Instructions

- **Round #1:** Four words are randomly selected to form the letter pool. We then use these letters to determine what possibile words you may discover. Use the letter pool to form words 3 and 4 charcters long.
- **Round #2:** The spelling of 4 and 5 letter words have been scrambled. Unscramble each of the words by spelling them correctly.
- **Round #3:** In this round two letters have been concealed from each word. Are you able to identify a word that fits the pattern? Give yourself extra credit if you come up with the word we selected.
- **Round #4:** It is not just words that may be scrambled. For Round #4 we have scrambled a 5, 6 and 7 word phrase. The goal is to put these back as they were originally stated.
- **Round #5:** Challenge your knowledge of words by matching the group of 6 words with their correct definition.
- **Round #6:** Put the list of 24 words into alphabetical order.
- **Round #7:** Our word square is made up of a string of words that resembles a maze. The 1st letter of the 1st word has a box around it. It is up to you to figure out if the next letter is up, down, left or right of this letter. When a letter is used it is not part of another word. The list of words for you to uncover are provided.

ROUND 1: Form Words From Our Letter Pool

3 Letter Word Game Play



4 Letter Word Game Play

A E E F I L N R T U W

ROUND 1: Form Words From Our Letter Pool

3 Letter Word Game Play

(A) (D) (E) (E) (L) (N) (O) (R) (U) (W) (Y)

		<i>'</i> \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \			
Ado	Ale	And	Any	Are	Awe
Day	Den	Dew	Dry	Due	Dye
Ear	Eel	End	Era	Ewe	Eye
Lad	Law	Lay	Led	Low	New
Nod	Nor	Now	Oar	Old	One
Ore	Our	Owe	Owl	Own	Ran
Raw	Ray	Red	Rod	Roe	Row
Run	Rye	Urn	Wad	Wan	War
Way	Wed	Wee	Won	Wry	You

ROUND 1: Form Words From Our Letter Pool

4 Letter Word Game Play

(A) (E) (E) (F) (I) (L) (N) (R) (T) (U) (W)

Anew	Ante	Anti	Aunt	Earl	Earn
Fail	Fair	Fare	Fart	Fate	Fear
Feat	Feel	Feet	Felt	Fern	File
Fine	Fire	Flat	Flaw	Flea	Flee
Flew	Free	Fuel	Lair	Lane	Late
Lawn	Leaf	Lean	Left	Lent	Liar
Life	Lift	Line	Lint	Lure	Nail
Near	Neat	Raft	Rail	Rain	Rant
Rate	Real	Reef	Reel	Rein	Rent
Rift	Rile	Rite	Ruin	Rule	Tail

ROUND 1: Form Words From Our Letter Pool

4 Letter Word Game Play



Tale Teen Tile Tire Tree Tear **Twin** Turf True Tuna Tune Turn Unit Wail Wait Want Warn Wear Went Were Wife Wine Wire

ROUND 2: Word Unscramble: Which Words Are These?

4 Letter Word Game Play

ELSS	YHTE	ISTH	FTAC
		_	

5 Letter Word Game Play

SOODT	BLTEA	THING	DLEFI
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ROUND 2: Word Unscramble: Which Words Are These?

4 Letter Word Game Play

ELSS

LESS

YHTE

THEY

ISTH

THIS

FTAC

FACT

5 Letter Word Game Play

SOODT

STOOD

BLTEA

TABLE

THING

THING

DLEFI

FIELD

ROUND 3: Decode The Word

4 Letter Word Game Play

D_A_ __UL_ __ S_O_

5 Letter Word Game Play

O_S_T M_U_E __ACH_

6 Letter Word Game Play

_ORT_L G_B_LE R_CI_E

ROUND 3: Decode The Word

4 Letter Word Game Play

D_A_	_UL_	S_O_
Dean	Gulp	Snob

5 Letter Word Game Play

O_S_T	M_U_E	_ACH_
Onset	Mouse	Yacht

6 Letter Word Game Play

_ORT_L	G_B_LE	R_CI_E
Mortal	Gabble	Recite

ROUND 4: Reassemble These Catch Phrases

5 Word Phrase
"you worries masters " you what

(John Locke)

6 Word Phrase of good the enemy is better (Voltaire)

7 Word Phrase the confidence of present tense is hope (Soren Kierkegaard)

ROUND 4: Reassemble These Catch Phrases

5 Word Phrase
"you worries masters " you what

(John Locke)

What worries you, masters you

6 Word Phrase of good the enemy is better (Voltaire)

Better is the enemy of good

7 Word Phrase the confidence of present tense is hope (Soren Kierkegaard)

Confidence is the present tense of hope

ROUND 5: Word - Definition Match Up

- 1. Ship A. To travel from one location to another
- **2.** Answer **B.** To respond to a question
- 3. Enough C. The action of employing a tool for which it is designed
- **4.** Use **D.** To be of sufficient quantity
- **5.** Go **E.** A large boat
- **6.** Close **F.** The action of shutting

Do Your Personal Best

ROUND 5: Word - Definition Match Up

- 1. Ship E. A large boat
- **2.** Answer **B.** To respond to a question
- 3. Enough D. To be of sufficient quantity
- **4.** Use **C.** The action of employing a tool for which it is designed
- **5.** Go **A.** To travel from one location to another
- **6.** Close **F.** The action of shutting

ROUND 6: Alphabetical Order

Wedding	Wound	Voyage
Firing	Demonic	Worried
Meltdown	Toward	Sigh
Ape	Magical	Wealth
Cause	Federal	Comrade
Dispatch	Grid	Bronze
Tend	Crockery	Laying
Finch	Shed	Dough

Have A Blast!

ROUND 6: Alphabetical Order

22 - Wedding	9 - Federal	Ape	Laying
•	9 - I Edelal	Ape	Laying
11 - Firing	12 - Grid	Bronze	Magical
15 - Meltdown	5 - Crockery	Cause	Meltdown
1 - Ape	16 - Shed	Comrade	Shed
3 - Cause	20 - Voyage	Crockery	Sigh
7 - Dispatch	23 - Worried	Demonic	Tend
18 - Tend	17 - Sigh	Dispatch	Toward
10 - Finch	21 - Wealth	Dough	Voyage
24 - Wound	4 - Comrade	Federal	Wealth
6 - Demonic	2 - Bronze	Finch	Wedding
19 - Toward	13 - Laying	Firing	Worried
14 - Magical	8 - Dough	Grid	Wound

ROUND 7: Word Square

0	R	Р		L	В	Ε	V	Q	S	3 Letter Word Den	4 Letter Word Blue
F	L	Ε	Ε	U	D	F	I	U	O	Gem	Five
F	K	Α	S	Ε	N	Р	S	Е	M	Joy Pro	Grub Sake
Α	Ε	В	S	P	K	I	U	Т	R	Son	Task
R	A	U	Ν	K	Ε	M	Α	Н	O		
Ε	R	R	Α	Н	G	Ε				5 Letter Word	6 Letter Word
E S		R G	_	H T	G I	E M	A	V	I N	Arise	Author
		G	_	H T T				V E	I N D		
S	I О	G	C K	T T	I	M		_	_	Arise Brand	Author Before

ROUND 7: Word Square

FKASEN	
A E B S P K	C I U T R
R A U N K E	E M A H O
E R R A H G	3 E I
S I G C T I	I M A V N
ONKT	S D E D
E S E B A N	1 D Y O E
ROFKSA	A R B J N

1. Invade

3. Joy

5. Smith

7. Author

9. Spike

11. Task

13. Son

15. Spend

17. Blue

19. Arise

21. Pro

2. Den

4. Brand

6. Gem

8. Mosque

10. Knack

12. Before

14. Grub

16. Five

18. Sake

20. Raffle