona Lisa), so dark the con of man (Madonna of the Rocks).

Anagrams are everywhere in Lemony Snicket's A Series of Unfortunate Events. Most often it's the author's name (Loney M. Setnick) and Count Olaf's name (Al Funcoot).

The movie October Sky is based on the book Rocket Boys by Homer Hickam. The titles are anagrams of one another.

In the movie and book *The Shining* by Stephen King, the character Danny screams REDRUM and writes the word on the mirror using lipstick. REDRUM is an anagram for Murder.

In The Silence of the Lambs, Hannibal Lecter gave detectives the name Louis Friend. Louis Friend is an anagram for iron sulfide. Iron sulfide is known as Fool's Gold, meaning that Lecter's clue was meaningless.

One word in each sentence is wrong. Which one? Re-arrange the letters to form the correct word.

1. Did you remember to measure the angels?
2. Sometimes teachers cheat students during lessons.
3. The man shaved his bread.
4. I like the state of fish.
5. When the computer broke down, she pulled out her rapier kit.
6. The friend of the solution will be awarded a prize.
7. The coach despair the team
8. They ran over a lime to reach their destination.
9. Detectives try to crate missing persons.
10. He resist the entrance exam if he fails

Match a word from the first column with its anagram in the second column :

advert	cleared
close-up	couples
declared	despair
stained	eastern
hardest	elapsed
pleased	instead
praised	premise
dignity	starved
nearest	tidying
empires	trashed

For more exercises on anagrams go to Appendix 3

Chapter six: Cross word

Crossword is the most popular word game in the world and I am sure you must have seen and solved them in newspapers, either in English or in kannada. A crossword is a word puzzle that takes the form of a rectangular grid of white and black shaded squares. The goal is to fill the white squares with letters, forming words, by solving clues which lead to the answers. Brush up your brain with this simple and addictive game and improve your English vocabulary.

People work puzzles for their own amusement, for intellectual stimulation, or to pass the time of day. They play on commuter trains, at home over the kitchen table, on work breaks, and in hundreds of other places and ways. And they usually play silently and with concentration, without an audience looking over their shoulder and without interruption. This exploration of how to play the game applies to this style of play only.

The Puzzle

From a materials or physical point of view, a crossword puzzle (or just crossword) consists of three items:

A list of across clues

A list of down clues

A grid

Basic Types of crossword:

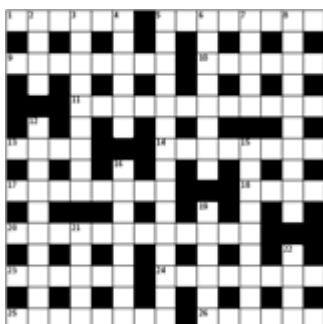


Freeform Grid : - No internal symmetry - Big black shapes



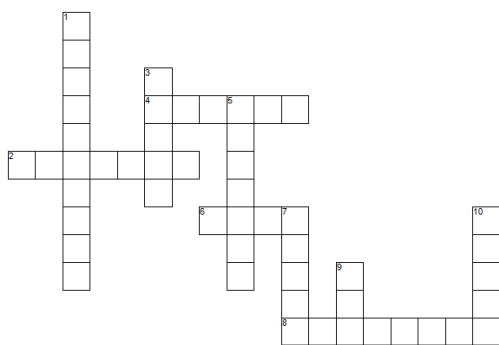
American (Quick) Crossword Grid

- Square, 15 x 15
- Half-turn rotational symmetry
- Higher white: black ratio
- Clusters of white



Cryptic Crossword Grid

- Square, 15 x 15
- Half-turn rotational symmetry
- Lower white:black ratio
- No clusters of white or black



Themed Crosswords

This type of crossword usually has a specific theme and can be arranged in a variety of formats. Unlike other crosswords, the shape of themed puzzles is not always rectangular or square and often contain graphics to pair with the theme.

Object Of The Game

the solver's object is to win. He wins by completely filling in the empty grid with correct answers to the clues.

Grid Layout

Initially, the grid contains only white and black squares. Some squares are numbered in a special way, described later. As the game proceeds, the solver fills in empty white squares with letters that make up answers to clues. The solver uses the numbers in the squares as guides for where to place answers.

Clues

Each clue points to a place in the grid where its answer resides. There are two kinds of clues:

Across

Across clues have answers that consist of words whose letters run horizontally (from left to right) across the grid. Hence the name across.

Each across clue is assigned a unique number. This number corresponds to (is the same as) the number for its answer in the grid.

Down

Down clues have answers that consist of words whose letters run vertically (from top to bottom) down the grid. Hence the name down.


Each down clue is assigned a unique number. This number corresponds to (is the same as) the number for its answer in the grid.

Answers

Each answer in the grid consists of one or more words in the grid. Each word consists of one or more letters, usually, one letter to a white square.

Let us begin from the elementary type of crossword puzzle, and gradually increase the difficulty level.

01.Easy



Baby Animals

DIRECTIONS- Fill in the crossword puzzle grid with the names of each animal's baby. Use the word bank if you get stuck.

Across

- 2. Sheep
- 4. Crocodile
- 5. Fox
- 6. Dog
- 7. Duck
- 11. Eagle
- 12. Bear
- 14. Deer
- 15. Kangaroo

Down

- 1. Horse
- 3. Rabbit
- 5. Goat
- 6. Pig
- 8. Chicken
- 9. Cow
- 10. Cat
- 13. Human

WORD BANK

BABY	HATCHLING
BUNNY	JOEY
CALF	KID
CHICK	KIT
CUB	KITTEN
DUCKLING	LAMB
EAGLET	PIGLET
FAWN	PUPPY
FOAL	

02. Easy

Forest Vocabulary

DIRECTIONS: Fill in the crossword puzzle grid with the name of each thing following the numbers and direction indicated. Use the word bank if you get stuck.

1 →

3 →

5 →

7 →

9 ↓

10 →

11 →

8 ↓

6 ↓

2 ↓

4 ↓

11

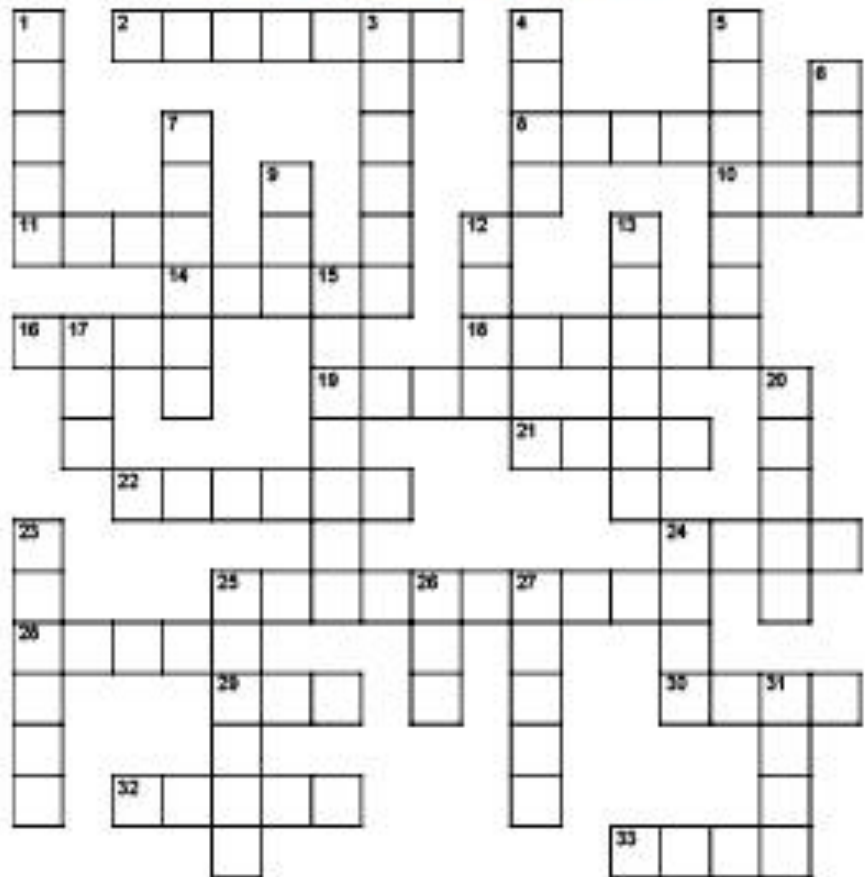
ACORN	MUSHROOM
BEAR	NEST
BUTTERFLY	RABBIT
FLOWER	SNAIL
FROG	SQUIRREL
LEAF	TREE

03. Medium

Synonyms

DIRECTIONS:
Find the word with a similar meaning and write it in the crossword grid.

Word Bank
AFRAID, AUTOMOBILE,
BIG, BLANK, CAP,
CENTER, COUCH, EVIL,
FATHER, GARBAGE,
GLOOMY, HAPPY,
HIDE, IDEA, ILL, JOG,
LISTEN, LITTLE, LOOK,
MAD, MOTHER, NEAT,
PRESENT, QUICK, REST,
ROCK, RUG, SACK,
SNIFF, STRANGE,
TALL, TRUE, UNDER,
WOMAN, YELL



Across

- 2. odd
- 8. below
- 10. large
- 11. tidy
- 14. glad
- 16. cover
- 18. small
- 19. bad
- 21. thought
- 22. middle
- 24. stone
- 25. car
- 28. smell

29. carpet

- 30. high
- 32. fast
- 33. bag

Down

- 1. lady
- 3. sad
- 4. right
- 5. trash
- 6. run
- 7. mom
- 9. hat
- 12. shout

13. dad

- 15. gift
- 17. sick
- 20. sofa
- 23. hear

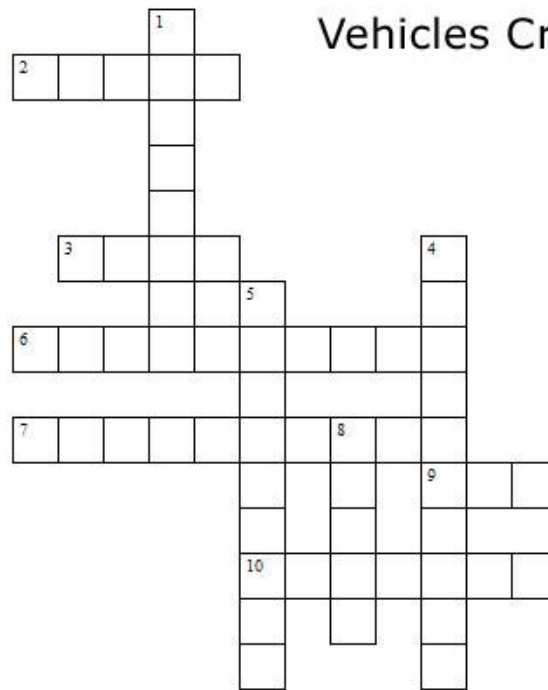
24. relax

- 25. scared
- 26. angry
- 27. empty
- 31. see



04. Medium

Vehicles Crossword Puzzle



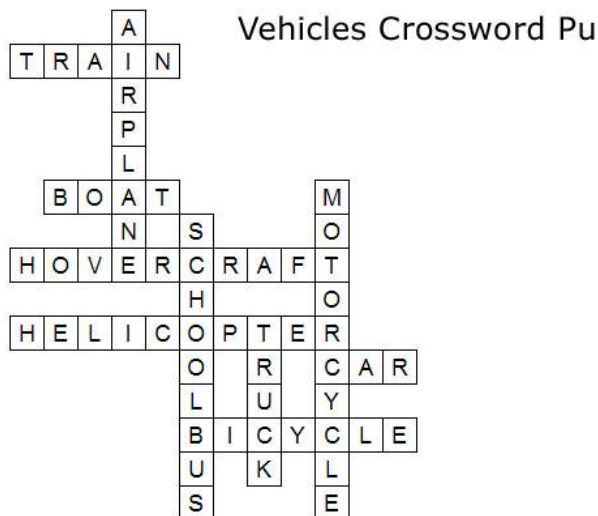
ACROSS

- 2 Travels on a track
- 3 Travels through the water
- 6 Floats on the air
- 7 Has a large propeller on top
- 9 Has four wheels and travels on the streets
- 10 Has two wheels and pedals

DOWN

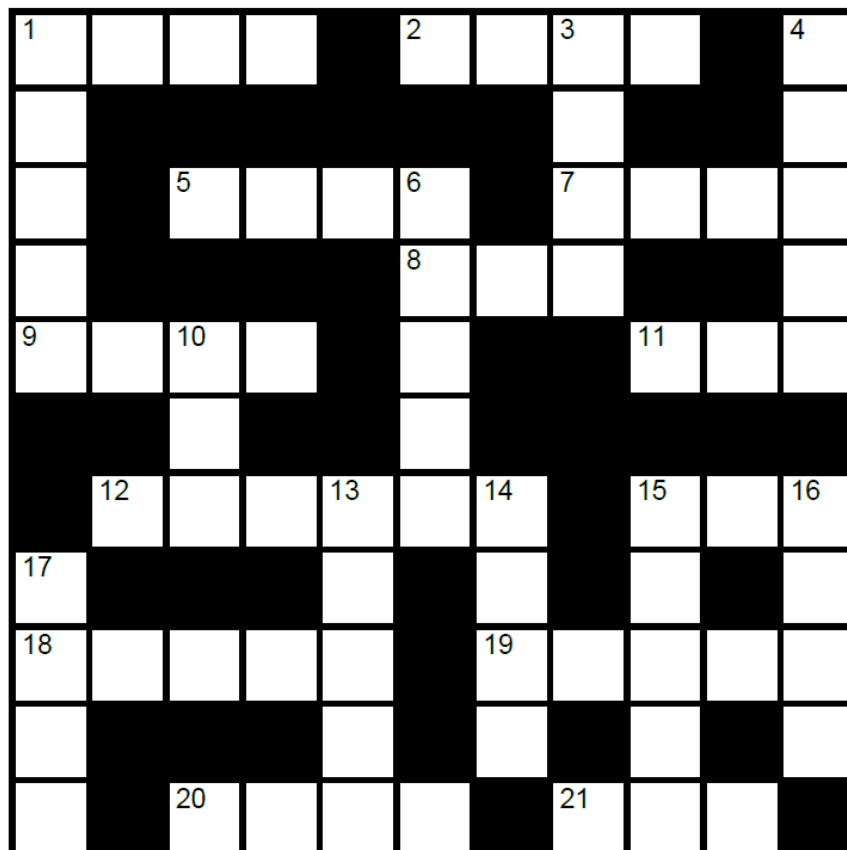
- 1 Travels through the air
- 4 Two wheels and can go fast
- 5 Takes many kids to school each day
- 8 This vehicle can have as many as 18 wheels

Solution:



We are not kids. we shall take up harder crosswords. Shall we?

1. Action Words



ACROSS

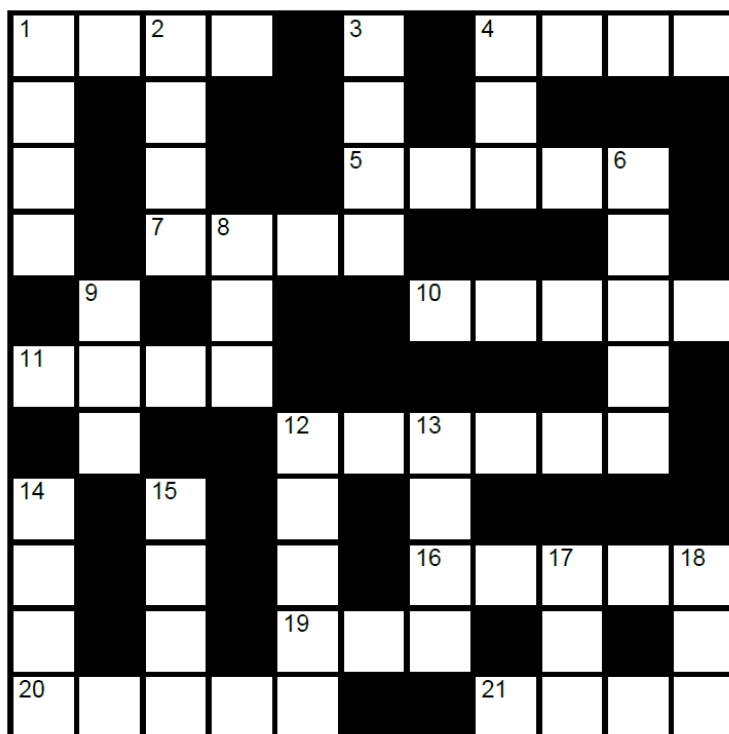
- 1 To ___ the dishes (4)
- 2 To ___ a football (4)
- 5 To ___ a book (4)
- 7 To ___ an omelette (4)
- 8 To ___ a bank (3)
- 9 To ___ a car (4)
- 11 To ___ a prize (3)
- 12 To ___ the phone (6)
- 15 To ___ the bed (3)
- 18 To ___ a cigarette (5)
- 19 To ___ a pint of beer (5)
- 20 To ___ a living (4)
- 21 To ___ the table (3)

DOWN

- 1 To ___ TV (5)
- 3 To ___ your hair (4)
- 4 To ___ your teeth (5)
- 6 To ___ a lorry (5)
- 10 To ___ a marathon (3)
- 13 To ___ the garden (5)
- 14 To ___ a bicycle (4)
- 15 To ___ a letter (5)
- 16 To ___ a shower (4)
- 17 To ___ the piano (4)



3. Body



ACROSS

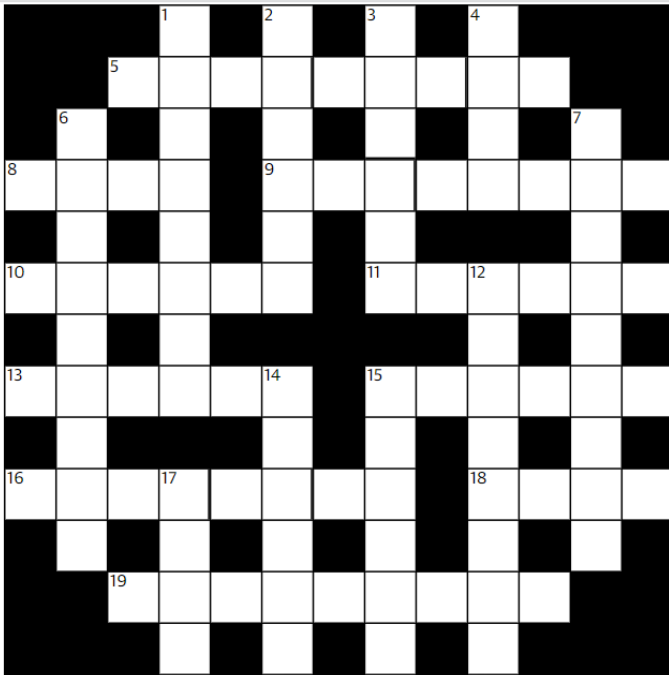
- 1 The front part of your head (4)
- 4 Your body is covered in this (4)
- 5 The upper front part of your body (5)
- 7 It joins the head to the rest of the body (4)
- 10 The middle part of the body (5)
- 11 The part in the middle of your leg, where it bends (4)
- 12 You use this for tasting and speaking (6)
- 16 One of the five senses (5)
- 19 You have a big one and a little one on each foot (3)
- 20 An adult usually has 32 of these (5)
- 21 Excuse me for not speaking clearly, I've got a ____ in my throat (4)



DOWN

- 1 The part of your body at the end of your leg (4)
- 2 The bottom part of your face, below your mouth (4)
- 3 You can only see this part of your body in a mirror (4)
- 4 A blind person cannot ____ (3)
- 6 One of the five senses (5)
- 8 Body part used for seeing (3)
- 9 Fingers are the long thin parts on the ____ of your hand (3)
- 12 Hard white object inside your mouth used for biting and chewing (5)
- 13 Body part used for smelling and breathing (4)
- 14 Plural form of 1 Down (4)
- 15 One part of the skeleton (4)
- 17 Body part used for hearing (3)
- 18 Body part used for standing, walking, running, etc. (3)

4. Challenging Crossword



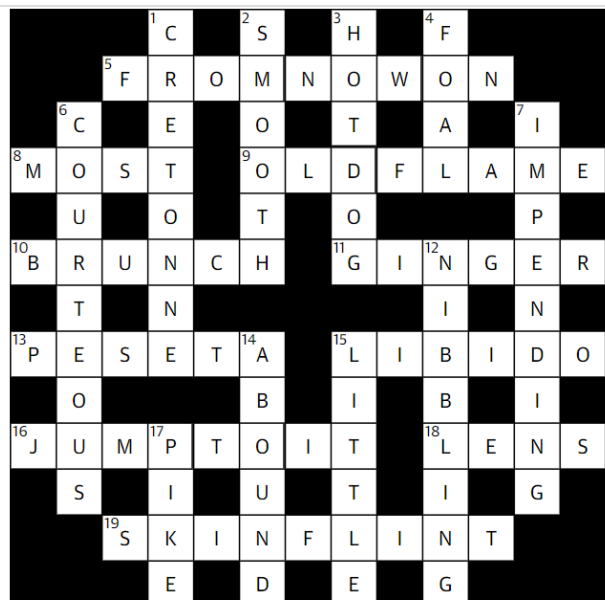
Across

- 5 Henceforth (4,3,2)
- 8 Lion's share (4)
- 9 Former squeeze? (3,5)
- 10 Morning meal (6)
- 11 Fred's dancing partner? (6)
- 13 Old European currency, equal to 100 centimos (6)
- 15 Freud's sexual urge (6)
- 16 1982 Aretha Franklin album – put to Jim (anag) (4,2,2)
- 18 Camera part (4)
- 19 Someone like Scrooge? (9)

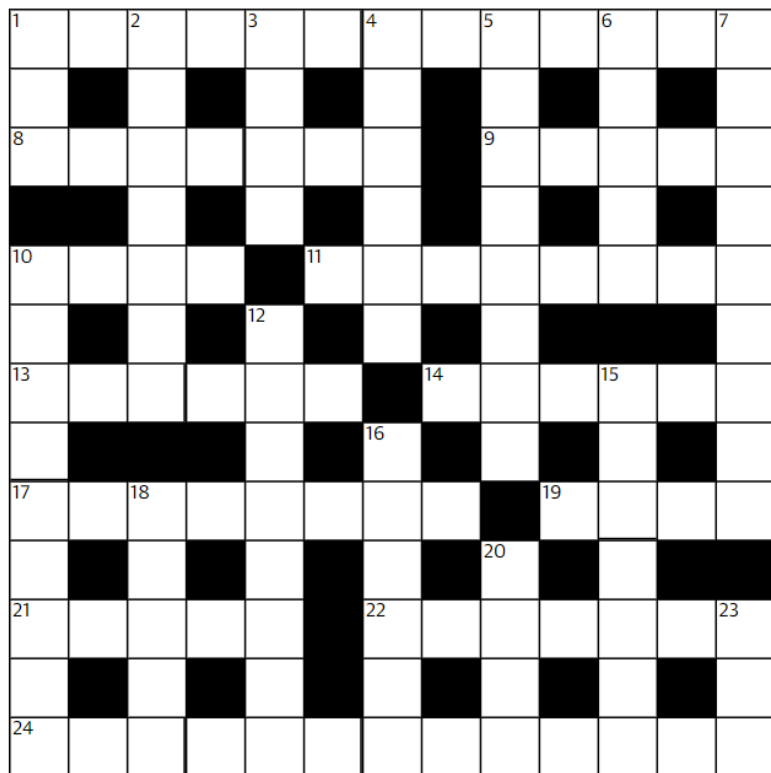
Down

- 1 Heavy cotton patterned fabric used in upholstery (8)
- 2 Without hiccups (6)
- 3 Frankfurter in a bun (3,3)
- 4 Young horse (4)
- 6 Polite (9)
- 7 About to happen (9)
- 12 Taking small bites (8)
- 14 Exist in large quantities (6)
- 15 Small (6)
- 17 Freshwater food fish (4)

Solution



04. Tough Cross word



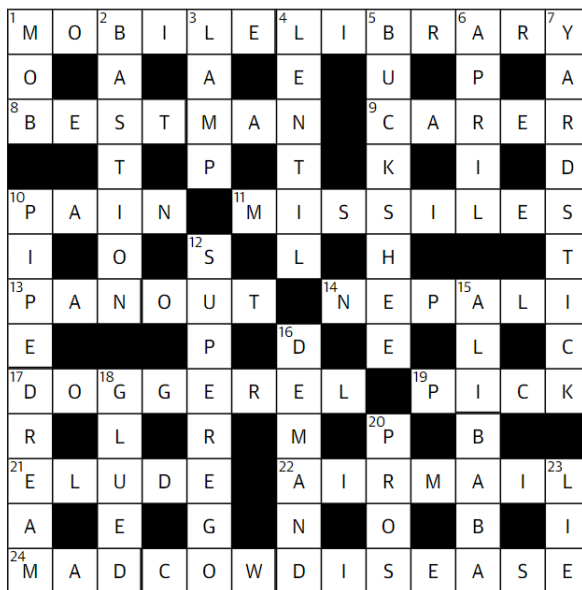
Across

- 1 Books on wheels? (6,7)
- 8 Groom's sidekick (4,3)
- 9 One looking after the needs of others (5)
- 10 French bread (4)
- 11 Airborne weapons (8)
- 13 Be a success (3,3)
- 14 One from Kathmandu (6)
- 17 Poetry (of a kind!) (8)
- 19 Heavy tool with a wooden handle and a curved iron head, pointed at both ends (4)
- 21 Duck (5)
- 22 Way of writing overseas (7)
- 24 Bovine spongiform encephalopathy (3,3,7)

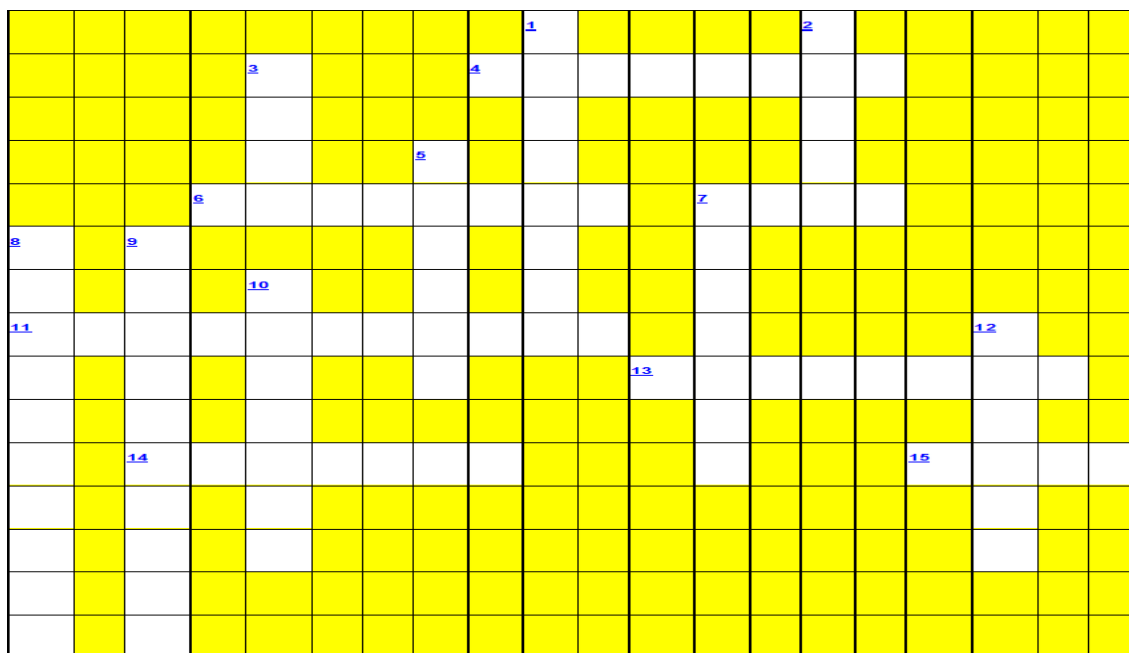
Down

- 1 Criminal organisation (3)
- 2 Citadel (7)
- 3 Light source (4)
- 4 Dahl ingredient (6)
- 5 Free of charge (informal) (8)
- 6 ___ Come She Will, 1965 Paul Simon song (5)
- 7 Measure used for comparison (9)
- 10 Wishful thinking (4,5)
- 12 Self-critical conscience – eg poseur (anag) (8)
- 15 Hero whose magic words 'Open Sesame' found the way into the forty thieves' cave (3,4)
- 16 Exact (6)
- 18 Stuck together (5)
- 20 Arguments in favour (4)
- 23 Assume a horizontal position (3)

Solution:



5. Very easy



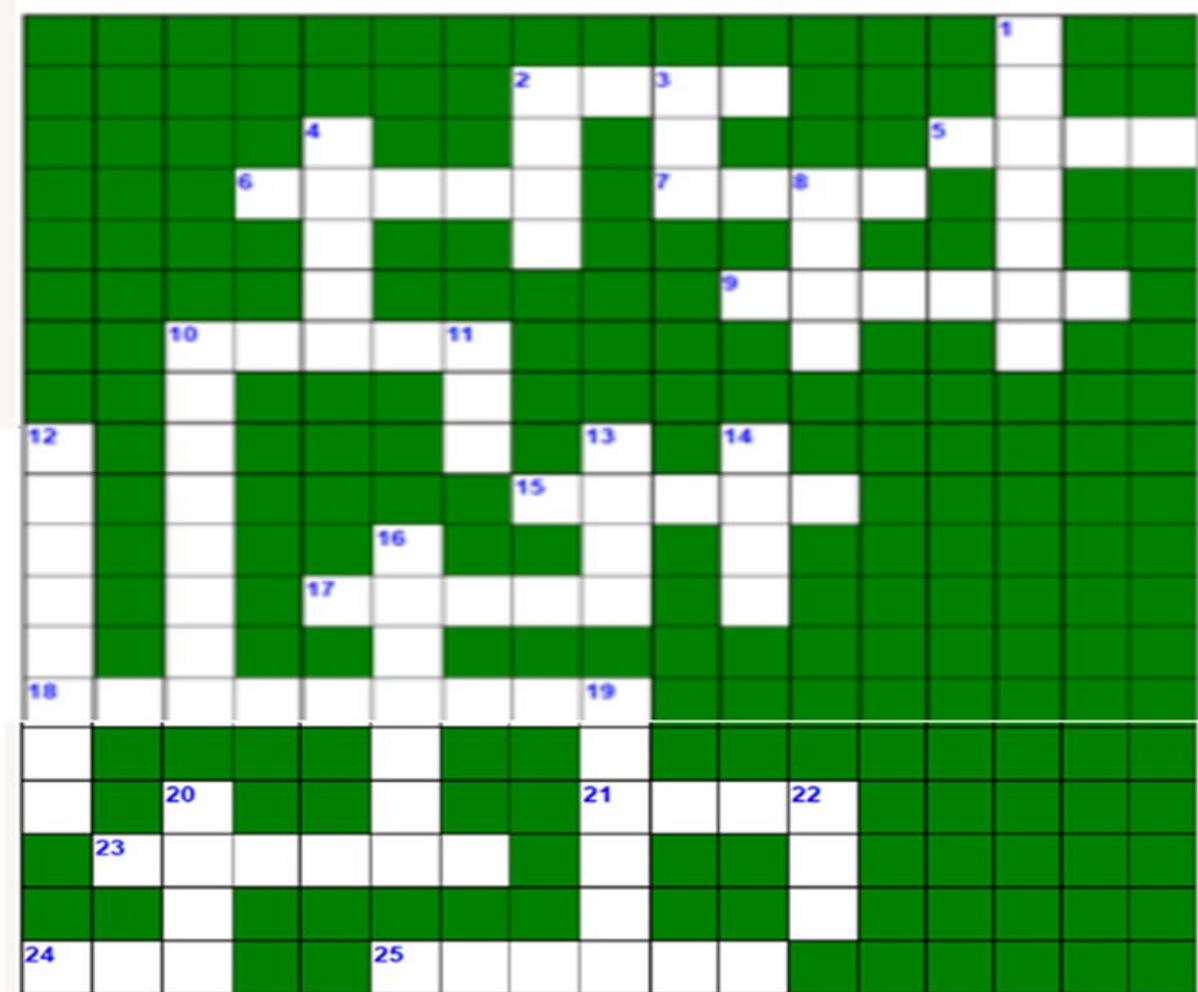
Across:

4. This is where you go if you feel sick, or if you injur yourself. The doctor will see you now.
6. If your car is broken down, take it to a _____ to get it fixed.
7. Do you need to withdraw money? Make a deposit? Check your account balance? You can manage your money here.
11. Another word for 5 down.
13. Where you get prescriptions filled.
14. You can't play here, but you can watch a play here.
15. At the _____ office, you can mail a letter.

Down:

1. A small specialty store.
2. At a nail _____, they paint your nails. At a hair _____, they style your hair.
3. Coffee. Tea. Pastries. Sandwiches.
5. Cakes. Cookies. Bread. Pies.
7. Beef. Ham. Sausage. Bacon.
8. Here you can sit and enjoy a meal with friend or family.
9. At a _____ store, you can find all kinds of clothes, makeup, and houseware.
10. At a _____ store, you can buy all the food you need.
12. You learn about math, english, history, science, and art here. These subjects are taught be a teacher.

05. Easy

**Across:**

2. A _____ can fly in the air or swim in a pond.
5. Swims in water.
6. A cowboy's transportation.
7. Hunts in packs. Lives in the woods. Howls at the moon.
9. This animal is a primate. Humans are primates too.
10. This farm animal has wool that humans turn into yarn.
15. This African animal is covered in black and white stripes.
17. A _____ is a fierce hunter with striped fur.
18. Similar to a crocodile. Lives in the swamp and has big, sharp teeth.
21. Has feathers and can fly.
23. Smaller than a horse, this animal is used for the transport of people or goods.
24. Hunts mice.
25. "Slow and steady, steady and slow, that's the way I always go."

Down:

1. This farm animal has feathers and lays eggs.
2. The males of this woodland species grow giant antlers.
3. Where milk comes from.
4. _____ trap.
8. This animal is a type of giant cat. The males grow manes of fur around their heads.
10. This rodent has a big, fuzzy tail.
11. Where bacon comes from.
12. This animal is gray and has a long trunk.
13. Most varieties of _____ live in the forest, but the polar _____ lives in the Arctic.
14. A tadpole will turn into a _____ when it gets older.
16. A _____ has a long neck so it can eat the leaves off of trees.
19. Bugs Bunny.
20. Will eat anything!
22. "Bark, bark, bark!"

PART TWO

Chapter One: Rebus puzzle

Rebus puzzles are essentially little pictures, often made with letters and words, which cryptically represent a word, phrase, or saying. This page explains – with the help of examples – eight of the main ways in which a rebus puzzle might encode its solution.

POSITION

One of the most common devices is the positioning of the words and symbols, both relative to the rectangle containing the puzzle, and to the other words and symbols. In the example **MAN** is in **MOON**, so it is **the man in the moon**.



HIGHLIGHTING

Often attention is drawn to some part of the picture, often by an arrow or underlining, indicating that this is where we should be looking for the clue. Here the arrow points to the first **AID**, and thus the answer is **first aid**.

DIRECTION

Closely related to position is direction. When a word is spelled in any direction other than the usual left-to-right it is generally relevant to the solution. The example illustrates **wake up**.



SIZE

Unusually large or small words or symbols may be used to convey concepts like **big**, **large**, **small**, **wide**, etc. For

example, the rebus puzzle on the right represents **big deal**.

NUMBER

The device of number is frequently exploited, due to the closeness in sound of 0, 1, 2, 4, 8, 10, etc. to other English words. This cryptic example shows 4 **GOT** 10 **HEROES**, and so the answer is **forgotten heroes**.



COLOUR

If a word or symbol is not printed in black, then you can expect the colour to be a relevant in the solution. More difficult rebus puzzles may make use of somewhat more obscure colour names like **scarlet** or **beige**. In this fairly easy example **CHEESE** is blue; it is **blue cheese**.

STYLE

The style of the font is sometimes relevant. It might convey such concepts as **tall**, **pretty**, **thin**, **slanted**, etc. The fat letters in the example here lead the puzzler to conclude that the answer is **fat chance**.



SOUND

Very often rebus puzzles are phonologically cryptic. The sound will not always be exactly like the answer, but it will always be close enough to recognise, as in **1s** upon **TIME**: **once upon a time**.

Now that we have got the clue, we shall try to solve the Rebus puzzles:

Puzzle #1:

Puzzle #2:

STA4NCE

FUNNY FUNNY
WORDS WORDS
WORDS WORDS

Puzzle #3:

Puzzle #4:

1 ■ S

MOONCEON

Solutions:

STA4NCE

1: For instance

FUNNY FUNNY
WORDS WORDS
WORDS WORDS

2: Too funny for words

1 ■ S

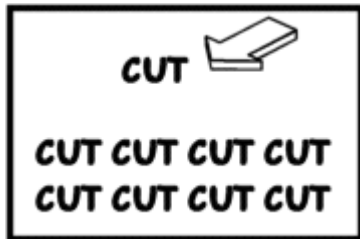
3: Back to square one

MOONCEON

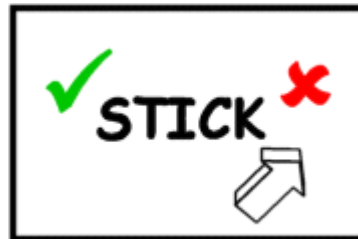
4: Once in a blue moon

Interesting? We will have more exercises:

Puzzle No. 5



Puzzle No. 6



Puzzle No. 7



Puzzle No. 8



Solutions: 5: A cut above the rest

6. The wrong end of the stick

7. Side show

8. Tickled pink

Dear Teacher,

Please note that the rebus puzzles help develop the student's decoding skills!. It helps in studying the insight and analytic processes that underpin problem solving. Problem solving involves thinking activity that is directed toward the achievement of goals that are not immediately attainable. This exercise is a great way to help them learn new words and enhance their vocabulary, idioms and phrases. Learning Idioms and Phrases of a language makes one more profound and scholarly. So, it is essential for the teachers to teach idioms and phrases that are represented through rebus puzzles. The very purpose of introducing this game is to teach them chaste English with idioms and phrases. Explain what they mean.

<u>man</u> board	BABY	WBOEADRS	PDOIVOEL
Funny Words Funny Words Funny Words	HEAD	GRASS	H I L L
JOB	PROMISES	L E G G G G G G G L E G G G G G G	league
SPLOASTCE	KNOCK TIMBER	PLAYING	S I D E <i>Please</i>
JOHNNNNNNNN JOHNNNNNNNN	R O R O A D S D S	ROOD	SHOW
SHUT SIT	S P A C E []	SYMPHON	<u>TRAVEL</u> CCCCCC

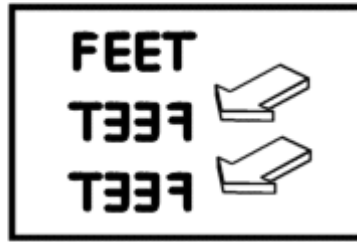
Solutions:

- | | | |
|----------------------|-------------------------|--------------------------|
| 1. Man overboard | 2. big baby | 3. Bear in the woods |
| 4. Drive in the pool | 5. Too funny for words | 6. Big head |
| 7. green grass | 8. Down hill | 9. Inside job |
| 10. broken promise | 11. Long legs | 12. Little league |
| 13. lost in space | 14. Knock on wood | 15. Playing outside |
| 16. pretty please | 17. Long johne | 18. Cross roads |
| 19. back door | 20. Side show | 21. Shut up and sit down |
| 22. outer space | 23. Unfinished symphony | 24. Travel overseas |

Puzzle #9:



Puzzle #10:



Puzzle #11:



Puzzle #12:

**Solution:**

9: Small talk

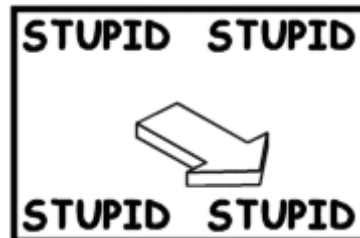
10: Two left feet

11: Get up and go 12. : Painless operation

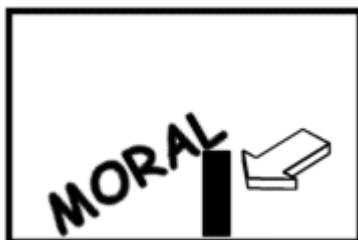
Puzzle #13:



Puzzle #14:



Puzzle #15:



Puzzle #16:

**Solution:**

13: Crossbreed

14: Downright stupid

15: Moral support

16: Half-hearted

Please see Appendix 04 for more exercises

Chapter 02: Ambiguity

NOTE:

Dear Teacher, remember, this is just for your information. Give only the examples and teach them how to find the two ambiguous meanings in them. If you like it and if you think they can understand, only then, give them more details. Do not make it boring by cramming information.

Ambiguities

Anything that is said to be **ambiguous** is open to more than one interpretation. **Sentences** and **words** that are **ambiguous** have more than one possible meaning.

Ambiguity may arise at these various levels:

1. Lexical Ambiguity
2. Structural / Syntactic Ambiguity
3. Semantic Ambiguity
4. Anaphoric Ambiguity

Lexical ambiguity often occurs because words and phrases can have multiple meanings. Lexical ambiguity is sometimes used deliberately to create puns and other types of wordplay.

Examples:

The meaning of “We saw her **duck**” could be either that the writer saw a woman crouch to avoid a missile or that they saw a duck that belonged to the woman.

- "You know, somebody actually complimented me on my driving today. They left a little note on the windscreen; it said, '**Parking Fine.**' So that was nice."
- "I have a really nice stepladder. Sadly, I never knew my real ladder."
(Associate the word with step-mother/ step- father)
- The fisherman went to the bank.
Did he go to the river bank or the financial institution?
- Hema cannot **bear** children.

Hema cannot give birth to children.

Hema cannot tolerate children.

- How do you make a turtle **fast**?
Take away his food.
(explain the two meanings the word **fast** has)

Structural / Syntactic ambiguity

Syntactic ambiguity arises not from the range of meanings of single words, but from the relationship between the words and clauses of a sentence, and the sentence structure underlying the word order therein. In other words, a sentence is syntactically ambiguous when a reader or listener can reasonably interpret one sentence as having more than one possible structure. It is a quality of language that makes speech or written text open to multiple interpretations. That quality makes the meaning difficult or impossible for a person or artificial intelligence (AI) program to reliably decode without some additional information. The student develops the ability to interpret the text by learning such ambiguity.

Examples:

- Sharada went for a walk with her friend in the red shirt

Sharada is wearing the red shirt

Sharada's friend is wearing the red shirt

The student must be able to express these two meanings the sentence conveys.

Some times brackets or adding a definite articles can disambiguate the sentence.

Sharada went for a walk, with her friend, in the red shirt

Sharada went for a walk, with her friend in the red shirt

- Flying planes could be dangerous
The flying planes could be dangerous (the planes flying over your head)
Flying **the** planes could be dangerous (piloting the airplane)

- The chicken is ready to eat.

I cooked the chicken, and it is ready to be eaten.

The live chicken is ready to eat (a worm).

- *Hari saw the pirate with the telescope.*

1. Hari is using the telescope to see the pirate.
2. The pirate is holding a telescope in his hand.

This single string of words has two distinct meanings, which arise from two different grammatical ways of combining the words in the sentence. This is known as structural ambiguity or **syntactic ambiguity**.

- *Anshuman recognized it by its unusual bark.*

It is not clear whether Anshuman recognizes a tree by the look of the bark on its trunk, or if he recognizes a dog by the sound of its barking. In many cases, the word bark would be disambiguated by the surrounding context, but in the absence of contextual information, the sentence is ambiguous. The word 'bark' in the sentence leads to lexical ambiguity.

Anaphoric ambiguity.

A phrase or word refers to something previously mentioned, but there is more than one possibility.

- Son: I watched a guy do 50 push-ups. Can you do **that**, dad?
Father: Sure! Not to brag, but I could probably watch a guy do 100 push-ups.

What does that refer to (anaphora of *that*) doing 50 push-ups or watching it?

Try to find the ambiguity (two different meanings) in the following sentences:

1. Kids Make Nutritious Snacks
2. Milk Drinkers are Turning to Powder
3. Time flies like an arrow; fruit flies like a banana
4. He is a heavy smoker.
5. The court needs more convincing evidence.
6. They are cooking apples
7. Ship sails tomorrow
8. The criminal came before the judge.
9. Police help dog bite victim.
10. I met a guy who works as a news reporter in France.

Answers:

1. Kids, when cooked well, can make nutritious snacks.
Kids know how to prepare nutritious snacks.
2. People who drink milk become pulverised
People who used to drink milk are using milk powder

3. Take 'Fruit -flies' as a noun and *like* is a verb
Banana flies. Fruit also flies like that..(?)
4. The person who smokes is very heavy (fat)
The person smokes too much.
5. The present evidences are not convincing. It needs even more credible ones.
The number of evidences are not sufficient. They need few more.
6. The apples are being used for cooking, by them
That variety of apples are meant for cooking.
7. The ship departs tomorrow.
Send the consignment of 'sails' tomorrow (*ship(v)* is to transport)
8. The Criminal appeared in front of the judge
The criminal was the first to reach the court after some time the judge came.
9. They make it convenient for the dog to bite the victim.
The person who is bitten by the dog is helped by the police
10. The journalist works in France.
I met him in France.



Please visit Appendix 05 for more exercises on Ambiguity

Chapter Three: Collocations

A collocation is two or more words that often go together. These combinations just sound "right" to native English speakers, who use them all the time. On the other hand, other combinations may be unnatural and just sound "wrong". Look at these examples:

Natural English...	Unnatural English...
the fast train fast food	the quick train quick food
a quick shower a quick meal	a fast shower a fast meal

Why learn collocations?

Your language will be more natural and more easily understood.

You will have alternative and richer ways of expressing yourself.

It is easier for our brains to remember and use language in chunks or blocks rather than as single words.

How to learn collocations

Be aware of collocations, and try to **recognize** them when you see or hear them.

Treat collocations as **single blocks** of language. Think of them as individual blocks or chunks, and learn strongly support, not strongly + support.

When you learn a new word, write down other words that collocate with it (*remember rightly, remember distinctly, remember vaguely, remember vividly*).

Read as much as possible. Reading is an excellent way to learn vocabulary and collocations in context and naturally.

Revise what you learn regularly. Practise using new collocations in context as soon as possible after learning them.

Learn collocations in groups that work for you. You could learn them by topic (time, number, weather, money, family) or by a particular word (take action, take a chance, take an exam).

Types of collocation

There are several different types of collocation made from combinations of verb, noun, adjective etc. Some of the most common types are:

adverb + adjective: completely satisfied (NOT ~~downright~~ satisfied)

adjective + noun: excruciating pain (NOT excruciating joy)

noun + noun: a surge of anger (NOT a ~~rush~~ of anger)

noun + verb: lions roar (NOT lions ~~shout~~)

verb + noun: commit suicide (NOT ~~undertake~~ suicide)

verb + expression with preposition: burst into tears (NOT ~~blow up~~ in tears)

verb + adverb: wave frantically (NOT wave ~~feverishly~~)

Sample Collocations

There are several different types of collocation. Collocations can be adjective + adverb, noun + noun, verb + noun and so on. Below you can see seven main types of collocation in sample sentences.

1. adverb + adjective

- Invading that country was an **utterly stupid** thing to do.
- We entered a **richly decorated** room.
- Are you **fully aware** of the implications of your action?

2. adjective + noun

- The doctor ordered him to take **regular exercise**.
- The Titanic sank on its **maiden voyage**.
- He was writhing on the ground in **excruciating pain**.

3. noun + noun

- Let's give Mr Jones a **round of applause**.
- The **ceasefire agreement** came into effect at 11am.
- I'd like to buy two **bars of soap** please.

4. noun + verb

- The **lion** started **to roar** when it heard the **dog barking**.

- **Snow was falling** as our **plane took off**.
- The **bomb went off** when he started the car engine.

5. verb + noun

- The prisoner was hanged for **committing murder**.
- I always try to **do my homework** in the morning, after **making my bed**.
- He has been asked to **give a presentation** about his work.

6. verb + expression with preposition

- We had to return home because we **had run out of money**.
- At first her eyes **filled with horror**, and then she **burst into tears**.
- Their behaviour was enough to **drive anybody to crime**.

7. verb + adverb

- She **placed** her keys **gently** on the table and sat down.
- Mary **whispered softly** in John's ear.
- I **vaguely remember** that it was growing dark when we left.

Common Collocations

Here are a few short lists of common collocations to give you more of an idea about them. Many good learner's dictionaries show collocations associated with specific words. There are also dictionaries of collocations, though these are more difficult to find.

Verb collocations

have	do	make
have a bath have a drink have a good time have a haircut have a holiday have a problem have a relationship	do business do nothing do someone a favour do the cooking do the housework do the shopping do the washing up	make a difference make a mess make a mistake make a noise make an effort make furniture make money

have a rest have lunch have sympathy	do your best do your hair do your homework	make progress make room make trouble
take	break	catch
take a break take a chance take a look take a rest take a seat take a taxi take an exam take notes take someone's place take someone's temperature	break a habit break a leg break a promise break a record break a window break someone's heart break the ice break the law break the news to someone break the rules	catch a ball catch a bus catch a chill catch a cold catch a thief catch fire catch sight of catch someone's attention catch someone's eye catch the flu
pay	save	keep
pay a fine pay attention pay by credit card pay cash pay interest pay someone a compliment pay someone a visit pay the bill pay the price pay your respects	save electricity save energy save money save one's strength save someone a seat save someone's life save something to a disk save space save time save yourself the trouble	keep a diary keep a promise keep a secret keep an appointment keep calm keep control keep in touch keep quiet keep someone's place keep the change
come	go	get
come close come complete with come direct	go abroad go astray go bad	get a job get a shock get angry

<p>come early come first come into view come last come late come on time come prepared come right back come second come to a compromise come to a decision come to an agreement come to an end come to a standstill come to terms with come to a total of come under attack</p>	<p>go bald go bankrupt go blind go crazy go dark go deaf go fishing go mad go missing go on foot go online go out of business go overseas go quiet go sailing go to war go yellow</p>	<p>get divorced get drunk get frightened get home get lost get married get nowhere get permission get pregnant get ready get started get the impression get the message get the sack get upset get wet get worried</p>
---	---	--

Miscellaneous collocations

Time	Business English	Classifiers
<p>bang on time dead on time early 12th century free time from dawn till dusk great deal of time late 20th century make time for next few days past few weeks right on time run out of time save time spare time spend some time take your time tell someone the time time goes by time passes waste time</p>	<p>annual turnover bear in mind break off negotiations cease trading chair a meeting close a deal close a meeting come to the point dismiss an offer draw a conclusion draw your attention to launch a new product lay off staff go bankrupt go into partnership make a loss make a profit market forces sales figures take on staff</p>	<p>a ball of string a bar of chocolate a bottle of water a bunch of carrots a cube of sugar a pack of cards a pad of paper</p>

Try these collocations:

1. He arrived at exactly 11am, _____ on time.
Right / straight
2. What do you do in your _____ time?
Free / loose
3. We couldn't finish because we _____ time.
ran through / ran out of
4. If we take this short cut we'll _____ some time.
Keep / save
5. We _____ time sitting in a traffic jam. We should've taken the train.
Damaged / wasted
6. There have been several robberies in the _____ weeks.
past few / few past
7. The Internet was developed in the _____ century.
last 20th / late 20th
8. They're really busy. They work _____ dusk.
from dawn to / from day to
9. You'll forget all about it _____ by.
when time comes / as time goes
10. Can you _____ to meet us this week?
make time / do time

Answers:

1. right
2. free
3. ran out of
4. save
5. wasted
6. past few
7. late 20th
8. from dawn to
9. as time goes
10. make time

More exercises:

1. I hope to _____ my own business one day.
a.do / b. have / c. make
2. I don't _____ many hobbies.
a. do / b. have / c. make
3. My wife usually _____ the bed, rather than me.
a. does / b. has / c. makes
4. Many countries _____ problems with obesity.
a. do / b. have / c. make
5. I _____ a mistake in my IELTS reading last time I took the test.
a. did / b. had / c. made
6. I _____ my break at work at 3.15.
a. do / b. have / c. make
7. Reading a lot _____ a real difference to your IELTS score.
a. does / b. has / c. makes
8. I'm planning to _____ a holiday in June or July.
a. do
b. have
c. make
9. I _____ my shopping at the weekends.
a. do / b. have / c. make
10. I don't _____ much sympathy with students who fail because they did not study.
a. do / b. have / c. make

Answers:

- | | |
|----------|----------|
| 1. have | 6. have |
| 2. have | 7. makes |
| 3. makes | 8. have |
| 4. have | 9. do |
| 5. made | 10. have |

Fill in the blanks using appropriate verbs that would complete the collocation.

1. If you park there, you will have to a fine.
a) pay b) take c) have
2. He no attention to my requests.
a) paid b) took c) had
3. I a cough to catch her attention.
a) gave b) paid c) took
4. Although the doctors tried hard, they couldn't his life.
a) save b) bring c) take
5. Abbreviations space and hence they are very common in newspaper headlines.
a) catch b) save c) take
6. Do you a diary?
a) keep b) have b) save
7. Few people can a secret.
a) keep b) save c) have
8. He still in touch with most of his old school mates.
a) keeps b) saves c) take
9. I asked her what her problem was but she quiet.
a) kept b) took c) saved
10. They close to hitting each other.
a) came b) took c) brought

Answers

1. If you park there, you will have to **pay** a fine.
2. He **paid** no attention to my requests.
 3. I **gave** a cough to catch her attention.
22. "Bark, bark, bark!" 4. Although the doctors tried hard, they couldn't **save** his life.
5. Abbreviations **save** space and hence they are very common in newspaper headlines.
6. Do you **keep** a diary?
7. Few people can **keep** a secret.
8. He still **keeps** in touch with most of his old school mates.
9. I asked her what her problem was but she **kept** quiet.
10. They **came** close to hitting each other.

Find more exercises in Appendix 06

PART THREE

Chapter One: Jokes

(NOTE: Teachers, be informed that this is only for you. These need not be explained to the students. Get straight into jokes and explain students what grammatical units they are based on.)

It may be easier to drown the stage with tears. But to make one laugh is tougher. Humour is not a joke. The greatest tragedy of humour is it has never been taken seriously. It has all the qualifications to be introduced into syllabus as a main-stream text like poetry or short story. But syllabus makers are afraid not to be laughed at.

Man is the only animal that can laugh. But what about women? Well , I meant to say man embraces women too... again.. I mean it is a generic term. So, analysing jokes can teach us a lot of lexical and grammatical rules. A joke is an oral narrative in which words and sentences are engineered to build toward a punchline. Ellipsis, ambiguity, suggestiveness, anaphora, figures of speech, idioms taken literally, several linguistic elements of language contribute to the source of humour.

A good joke has all the elements of a poem and more. It has brevity as its main character. Right words in the right order generate humour.

Let us see how we can use humour to teach the fundamentals of grammar :

Ex 1.

Teacher: Tell me a sentence that starts with an "I".

Student: I is the....

Teacher: Stop! Never put 'is' after an "I". Always put 'am' after an "I".

Student: OK. I am the ninth letter of the alphabet.

This can be an example for S V agreement

Ex 2.

Little Johnny: Teacher, can I go to the bathroom?

Teacher: Little Johnny, MAY I go to the bathroom?

Little Johnny: But I asked first!

This joke may help in teaching the use of modals

Ex. 3:

The grammar teacher noticed Tom was not listening to her. She wanted to spite him and asked

"Tom, Name two pronouns."

Bewildered, Tom said "Who, me?"

This joke may help them remember an indefinite and personal pronoun better.

Ex. 4

~Don't you know the Queen's English?

~Why, yes, I'd heard she was.

This explores the use of apostrophe. How it is used to form possessives and to mark contractions.

Ex. 5

Call me a cab.

~Ok, you're a cab.

~Make me a cake.
 ~Abracadabra! You're a cake.

Both these jokes can be used for the same purpose of distinguishing the relationship of Direct and Indirect object with the verb.

Ex. 7

"I was born in Punjab."
 "Which part?"
 "All of me."

This joke makes it easier to understand Ellipsis

Ex. 8.

A: When I stand on my head the blood rushes to my head, but when I stand on my feet the blood doesn't rush to my feet. Why is this?
 B: It's because your feet aren't empty.

This explains Suggestiveness

Ex: 9

A: Do you want to hear a dirty joke?
 B: Yes, tell me.
 A: A white horse fell in the slush.

Did you hear about the blind carpenter who picked up his hammer and saw?

These examples teach the punning of words.

Ex: 10

English teacher: I want you to tell me the longest sentence you can think of
 Pupil : Life imprisonment !

This is an example of polysemy

Ex: 11

Mary: John says I'm pretty. Andy says I'm ugly. What do you think, Peter?

Peter: I think you're pretty ugly.

This shows how oxymorons and collocations are used.

Ex: 12

What are the three quickest ways of spreading a rumour (or gossip).

Telegram

Telephone

Tell a woman

This is an example for Juncture

Ex. 13.

A: Did you hear that a baby was fed on elephant's milk and gained twenty pounds in a week.

B: That's impossible. Whose baby?

A: An elephant's.

The baby is assumed to be the human baby. It is a semantic joke.

Ex. 14.

Why couldn't Cinderella be a good soccer player?

She lost her shoe, she ran away from the ball, and her coach was a pumpkin.

The words ball, and coach are homonymous words that refer both to the context of the story and soccer.

Ex. 15.

A: What do you call a deer with no eyes?

B: No idea. (No Eye Deer.)

A: What do you call a dead deer with no eyes?

B: Still no idea.

This is also an example of juncture. ("the relationship between one sound and the sounds that immediately precede and follow it")

Ex. 16.

Q: Where do you find giant snails?

A: On the ends of their fingers. (Giants' nails.)

Juncture..

Ex. 17.

Q: What do you call a hippie's wife?

A: Mississippi (Mrs. Hippie)

Juncture

Ex. 18

Q: What did the ocean say to the beach?

A: Nothing, it just waved!

Verbal ambiguity (homonymy)

Ex. 19.

Q: What has many keys but can't open any doors?

A: A piano.

Key has two meanings (homonym)

Ex. 20.

Teacher: Today, we're going to talk about the tenses. Now, if I say "I am beautiful," which tense is it?

Student: Obviously it is the past tense.

This is a semantic joke.

Ex 21.

Did you hear about the teacher who was cross-eyed?

He couldn't control his pupils.

This is a pun on the word pupil (homonym)

Ex. 22.

Doctor, doctor, will you help me out?
Certainly, which way did you come in?

Pun in the Phrasal verb

Ex. 23.

Teacher: I wish you'd pay a little attention
Student: I'm paying as little as I can.

Can teach the student the difference between little/ a little & the little

Ex. 24.

Waiter, waiter, what soup is this?
It's bean soup, sir.
I don't care what it was. I want to know what it is now.

Pun from a homophone : Also **It's** can be *it is* and *It has been*

Ex. 25.

Waiter, waiter, what's wrong with these eggs?
I don't know, sir. I only laid the table.

This joke is a pun on the irregular verb "to lay", which has more than one meaning:
lay, laid, laid

lay 1: prepare knives, forks etc on a dining table

lay 2: (of a bird, chicken etc) produce an egg

You can see more jokes in Appendix 07

Chapter TWO: Brain Teasers

Brain teasers sharpen the thinking Process. Brain teasers help stimulate a student's cognitive abilities, as well as assisting them to improve sitting still and staying focussed on one task. A brain teaser is essentially a thinking puzzle, using logic to find the answer. It exercises the mind, improves concentration, stimulates creativity and improves memory. These puzzles require thought to solve. They often require thinking in unconventional ways with given constraints in mind; sometimes it also involves lateral thinking. Logic puzzles and riddles are specific types of brain teasers.

Boost Memory

Playing brain games or doing a brain teaser or two helps reinforce the connections between brain cells. Brain games require you to remember patterns and shapes, boosting memory. Brain teasers that keep you challenged can increase cognitive function.

Develop Problem-Solving Skills

Life requires good problem-solving skills, and playing brain games can help you hone these essential skills. A brain teaser or puzzle challenges the brain to discover new solutions to problems, boosting critical thinking skills.

Workout Both Sides of the Brain

Your brain has two different sides, and they're largely responsible for different things. For example, studies show that the right side of the brain is usually more involved in emotions. The left side of the brain tends to be more active in visually-based languages and speech production. But when you do brain teasers or games, it works both sides of your brain at the same time.

Simply boosting the activity of the brain with mental exercises, brain games, and brain teasers offers big benefits. You reduce your risk of dementia, improve concentration, and boost memory. It's easy to find fun brain teasers or games to play on your own, or you can try them with friends.

Here are a few Brain teasers: Please read them out and let the students answer. If they have brought the text to the class, ask them not to look into the texts. That is why I have made this a Teacher's manual. You need to monitor and reach out this text to the students:

1. What kind of shoes are made out of banana skins?
Slippers.
2. What makes the *Tower of Pisa* lean?
It never eats.
3. What colors would you paint the sun and the wind?
The sun rose and the wind blue.
4. What would happen if a girl should swallow her teaspoon?
She wouldn't be able to stir.
5. What is the most difficult train to catch?
The 12:50, because it's 10 to 1 if you catch it.
6. What is sure to go out the tighter it is locked in?
A fire.
7. What coat is put on only when it is wet?
A coat of paint.
8. What keeps the moon in place?
Its beams.
9. What time is it when a pie is divided among four hungry boys?
A quarter to one.
10. What kind of clothing lasts the longest?
Underwear, because it is never worn out.
11. What makes the ocean angry?
It has been crossed so many times.
12. What is the best thing to put into pies?
Your teeth.

Here are a few riddles

Q: What are two things that people never eat before breakfast?

A: *Lunch and supper.*

Q: Why did the man throw a bucket of water out the window?

A: *He wanted to see the waterfall.*

Q: Why did the man throw the butter out the window?

A: *He wanted to see the butterfly.*

Q: Why did the man put the clock in the safe?

A: *He wanted to save time.*

Q: What appears once in a minute, twice in a moment, but never in a thousand years?

A: *The letter "M".*

Rack your brains:

1. Strange Poem!

YYUR
YYUB
ICUR
YY4Me

Too wise you are, too wise you be, I see you are too wise for me.

In the process teach them the correct pronunciation (that matches these two)

2. Guess the word:

Write : A B C D E F G.....P Q R S T U V W X Y

on the board and ask students to guess a five-letter word H to O (H₂O) **water**

3. Get students to think of the answer to the following question:

What is so fragile that even saying its name can break it?

Don't give the answer straight away, get students to think of things they can break. Is there an answer there? **(Answer: Silence)**

4. Raju's mother has five children. Sunday, Monday, Tuesday and Wednesday what is the name of fifth child?
Obviously not Thursday... (Answer: Raju)

5. A shepherd had 17 sheep. All but nine died. How many was he left with?

This has more to do with English comprehension. *All but* means 'all except'. (Answer: nine)

Guess what these could be:

- | | |
|-------------------------------------|--------------------------|
| 1. 26 L of the A | 25. 52 W in a Y |
| 2. 7 D of the W | 26. 9 L of a C |
| 3. 7 W of the W | 27. 60 M in an H |
| 4. 12 S of the Z | 28. 23 P of C in the H B |
| 5. 66 B of the B | 29. 64 S on a C B |
| 6. 52 C in a P (W J) | 30. 9 P in S A |
| 7. 13 S in the U S F | 31. 6 B to an O in C |
| 8. 18 H on a G C | 32. 1000 Y in a M |
| 9. 39 B of the O T | 33. 15 M on a D M C |
| 10. 5 T on a F | 34. 29 T in P F T? |
| 11. 90 D in a R A | 35. 5 L from A are V?? |
| 12. 3 B M (S H T R) | 36. 12 N in C |
| 13. 32 is the T in D F at which W F | 37. 2 E in F |
| 14. 15 P in a R T | 38. 11 P in CT |
| 15. 3 W on a T | 39. 9 P in U |
| 16. 100 C in a D | 40. 19 C in CB |
| 17. 11 P in a F (S) T | 41. 24 F in M |
| 18. 12 M in a Y | 42. 3600 S in H |
| 19. 13 is U F S | 43. 29 <u>S</u> in I |
| 20. 8 T on an O | 44. 5 O in W |
| 21. 29 D in F in a L Y | 45. 3 S in W |
| 22. 27 B in the N T | |
| 23. 365 D in a Y | |
| 24. 13 L in a B D | |
| 25. 52 W in a Y | |

Answers:

1. 26 L of the A: **26 Letters of the Alphabet.**
2. 7 D of the W: **7 days of the Week.**
3. 7 W of the W: **7 wonders of the world.**
4. 12 S of the Z: **12 signs of the zodiac.**
5. 66 B of the B: **66 books of the bible.**
6. 52 C in a P (W J): **52 cards in a pack (without jokers).**
7. 13 S in the U S F: **13 stripes in the United States flag.**
8. 18 H on a G C: **18 holes on a golf course.**
9. 39 B of the O T: **39 books of the Old Testament.**
10. 5 T on a F: **5 toes on a foot.**
11. 90 D in a R A: **90 degrees in a right angle.**
12. 3 B M (S H T R): **3 blind mice (see how they run).**
13. 32 is the T in D F at which W F: **32 is the temperature in degrees Fahrenheit at which water freezes.**
14. 15 P in a R T: **15 players in a rugby team.**
15. 3 W on a T: **3 wheels on a tricycle.**
16. 100 C in a D: **100 cents in a dollar.**
17. 11 P in a F (S) T: **11 players in a football (soccer) team.**
18. 12 M in a Y: **12 months in a year.**
19. 13 is U F S: **13 is unlucky for some.**
20. 8 T on an O: **8 tentacles on an octopus.**
21. 29 D in F in a L Y: **29 days in February in a leap year.**
22. 27 B in the N T: **27 books in the New Testament.**
23. 365 D in a Y: **365 days in a year.**
24. 13 L in a B D: **13 loaves in a baker's dozen**
25. 52 W in a Y: **52 weeks in a year**
26. 9 L of a C: **9 lives of a cat**
27. 60 M in an H: **60 minutes in an hour**
28. 23 P of C in the H B: **23 pairs of chromosomes in the human body**
29. 64 S on a C B: **64 squares on checkers board**
30. 9 P in S A: **9 provinces in South Africa**
31. 6 B to an O in C: **6 bowls to an over in cricket**
32. 1000 Y in a M: **1000 years in a millennium**
33. 15 M on a D M C: **15 men on a dead man's chest**
34. 29 T in P F T: **29 Tests in a Physical Fitness Test** (Not sure though, leave answers in the comment section.)
35. 5 L from A are V: **5 Letters from Alphabet are Vowels**
36. 12 N in C: **12 Numbers in a Clock.**
37. 2 E in F: **2 Eyes in a Face.**
38. 11 P in CT: **11 Players in a Cricket Team**
39. 9 P in U: **9 Possibilities in Unnatural death.** [9 Planets in Universe is wrong. 9 planets in Solar System makes sense but that would be 9 P in SS]
40. 19 C in CB: **19 Coins in a Carrom Board.**

41. 24 F in M: **24 Frames in a Movie.**
 42. 3600 S in H: **3600 Seconds in an Hour.**
 43. 29 S in I: **29 States in India.**
 44. 5 O in W: **5 Oceans in the World.**
 45. 3 S in W: **3 Stumps in Wicket/ 3 States of Water.**

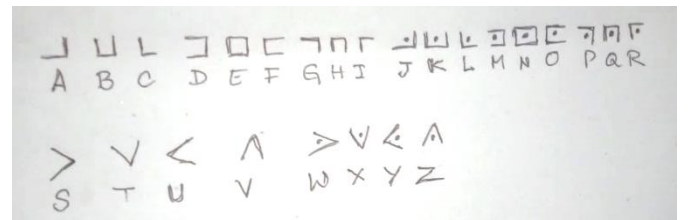
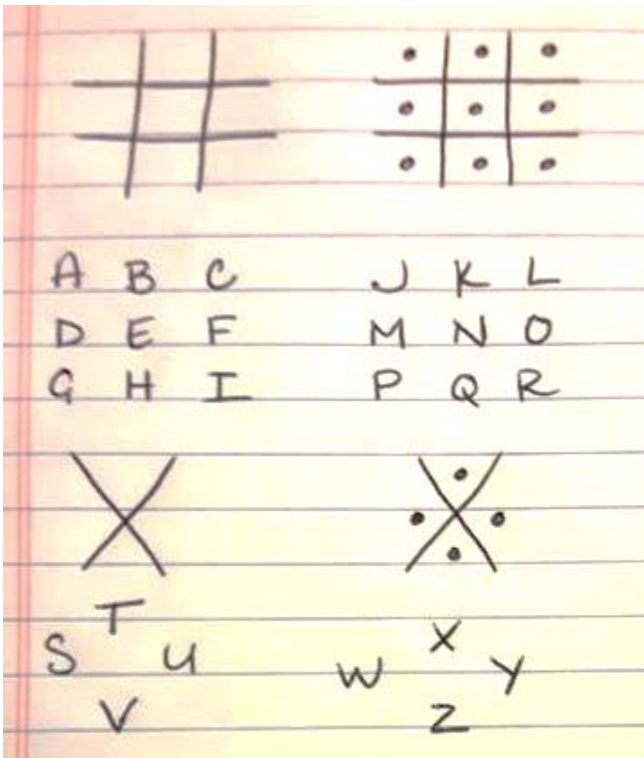
Chapter Three: Cryptography

ಕನಿಕಮಕಗೆ ಕಒಂಕದು ಕಗುಕಟ್ಟು ಕಹೇಕಳುಕತ್ತೇಕನೆ.

ಕಇಕದಕನ್ನು ಕಕಂಕಡು ಕಹಿಕಡಿಕದಕವಕನು ಕಜಾಕಣ.

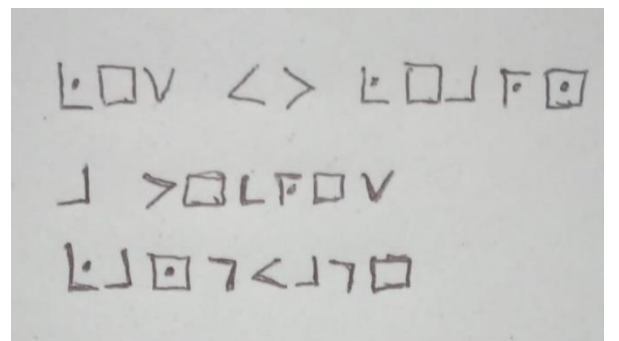
Have you not used this secret language when you were a child ? This is the simplest example of cryptography. The regular kannada words are encrypted with 'ಕ' between every letter of the word. We would call this 'ka' bhashe. Cryptography is a method of conveying messages of top secrecy. Even if the enemies manage to get the text they must not be able to make out what it means. Coding and de-coding the secret messages is a very interesting study. There are several examples in the history of the world where cryptography was used, including during the II World war. They are very difficult to decipher.

Type one: The other popular coded language youngsters use is this:



Using the given substitutes

Try to decipher the following code:



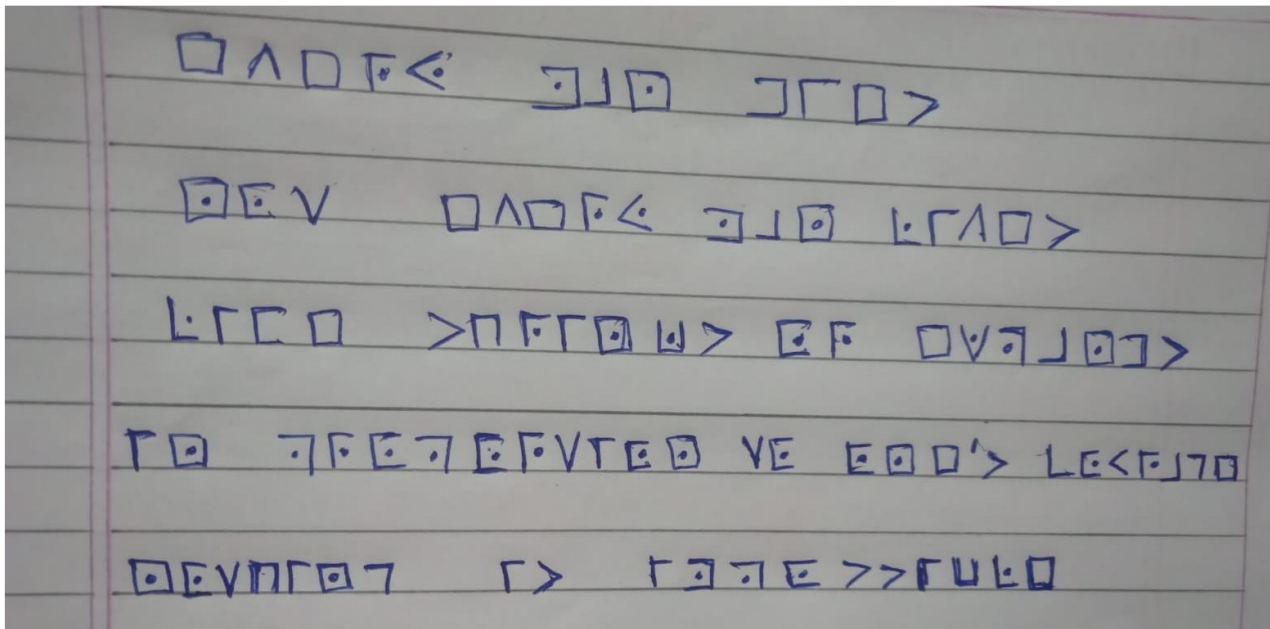
Substituting each symbol with the assigned alphabet, I am sure you were able to decipher the code. Which reads: LET US LEARN A SECRET LANGUAGE.

Ask the student to write their names in this secret language.

Code the following messages in the cryptic symbols given above:

1. Quit talking and begin doing.
2. Whoever is happy will make others happy too.
3. Live and let live.
4. Whatever you are, be a good one.
5. Be yourself; everyone else is already taken.

Decode the following messages using cypher key give above:



Type two: We shall learn another secret language code which is very simple

A	B	C	D	E	F	G	H	I	J
1	2	3	4	5	6	7	8	9	10

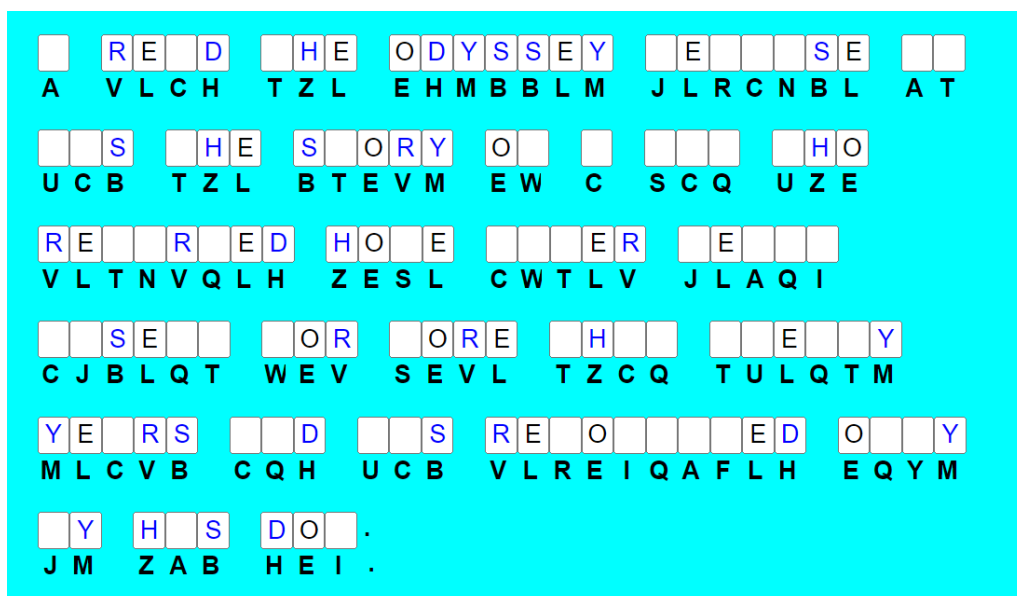
K	L	M	N	O	P	Q	R	S	T
11	12	13	14	15	16	17	18	19	20

U	V	W	X	Y	Z
21	22	23	24	25	26

If you look at the grid you will see some letters are already filled up for you, for your convenience. We must fill up the white squares with suitable letters to make sense. The letters given in black at the bottom only indicate where they repeat. This helps in guessing. How to begin deciphering?

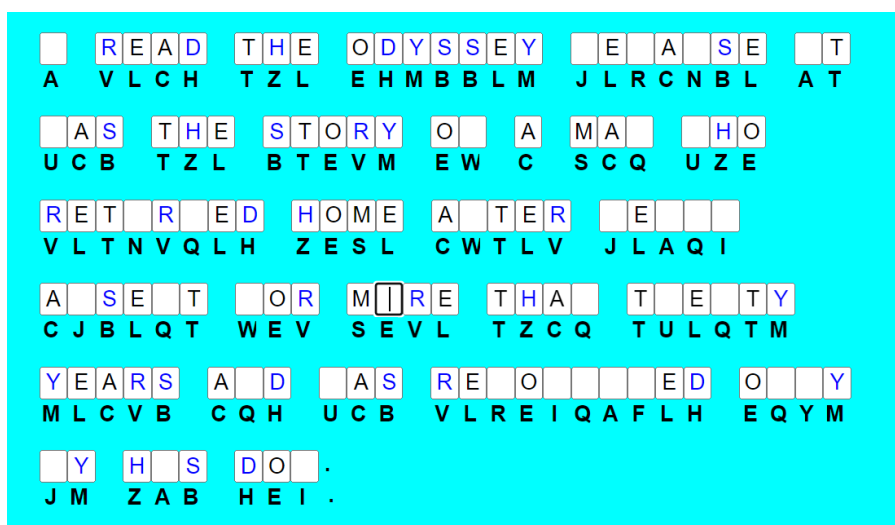
Observe there are two one letter words in the quotation given above. There are only two such words in English, I and A. Two words in particular can be very easily made out by the help of letters given. They are **Odyssey** in the first line and **years** in the penultimate line.

When we fill these missing letters, the same letters found in other words gets filled up and the puzzle becomes further easier to decipher.



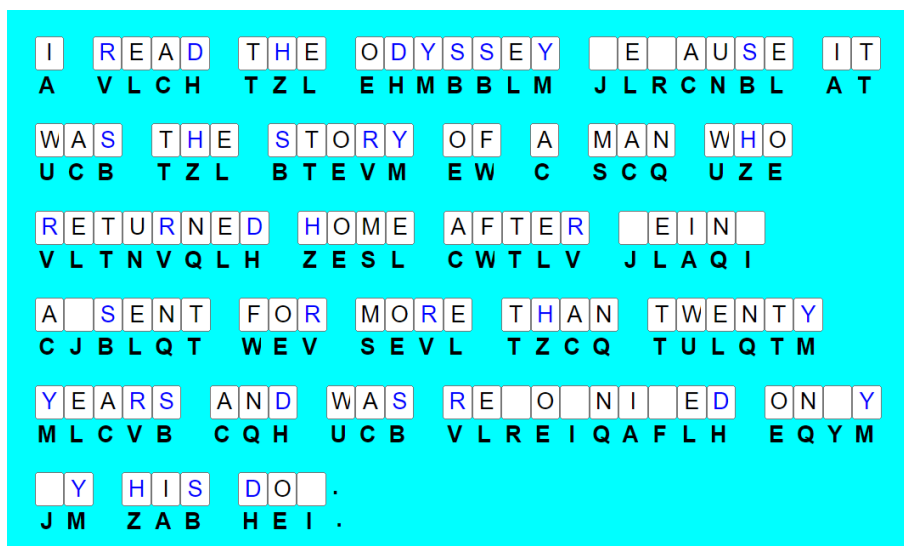
Now, we can guess more letters in some words. READ, and THE in the first line,

THE and STORY in the second line, and MORE in the fourth line. We shall fill them up. Look at the substitution! we have covered so much!



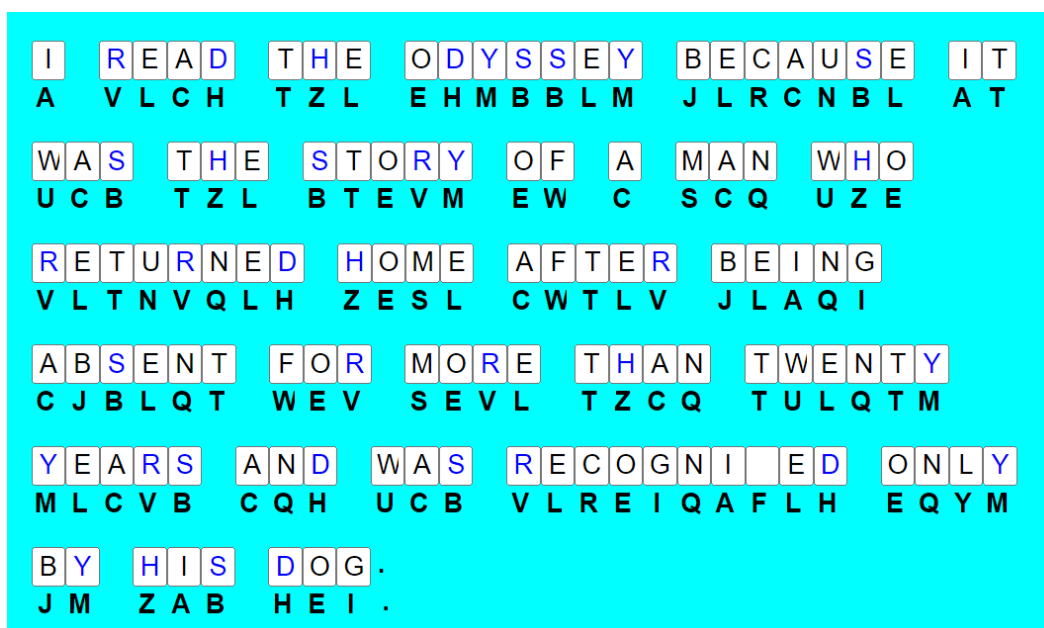
A little bit of grammatical knowledge will tell us that the first word is not A , but it must be I. In the second line we can make out ‘ the story **of** a man **who..**’ In line three, the first word... can you guess...? RETURNED home AFTER...

In line four, we can easily guess these words: **FOR MORE THAN**. If we try to understand the sentence partially, we come to know the next word is a number... as he is speaking about *years*... so It must be **TWENTY** . we shall fill up so many letters and then see what happens.



We can guess the only word left incomplete in the first line as **BECAUSE**,

Last word in the third line grammatically should be **BEING**, the first word in the next line as **ABSENT**. The last word in fifth line is **ONLY** and the two words in the last line are **BY DOG**. The letter B appears in because, being, absent and by. If you are successful in identifying it in any one of these words, the letter fills up automatically in other words...



There is only one word remaining in the entire passage. And one letter to be filled up.. Yes! You have recognized it!! RECOGNIZED. There you have deciphered the code!!

Please visit the website https://www.icryptograms.com/cryptograms_easy where you can play many more such games, freely online. If you have a smart board you can project this on screen and play with the students in the class live.

Other such games, which you can play on your cell phone is available in google playstore are: **Figgeritss** by hitapps games; cry- pto cryptogram puzzle quotes; CR_ GRA decrypt quotes; etc.. You can find more such games.

PART FOUR

(Activities for the Internal Assessment)

Dear Teacher,

These activities are only suggestive, while the rest of the activities given are mandatory. Internal assessment, as you know, carries 40 marks and the activities must be conducted all through the semester.

Encourage Students to use cell phones in the class room. Make sure they play along with you, only those games you make them play in the class.

Such activities that can not be tested in the conventional exams at the end of the term are to be conducted here.

You will have the maximum scope to use the ICT at this point. Connect your computer to the projector, display the games on screen and fill them up as the

students suggest or allow them to solve the puzzles by turns, on screen while the others watch.

Please make sure that you don't confine your activities only to one game. Explore several free games available and try them all -- those that we have tried in the previous chapters and those that can not be played without the software and a gadget.













Encourage students to bring Scrabble board and tiles to the college and play with their friends. (make sure they do not lose the tiles and trigger discord, fight and misunderstanding.)

These are some of the Word game apps you can try by downloading on cell phone

- Word scape Word stacks Wordle
- Scrabble* with real board and tiles
- Bulls and cows* work out on black board (cow bull)

 <p>Scrabble® GO-Classic Word Game Scopely • Word • Word jumble • Multi-player 3.5★ 94 MB 10M+</p>	 <p>Word Pics - Word Games RV AppStudios • Word • Casual • Offline 4.2★ 60 MB 1M+</p>
 <p>Classic Words Solo Lulo Apps • Word • Word jumble • Casual 4.5★ 18 MB 10M+</p>	 <p>Word Search - Word Puzzle Game Playvalve • Word • Search • Casual 4.5★ 38 MB 10M+</p>
 <p>Words With Friends 2 Word Game Zynga • Word • Word jumble • Multi-player 3.7★ 70 MB Editors' Choice</p>	 <p>Word Legend Puzzle Addictive AURORA STUDIOS • Word • Search • Casual 4.3★ 41 MB 10M+</p>
 <p>Wordfeud Bertheussen IT • Word • Word jumble • Casual 4.5★ 8 MB 10M+</p>	   <p>Word Connect - Words of Nature 4.6★ Crossword Jam 4.6★ Word Search - For Word Puzzle G... 4.5★</p>
 <p>Word Wars - Word Game PlaySimple Games • Word • Word jumble 4.4★ 71 MB 5M+</p>	   <p>Word of the Day - Vocabulary 4.6★ Word Connect - Word Games 4.5★ Word Checker - For Scrabble & 4.1★</p>
 <p>Word Master Jaguar Studios • Word • Word jumble • Casual 4.5★ 16 MB 500K+</p>	       <p>Word Trip - Word Puzzle G... 4.5★ Words of Wonders: Guru 4.6★ Word Season - Crossword Ga... 4.4★ Word Surf - Word Game 4.6★ Word Blitz 4.4★ Scrabble® GO-Classic Wor... 3.5★ Word Connect - Fun Word Game 4.4★</p>

For Cryptogram games:

- | | | | |
|---|---|---|--|
|  | Cryptogram - puzzle quotes
Paul Lammert... • Word • Casual • Offline
4.6 ★ 12 MB 1M+ |  | Cryptogram Movie Puzzle Game
Coffee Byte Games • Word
5.0 ★ 13 MB 1K+ |
|  | Cryptogram - Decrypt Quotes
JM SC • Puzzle • Logic • Casual
4.7 ★ 21 MB 1M+ |  | Cryptogram
Andreas Schulz • Educational
4.7 ★ 6.1 MB 50K+ |
|  | Cryptogram - Puzzle Quotes
Razzle Puzzles • Word • Casual • Offline
☑ Installed |  | Cryptogram - Logic Word Puzzle
SimpleGamesInc. • Word
13 MB 100+ |
|  | Cryptogram Cryptoquote Puzzle
Egghead Ga... • Word • Search • Casual
4.8 ★ 16 MB 10K+ |  | Fill-Ins - Word Fit Puzzles
Razzle P... • Word • Crossword • Casual
4.4 ★ 8.2 MB 500K+ |
|  | Figgerits - Word Puzzle Game
Hitapps • Word • Puzzle • Logic
☑ Installed |  | Brain Cryptogram
pondol • Puzzle
4 MB 1K+ |
|  | Cryptogram Word Puzzle
Neologic Labs • Word
3.9 MB 10K+ | | |
|  | Cryptogram Puzzle Quotes Game
ZavvyTech • Word • Puzzle • Casual | | |

Websites to play online word games on pc:

<https://www.hp.com/us-en/shop/tech-takes/free-word-games>

<https://www.hp.com/us-en/shop/tech-takes/free-word-games>

<https://games.usatoday.com/category/word>

<https://www.improvememory.org/brain-games/word-games/>

<https://www.crazygames.com/game/crossword>

<https://play.google.com/store/apps/details?id=com.rohpj.cowbull&hl=en&gl=US>

<https://www.apkmonk.com/app/com.rohpj.cowbull/>

All the activities mentioned in parts I, II and III can be made in Part four. The difference is the use of gadgets and real board games that can not be used in the promotional examination. Teachers may be constantly monitor the students while they are online. Happy teaching/ Playing. Please contact : **8050316432** for any query.

Appendix 01 : Word Search

Astronomy

All the words listed are hidden vertically, horizontally or diagonally—in both directions. The letters that remain unused form a sentence from left to right.

G A L I L E O B I G B A N G A
 J U P I T E R Z O D I A C S T
 R O N O Y S P V N E P T U N E
 M Y Y I R R S L E L B B U H O
 M A R S U E Y S U N A R U E N
 E W O F C V R S A T U R N L T
 H Y P E R I O N H E O S F I E
 A K O W E N T C O M E T L O S
 W L L C M U A E I R E E E C T
 K I A N C E V N S O I K V E E
 I M R N W O R T H E I C A N L
 N C I H L A E A R T H O R T E
 G M S L A T S U E E U R T R S
 P H O T O N B R R M S C E I C
 A P N P L A O X Y G E N C S O
 A N D R O M E D A N A S A M P
 Y T I V A R G Y A N A C P T E
 I V E R E A L U B E N O S L E

ANDROMEDA
 APOLLO
 BIG BANG
 CENTAUR
 COMET
 EARTH
 GALILEO
 GRAVITY
 HAWKING
 HELIOCENTRISM
 HUBBLE
 HYPERION
 JUPITER
 MARS
 MERCURY
 METEOR
 MILKY WAY
 NASA
 NEBULAE
 NEPTUNE
 OBSERVATORY
 OXYGEN
 PHOTON
 PLUTO
 POLARIS
 ROCKET
 SATURN
 SPACE TRAVEL
 TELESCOPE
 UNIVERSE
 URANUS
 VENUS
 ZODIAC

Machines

All the words are hidden vertically, horizontally or diagonally—in both directions. The letters that remain unused form a sentence from left to right.

A M T E N S I O N S P R I N G
 A C R E K A H S H I N R E I S
 D U S R E T E M G N I K R A P
 E U A L L E N D O S C O P E H
 F Y A T Y P E O S F E L E C O
 I R E G N A H C X E T A E H T
 B N R E T N A L C I G A M B O
 R T P R C N B E O N I C I E C
 I E N M N A O U B S T R U L O
 L X M E A I R B R U S H E L P
 L T R N T L U D R N T S E O I
 A R D T O P N E R U E Y R W E
 T U F O R M A U S E T R A S R
 O D I S P L A Y S P A N E R C
 R E C O R D E R I F I D I C X
 T R E N O H P E L E T A E W S
 R E S S E R D L E E H W K R T
 G N I N O I T I D N O C R I A

HEAT EXCHANGER
 IRIS SCANNER
 MAGIC LANTERN
 PARKING METER
 PHOTOCOPIER
 RECORDER
 SHAKER
 SUN LAMP
 TELEPHONE
 TENSION SPRING
 TWIN-TURBO
 WHEEL DRESSER
 X-RAY TUBE

AIR CONDITIONING
 AIRBRUSH
 BELLOWS

BURNER
 CARD READER
 DEFIBRILLATOR

DISPLAY
 ENDOSCOPE
 EXTRUDER

Kitchen Utensils

All the words are hidden vertically, horizontally or diagonally—in both directions. The letters that remain unused form a sentence from left to right.

E G O N L N I T G N I K A B O
 D F K I I L C A S S E R O L E
 T C I H K P I R E T A R G E N
 U T L N K E G R E N E E S O I
 C L I R K S T N G N M L P A K
 O E O J W D O T I R K E I D P
 F F F U I N A A L L N E C R U
 F P N I T H R E E E L P E A C
 E W I C K T I T R C H O C O G
 E H T E S H S U R B E N R B N
 F I M R T Y R E L T U C E G I
 I S N O R I E L F F A W A N R
 L K U C G H N M O R E P M I U
 T L E L F I S H P A N R S P S
 E T A L P R E R O C E L P P A
 R S P A T U L A A X S A O O E
 S C A L E S N T I F A S O H M
 T E R A N D E M A S I E N C R

APPLE CORER
 BAKING TIN
 BREAD KNIFE

BRUSH
 CASSEROLE
 CHOPPING BOARD

COFFEE FILTER
 CUTLERY
 FISH PAN

FORK
 GLASS
 GRATER
 GRILL
 ICE CREAM SPOON
 JUICER
 KETTLE
 MEASURING CUP
 MIXER
 OPENER
 PEELER
 PIE TIN
 PLATE
 ROLLING PIN
 SCALES
 SPATULA
 STRAINER
 TIN FOIL
 WAFFLE IRON
 WHISK



Sounds

All the words are hidden vertically, horizontally or diagonally—in both directions. The letters that remain unused form a sentence from left to right.

D O M I N A N T T O N E S O U
 H E A R I N G I M P A I R E D
 N D M O B L A S T R V E S I N
 E C R U O S O T D E E P S N W
 A V R G E N S R R T H A H O T
 A S N R G E U T C U A U R I G
 T O H W T M A B Y T P H I S T
 G E A O U E G N A H C S L E H
 E H O L P M U F F L E R L I R
 S E E E S C I N O R T C E L E
 U A R C L E A C O U S T I C S
 A D E A I N S T R U M E N T H
 L P T Y C N E U Q E R F B N O
 P H S U O N O T O N O M A D L
 P O T S I N U S G O L F N E D
 A N C A T H U N D E R A G R D
 R E I E L Z T R E H D O H C E
 I S N S I K D E D E C I B E L

ACOUSTICS
APPLAUSE
BANG

BLAST
BURST
CHANGE

DEAF
DECIBEL
DOMINANT TONE

EARDRUM
 ECHO
 ELECTRONICS
 FREQUENCY
 GONG
 HEADPHONES
 HEARING IMPAIRED
 HERTZ
 INSTRUMENT
 LOW
 MONOTONOUS
 MUFFLE
 NOISE
 REPEAT
 SHRILL
 SONG
 SOURCE
 SPEED
 SPURT
 STEREO
 TALK
 THRESHOLD
 THUNDER



Poetry

All the words are hidden vertically, horizontally or diagonally—in both directions. The letters that remain unused form a sentence from left to right.

O A R E P O E M T I D Y L L V
 D D O N S E X T E T A G O I E
 E S M S O N N E T N Z E L M A
 O Y A S M M E T C H N L A E L
 H V N A E A T S O O A E F R P
 O L C T L R D O N N T V W I O
 V A E I F G I R E O S I X C C
 O N C R E I E L I D N S M K E
 C D O E P P L T E G R U B E A
 A A U I I E S O R P A A U C N
 L L P E T E R C N O C L R L D
 I L L D A A L E F I N P L O I
 Z A E T P E T D L Y D O E G L
 E B T O H E S N D N O E S U A
 D I S T I C H T E I H T Q E N
 D I T H Y R A M B M R R U A O
 P A S T O R A L V E A Y E T T
 O R H Y M E C A N T I L E N A

ATONAL
 BALLAD
 BURLESQUE

CANTILENA
 CONCRETE
 COPLA

COUPLET
 DISTICH
 DITHYRAMB

ECLOGUE
 ELEGY
 EPIGRAM
 EPITAPH
 HYMN
 IDYLL
 LAMENTATION
 LIMERICK
 MADRIGAL
 NONSENSE
 OCTET
 ODE
 PASTORAL
 PROSE
 RIDDLE
 ROMANCE
 SATIRE
 SEXTET
 SONNET
 STANZA
 VILLANELLE
 VISUAL POETRY
 VOCALIZE



Ramayana

Words can be found in any direction (including diagonals) and can overlap each other. Use the word bank below.

Y U Y A T A J Z V I S H V A M I T R A C
 E A C K V B T M Q O L A K S H M A N A A
 U V Z J F L K K H Q V J M A M S Q W V S
 O I Y R D A X Y U A G M Q Y Q C D D L H
 X R Y I B V R E N S P W K A I K E Y I E
 K G V C G A P A E X H Z H M B N R Y F T
 U U I O O D V H Z S S A O C Z G H B X I
 M S B A X A Z Z I K W P W W U S I T A J
 B P H T R V Z R J L Z Y A R T A G Y X A
 H V I D I J G J L B A Z S G A O S K P R
 A R S A M F Y A I T O V H N B M K C M D
 K A H S U R P A N A K H A H G K A J Z N
 A N A H V N Y C U U E N A W W Y F O L I
 R F N A V N H S U C J R U X J E H D N J
 N E A R A P N K R T A X L P X T Z R Z X
 A X F A J K H K T T V F C E T J Z S P R
 M V Y T M W V V A W H F F U R O P X K O
 L Z R H U K A U S A L Y A H A N U M A N
 X C O A Z X N L F T G A A H T S I S A V
 O G J Q B W Y T Q K U B E R A I O U O T

Word Bank

- | | | | |
|-----------------|---------------|----------------|----------------|
| 1. sita | 2. surpanakha | 3. ravana | 4. kaikeyi |
| 5. rama | 6. kubera | 7. lava | 8. lakshmana |
| 9. kausalya | 10. jatayu | 11. kusha | 12. dasharatha |
| 13. sugriva | 14. vali | 15. hanuman | 16. vasistha |
| 17. vishvamisra | 18. bharata | 19. vibhishana | 20. indrajit |
| 21. kumbhakarna | | | |

States of India

Words can be found in any direction (including diagonals) and can overlap each other. Use the word bank below.

Z P Z J K X P N V E M A R O Z I M E X F
 F A S R A I G A A Y H D A M C A D N A O
 M R T U R C X G B S T P X G Y H T S B V
 C H A A N M V A I Y N D T U S W S E I C
 X D R R A V L L H D M B I A N A Y R A H
 N N A U T S Q A A I E Y D U M A E B E T
 L A J N A C S N R R V N T L N W A Q D K
 M H U A K M M D Z R A T A A E Y E X E C
 A S G C A M V N U H A H G S A G K R U R
 H E T H N R A P K R C N T L H G A J R Q
 A D G A X R I R A A A B A Q J L K C B C
 R A V L U N A K M L E H U H A T O G E T
 A R K P A H H I E N G F M U T D J W C H
 S P I M J A H T G E R W R N I S I C L P
 H R K L N H H A M D E A T S A X A S X Y
 T A Y D Z X L O V D R N H Z B B I J M Z
 R T T H R A G S I T T A H H C K V R A J
 A T Q G I U D A N L I M A T K C L I G R
 P U Z Q O I I W R X P W X I I D A M H K
 L E L I C A P U N J A B M V N W T X E W

Word Bank

- | | | | |
|----------------|------------------|--------------|-----------------|
| 1. andhra | 2. westbengal | 3. tripura | 4. chhattisgarh |
| 5. gujarat | 6. bihar | 7. kerala | 8. goa |
| 9. uttarakhand | 10. madhya | 11. sikkim | 12. manipur |
| 13. rajasthan | 14. odisha | 15. himachal | 16. assam |
| 17. haryana | 18. maharashtra | 19. mizoram | 20. arunachal |
| 21. tamilnadu | 22. karnataka | 23. punjab | 24. jharkhand |
| 25. meghalaya | 26. uttarpradesh | 27. nagaland | 28. telangana |

Appendix 02

Solutions for Doublets Challenge (chapter 04)

PIG pit sit sat say STY	OAT rat rot roe RYE	FOUR foul fool foot fort fore fire FIVE	POOR boor book rook rock rick RICH	MINE mint mist most moat coat COAL
PEN e'en eel ell ill ilk INK	TEA sea set sot HOT	NOSE note cote core corn coin CHIN	TREE free flee fled feed weed weld wold WOOD	BLUE flue floe flag flat feat peat pent pink PINK
WET bet bey dey DRY	ELM ell all ail air fir far oar OAK	HARE hark hack sack sock soak soap SOUP	COMB come home hole hale hall hail HAIR	FISH wish wise wire ward ward BIRD
EYE dye die did LID	BUY bud bid aid aim arm ark ask ASS	PITY pits pins fins find fond food GOOD	ARMY arms aims dams dams dame name navy NAVY	
EEL e'en pen pin PIE	ONE ore ere err ear tar tap top too TWO	CAIN chin shin spin spun spud sped aped abel ABEL	HOOK hock rock rick risk disk dish FISH	
APE are ere err ear mar MAN				

Your turn now! Here are more doublets for you to solve:

BALL to GAME

BLACK to WHITE

BLUE into PINK

HEAD to TAIL

CAT to DOG

DOWN to SIZE

FOUR to FIVE

MORE to LESS

GRASS to GREEN

TEAM to WORK

WORK to PLAY

FLOUR into BREAD

SLEEP to DREAM

ONE to TWO

RIVER to SHORE

WITCH into a FAIRY










IRON into LEAD










LASS into MALE










Remember there could be several different acceptable solutions.



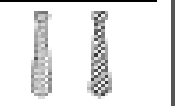




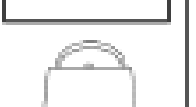

Appendix 03






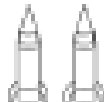



Anagrams







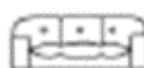


star <input type="text"/> 	gosh <input type="text"/> 	opines <input type="text"/> 
gun <input type="text"/> 	sap <input type="text"/> 	nicest <input type="text"/> 
coolest <input type="text"/> 	burg <input type="text"/> 	slow <input type="text"/> 


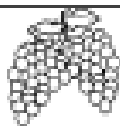



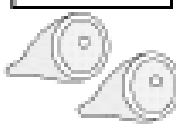



fringes <input type="text"/> 	ram <input type="text"/> 	ones <input type="text"/> 
slip <input type="text"/> 	gel <input type="text"/> 	are <input type="text"/> 
below <input type="text"/> 	writs <input type="text"/> 	cafe <input type="text"/> 









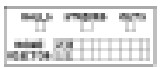
pea <input type="text"/> 	greet <input type="text"/> 	went <input type="text"/> 
leaf <input type="text"/> 	ream <input type="text"/> 	garbed <input type="text"/> 
present <input type="text"/> 	seashore <input type="text"/> 	straying <input type="text"/> 

grin <input type="text"/> 	based <input type="text"/> 	site <input type="text"/> 
smitten <input type="text"/> 	boost <input type="text"/> 	taco <input type="text"/> 
hoses <input type="text"/> 	super <input type="text"/> 	thirst <input type="text"/> 

ocean <input type="text"/> 	arc <input type="text"/> 	sub <input type="text"/> 
rancho <input type="text"/> 	hips <input type="text"/> 	restock <input type="text"/> 
rite <input type="text"/> 	panel <input type="text"/> 	ails <input type="text"/> 

odor <input type="text"/> 	palm <input type="text"/> 	bleat <input type="text"/> 
sitar <input type="text"/> 	rotates <input type="text"/> 	save <input type="text"/> 
oafs <input type="text"/> 	votes <input type="text"/> 	flesh <input type="text"/> 

reap <input type="text"/> 	pagers <input type="text"/> 	lump <input type="text"/> 
tun <input type="text"/> 	bane <input type="text"/> 	sham <input type="text"/> 
takes <input type="text"/> 	melon <input type="text"/> 	stressed <input type="text"/> 

tab <input type="text"/> 	ten <input type="text"/> 	kiss <input type="text"/> 
stakes <input type="text"/> 	lopes <input type="text"/> 	worth <input type="text"/> 
tacker <input type="text"/> 	damsel <input type="text"/> 	cores <input type="text"/> 

Medium Difficulty level Anagrams:

diary – dairy	ocean – canoe	sober – robes
domains – Madison	pace – cape	soils – oils
dottier – Detroit	pairs – Paris	solo – Oslo
fired – fried	pale – leap	spray – prays
fringe – finger	panels – Naples	stack – tacks
hasten – Athens	parks – spark	stick – ticks
iced – dice	pools – spool	strip – trips
inch – chin	ports – sport	study – dusty
keen – knee	posts – stops	team – meat
lamp – palm	races – cares	tooled – Toledo
last – salt	reap – pear	votes – stove
limped – dimple	reef – free	waits – waist
lion – loin	robed – bored	wasps – swaps
looted – Toledo	rock – cork	wells – swell
lump – plum	room – moor	west – stew
march – charm	ropes – pores	what – thaw
mash – hams		

One word in each sentence is wrong. Which one? Re-arrange the letters to form the correct word.

1. I desire in a pleasant city called Mumbai.
2. If you are feeling confident, move on to the next gates.
3. The tiles on the roof were made of steal.
4. Two mates are playing tonight: Manchester United and Aston Villa.
5. He removed the saints from the dirty uniform.
6. The wheel toaster slowly.
7. The food was supplied by our own terraces.
8. Before the battle a soldier spray for victory.
9. Cheap males are available in the university 's new refectory
10. Stare of grief are common after a disaster.

Easy anagrams:

arc	hips	panel
-----	------	-------

sub	retrial	ocean
-----	---------	-------

mart	stow	rites
------	------	-------

boast	restock	jest
-------	---------	------

ails	selves	deans
------	--------	-------

stank	struck	scab
-------	--------	------

ache	pace	cola
------	------	------

lacy	cafe	shad
------	------	------

deaf	aide	grad
------	------	------

arid	clam	dial
------	------	------

cask	amid	dawn
------	------	------

flea	char	ward
------	------	------

net	roe	woe
-----	-----	-----

fro	gum	sue
-----	-----	-----

gnu	tog	gut
-----	-----	-----

kin	tip	low
-----	-----	-----

tow	urn	beak
-----	-----	------

bane	balm	bran
------	------	------

end	sub	but
-----	-----	-----

was	dub	ode
-----	-----	-----

nay	dog	mid
-----	-----	-----

orb	don	spa
-----	-----	-----

par	dew	wee
-----	-----	-----

yaw	war	yap
-----	-----	-----

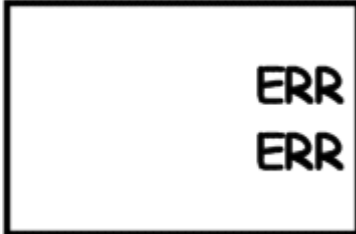
Five letter Anagrams:

abets baste betas beast beats	acres cares races scare	alert alter later	angel angle glean	ascot coats coast tacos	aster rates stare taser tears	baker brake break	bared beard bread debar	begin being binge	below bowel elbow
bores robes sober	capex paces space	caret cater crate trace	cider cried dicer	claps clasp scalp	cruel lucre ulcer	dater rated trade tread	dates sated stead	deist diets edits sited tides	dowry rowdy wordy
drawer redraw reward warder warred	earns nears saner snare	earth hater heart	emits items mites smite times	ester reset steer terse trees	ether there three	hares hears rheas share shear	heaps phase shape	heros hoers horse shore	lapse leaps pales peals pleas sepal
leapt petal plate pleat	least slate stale steal tales teals	limes miles slime smile	liter litre reelit tiler	loops polos pools sloop spool	lopes poles slope	manes manse means names	mates meats steam tames teams	merit mitre remit timer	nails slain snail
noter toner tenor	notes onset stone tones	paled pedal plead	panel penal plane	pares parse pears reaps spare spear	parts strap traps	parse spare spear	paste tapes peats septa spate	pelts slept spelt	piers pries spire
pinex snipe spine	pinto pixon point	pores poser prose ropes spore	reins resin rinse risen siren	reset steer terse trees	rites tiers tires tries	saint satin stain	salve slave vales veals	serve sever veers verse	sinew swine wines wisens
skate stake steak takes teaks			state taste teats		steer reset trees			weird wired wider	

Appendix 04

Rebus Puzzles

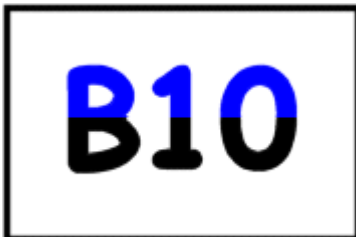
Puzzle #17:



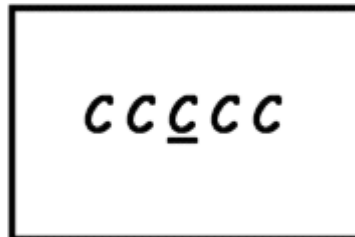
Puzzle #18:



Puzzle #19:



Puzzle #20:



Puzzle #21:



Puzzle #22:



Puzzle #23:



Puzzle #24:



Puzzle #25:



Puzzle #26:



Puzzle #27:



Puzzle #28:



Puzzle #29:



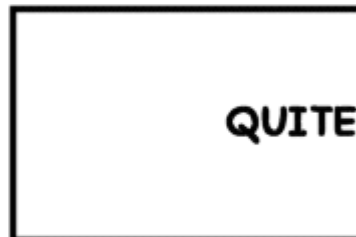
Puzzle #30:



Puzzle #31:



Puzzle #32:



Appendix 05**Ambiguity**

Eye drops off shelf

Prostitutes appeal to pope

Kids make nutritious snacks

Stolen painting found by tree

Lung cancer in women mushrooms

Queen Mary having bottom scraped

Dealers will hear car talk at noon

Miners refuse to work after death

Milk drinkers are turning to powder

Drunk gets nine months in violin case

Juvenile court to try shooting defendant

Complaints about nba referees growing ugly

Panda mating fails; veterinarian takes over

Police begin campaign to run down jaywalkers

12 on their way to cruise among dead in plane crash

killer sentenced to die for second time in 10 years

Safety experts say school bus passengers should be belted

2 sisters reunited after 18 years at checkout counter

man eating piranha mistakenly sold as pet fish

Astronaut takes blame for gas in spacecraft

Quarter of a million chinese live on water

Include your children when baking cookies

Old school pillars are replaced by alumni

Grandmother of eight makes hole in one

Hospitals are sued by 7 foot doctors

Lawmen from Mexico barbecue guests

Two soviet ships collide, one dies

Enraged cow injures farmer with ax

Lack of brains hinders research

Red tape holds up new bridge

Squad helps dog bite victim

Iraqi head seeks arms

Hershey bars protest

Appendix 06

Collocations

1. _____ a party
Have / take / go / make

2. From the airport in Madrid it is very expensive to _____ a taxi to the city centre
Have / take / catch / drive

3. English people love to get a _____-away on a Friday night.
Drive / food / catch / take

4. Daniel loves _____ selfies when he's on holiday.
Catching / taking/ watching / seeing

5. You need to _____ a bus when you are in a hurry.
Have / go to / catch / drive

6. If Maria doesn't put a hat on she's going to _____ a cold.
Have / make / take / catch

7. In summer Joe likes to _____ a salad for lunch.
Cook / take / make / drink

8. When I _____ a promise, I _____ it.
take, keep / have, make / make, keep / keep, make

9. I just need to _____ a phone call to see if my sister is on her way here.
Have / making / make / taking

10. My brother is always _____ a mess in the kitchen when he cooks.
Having / eating / doing making

11. I think I'll fail my exam because I think I _____ a huge mistake in the oral test.
Did / do / make / made

12. Most children love _____ sport in the park.
Practising / doing / playing / making

13. Tottenham Hotspur _____ the match to Real Madrid last night.
Give / lost / win / do

14. It's a pity that many people _____ touch with friends after they leave University.
Keep / make / lose / have

15. I need to _____ my Spanish for my Oral Exam tomorrow morning.
Speak / practised / spoke / practise

16. To _____ cool in summer it's best to wear something _____ from cotton.
stay, done / keep, made / do, kept / keep, given

17. When I go on holidays I love _____ in posh hotels.
Going / staying / living / going to

18. My parents always _____ me tidy my room when I was young.
Obligated / had / made / said

19. I would like to be rich so I could pay someone to _____ a house for me.
Make / build / do / stay

20. When I was on holiday last year I _____ a really great time with my family.
Spent / had / made / did

21. I'm _____ shopping on Saturday
going to / going / go / went

22. I _____ a headache
Stay / am / have / staying with

23. Last weekend was fantastic! I _____ a really good time.
Stayed / have / was / had

24. It's my friend's birthday this weekend so i'm _____ her a surprise party.
Having / making / giving / doing

25. I always _____ dinner at 10.30pm
have a / have / take

26. My mum _____ Yoga at home every morning.
Practises / do / practise/ does

27. I need to _____ my homework for tomrrow
Make / practise / do / finished

28. Cheryl loves _____ the food shopping when she is hungry.
Making / do / make/ doing

29. When I have a cough I sometimes _____ medicine
Catch / give / take / do

Appendix 7

Jokes

1.
Waiter, waiter, will the pancakes be long?
No, sir. Round.

This pun is a play on the adjective "long", which has several different meanings, including: long (adjective)

- a. lasting or taking a great amount of time
- b. measuring a great distance from end to end

2.
Teacher: You should have been here at 9 o'clock
Student: Why, what happened?

This pun relies on the different uses of the modal auxiliary "should".
Obligation / advice

1. Why won't the elephant use the computer?...He's afraid of the mouse!
2. Which are the stronger days of the week?...Saturday and Sunday. The rest are weekdays.
3. Which runs faster, hot or cold?...Hot. Everyone can catch a cold.
4. What did the math book tell the pencil?...I have a lot of problems.
5. Where can you find an ocean without water?...on a map!
6. Why do fish swim in salt water?...Pepper makes them sneeze.
7. What is a robot's favorite snack?...Computer chips!
8. How did the soldier fit his tank in his house?...It was a fish tank!
9. Why did the computer go to the doctors?...It had a virus.
10. Why did the man throw a clock out the window?...He wanted time to fly.
11. Where do cows go on dates?...MOOOOvies
12. What kind of snack do you have during a scary movie?... I scream (ice cream)
13. How can you tell the ocean is friendly?...It waves!
14. How do small children travel?...In mini-vans
15. What has wheels and flies?...a garbage truck!
16. Why didn't the skeleton go to the party?...He had NO BODY to go with.
17. What kind of witch likes the beach? ... a SAND witch (sandwich)!
18. What kind of key does not open a lock? ... a mon – KEY!
19. What always falls and never gets hurt?.....rain!
20. What letters are not in the alphabet?...The ones in the mail.
21. Why did the boy throw the butter out the window?... to see a butterfly!
22. What room is a dead man most afraid of?...The living room!
23. What did one wall say to the other?... Hey, let's meet in the corner.
24. Why do birds fly south in the winter?...Because it's too far to walk!
25. Why is six afraid of seven?... Because 7 ATE 9

Ends.

Thank you