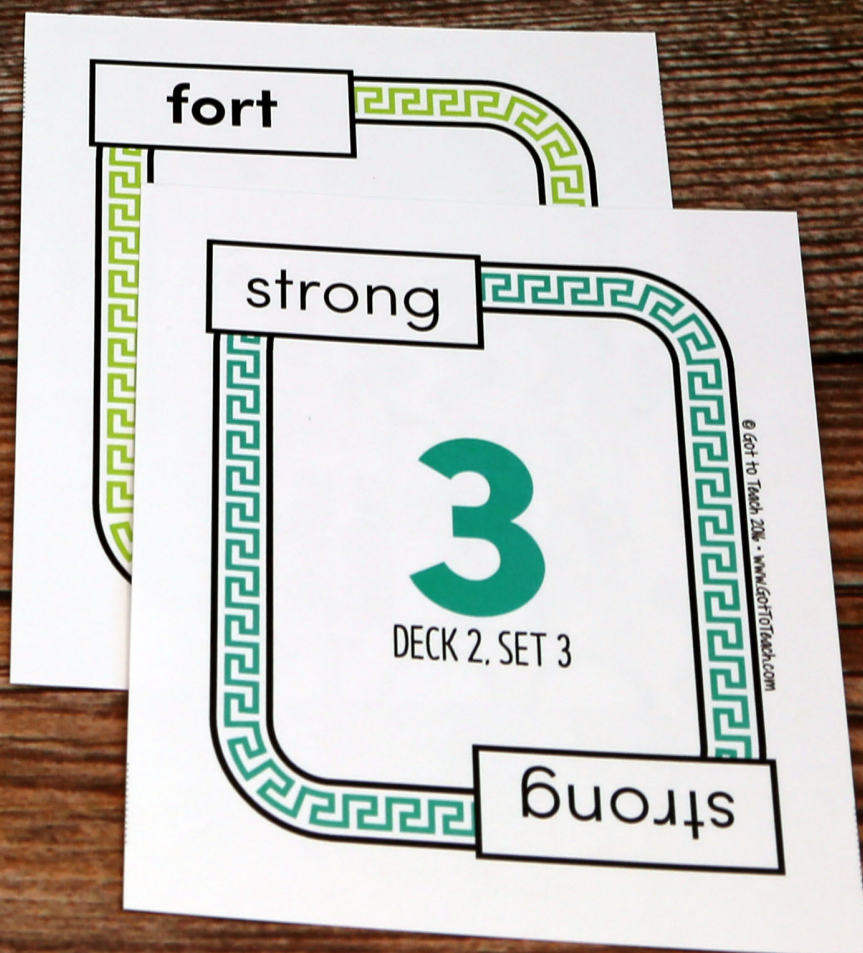
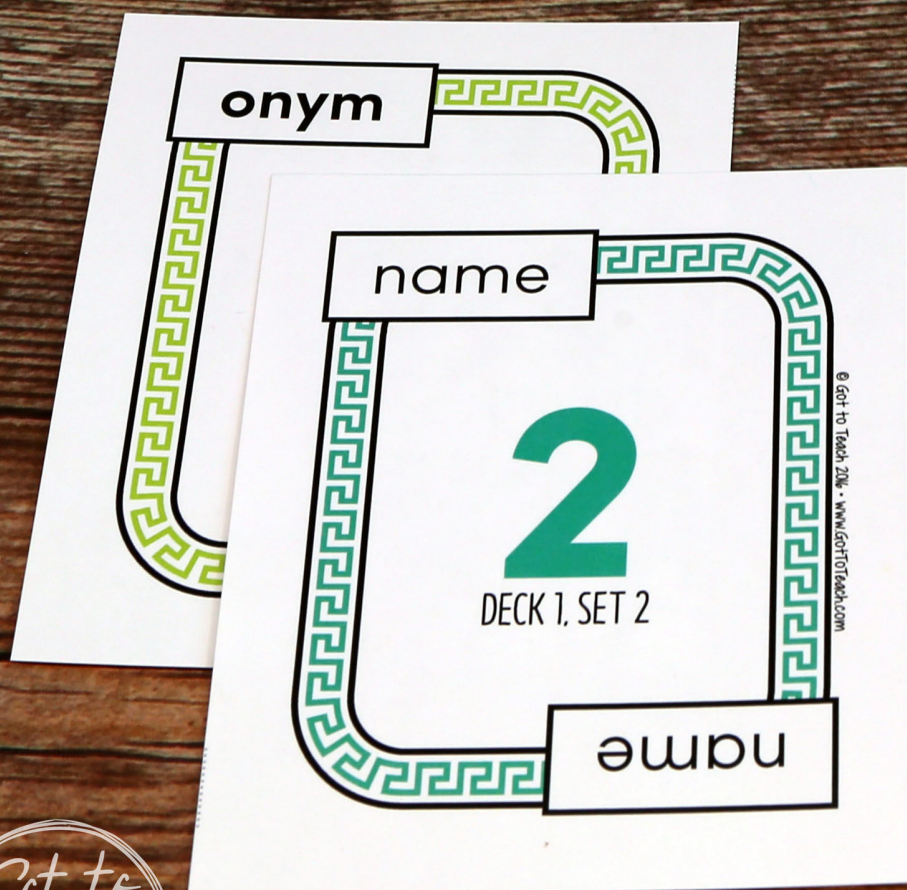
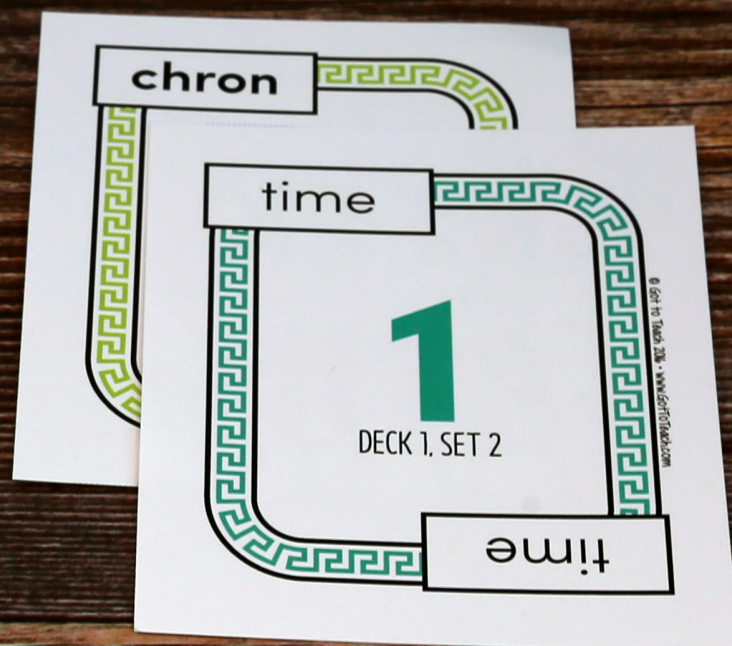
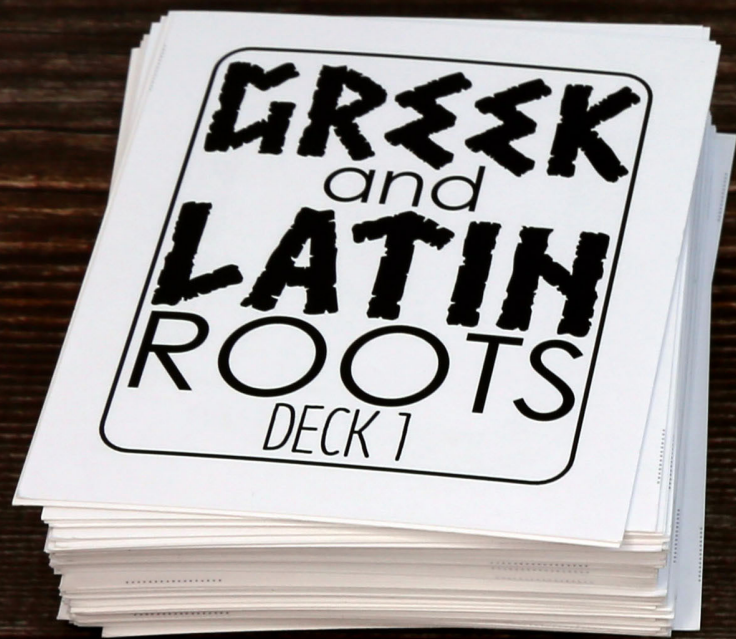


VOCABULARY CARD GAME

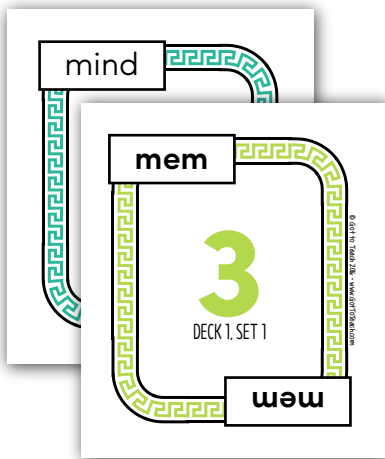


RESOURCE OVERVIEW

Teach your students Greek and Latin roots using a fun and interactive card game! This resource includes 2 decks of cards and covers 120 different Greek and Latin roots. You will love the flexibility this resource offers; it can be used with any vocabulary program and is easily differentiated to meet the unique needs of your students!

This is a “stand alone” resource that any teacher can use. However, If you are using my [Get to the Root of It Practice Printables](#), Deck 1 is based on the roots from [Book 1](#) and Deck 2 is based on the roots from [Book 2](#). Each deck of cards is divided into 4 different sets. Each set is based on 5 units from my [Get to the Root of It Practice Printables](#). You can use each set as a fun cumulative review after your students complete 5 units.

So that you can easily print only the cards you want, I have provided two different table of contents to be used as printing guides. The first table of contents follows the order of my [Get to the Root of It Practice Printables](#). The second table of contents is in alphabetical order. If you do end up printing all cards, I recommend storing them alphabetically in a plastic index card file box.



There are 60 roots in each deck. For each root, there is a “root card” (right) and a definition card (left). Each root is assigned a point value based on how widely it is used. The most common roots are worth 1 point, less common roots are worth 2 points, and the least common roots are worth 3 points. The cards can be printed in black and white. Note that the root cards have bold text and the definition cards are in regular text; this is so students can differentiate between the two if the cards are not printed in color.

Questions? Drop me an email. GotToTeach@icoud.com

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TABLE OF CONTENTS

This page of the table of contents includes all of the roots that are included in Deck 1. You can select and omit which ever roots you want to use, and you can mix sets and/or decks however you like. Deck 1 uses all of the roots from [Get to the Root of It: Book 1](#). If you are using this resource in your classroom, you can use these game cards as a review after every 5 units.

Deck 1: Set 1

hydr - water • aqua - water • mar/mer - sea	10
vis/vid - see • audi - hear • phon - sound	11
mem - mind • ology - study of • sci - know	12
cycl - circle • circum - around • centr - middle	13
dict - speak • scrib/script - write • graph/gram - write, draw	14

Deck 1: Set 2

chron - time • temp - time • loc - place	15
mob/mot - move • tract - pull, draw • ten - stretch	16
hosp - guest • onym - name • host - enemy	17
bio - life • photo - light • phil - love	18
plur - more • multi/poly - many • mega - great	19

Set 3

mono - one • uni - one • sol - alone	20
bi - two • du - two • ambi/amphi - both	21
tri - three • quad/quar - four • penta/quint - five	22
hex/sex - six • sept - seven • oct - eight	23
non/nov - nine • deci/dec - ten • cent - hundred	24

Set 4

anim - spirit • carn - flesh • phys - nature	25
fals/fall - wrong • cert/cred - believe • phob - fear	26
arm - weapon • fen - strike • cid/cis - kill	27
vi - way, road • urb - city • terr - land	28
med - middle • semi/hemi - half • equ - even	29

TABLE OF CONTENTS

This page of the table of contents includes all of the roots that are included in Deck 2. You can select and omit which ever roots you want to use, and you can mix sets and/or decks however you like. Deck 2 uses all of the roots from [Get to the Root of It: Book 2](#). If you are using this resource in your classroom, you can use these game cards as a review after every 5 units.

Deck 2: Set 1

bene/bon - good, well • mal - bad • dys - bad, ill	31
pater/patri - father • mater/matri - mother • gen - birth	32
geo - earth • aero - air • pyr - fire	33
viv/vit - alive • mort - death • nat/nasc - born	34
capit/cipit - head • manu - hand • ped - foot	35

Deck 2: Set 2

init - beginning • fin - end • term - limit, end	36
spec - look • scop - examine • tang/tact - touch	37
form - shape • struct - build • migr - wander	38
rog - ask, demand • quer/ques - ask, seek • quir/quis - ask, seek	39
gest - carry • port - carry, bring • miss/mit - send	40

Deck 2: Set 3

ject/jet - throw • cept/ceipt - hold, seize • ceit/ceiv - hold, seize	41
para - beside • ord/ordin - order • pos - palce, put	42
lab - work • oper - work • techni - skill	43
log/loqu - word • ora - mouth • test - witness	44
dyna - power • fort - strong • poten - power	45

Deck 2: Set 4

rot - wheel • tort - twist • vert/vert - turn	46
flex/flect - bend • rupt - burst • frag/fract - break	47
sist - stand • stat - stand • vinc/vict - conquer	48
dem - people • pop - people • greg - flock	49
intel - know • not - note • sens - feel	50

TABLE OF CONTENTS

This page of the table of contents is organized alphabetically. This is so you can pick and choose which ever roots you would like and print only those.

Deck 1: Alphabetical			
ambi/amphi - both	21	mem - mind	12
anim - spirit	25	mob/mot - move	16
aqua - water	10	mono - one	20
arm - weapon	27	multi/poly - many	19
audi - hear	11	non/nov - nine	24
bi - two	21	oct - eight	23
bio - life	18	oology - study of	12
carn - flesh	25	onym - name	17
cent - hundred	24	penta/quint - five	22
centr - middle	13	phil - love	18
cert/cred - believe	26	phob - fear	26
chron - time	15	phon - sound	11
cid/cis - kill	27	photo - light	18
circum - around	13	phys - nature	25
cycl - circle	13	plur - more	19
deci/dec - ten	24	quad/quar - four	22
dict - speak	14	sci - know	12
du - two	21	scrib/script - write	14
equ - even	29	semi/hemi - half	29
fals/fall - wrong	26	sept - seven	23
fen - strike	27	sol - alone	20
graph/gram - write, draw	14	temp - time	15
hex/sex - six	23	ten - stretch	16
hosp - guest	17	terr - land	28
host - enemy	17	tract - pull, draw	16
hydr - water	10	tri - three	22
loc - place	15	uni - one	20
mar/mer - sea	10	urb - city	28
med - middle	29	vi - way, road	28
mega - great	19	vis/vid - see	11

TABLE OF CONTENTS

This page of the table of contents is organized alphabetically. This is so you can pick and choose which ever roots you would like and print only those.

Deck 2: Alphabetical			
aero - air	33	oper - work	43
bene/bon - good, well	31	ora - mouth	44
capit/cipit - head	35	ord/ordin - order	42
ceit/ceiv - hold, seize	41	para - beside	42
cept/ceipt - hold, seize	41	pater/patri - father	32
dem - people	49	ped - foot	35
dyna - power	45	pop - people	49
dys - bad, ill	31	port - carry, bring	40
fin - end	36	pos - palce, put	42
flex/flect - bend	47	poten - power	45
form - shape	38	pyr - fire	33
fort - strong	45	quer/ques - ask, seek	39
frag/fract - break	47	quir/quis - ask, seek	39
gen - birth	32	rog - ask, demand	39
geo - earth	33	rot - wheel	46
gest - carry	40	rupt - burst	47
greg - flock	49	scop - examine	37
init - beginning	36	sens - feel	50
intel - know	50	sist - stand	48
ject/jet - throw	41	spec - look	37
lab - work	43	stat - stand	48
log/loqu - word	44	struct - build	38
mal - bad	31	tang/tact - touch	37
manu - hand	35	techni - skill	43
mater/matri - mother	32	term - limit, end	36
migr - wander	38	test - witness	44
miss/mit - send	40	tort - twist	46
mort - death	34	vert/vert - turn	46
nat/nasc - born	34	vinc/vict - conquer	48
not - note	50	viv/vit - alive	34

ROOT DICTIONARY

DECKS 1 & 2

carn - flesh
ology - study of
aero - air
ambi/amphi - both
anim - spirit
aqua - water
arm - weapon
audi - hear
bene/bon - good, well
bi - two
bio - life
capit/cipit - head
ceit/ceiv - hold, seize
cent - hundred
centr - middle
cept/ceipt - hold, seize
cert/cred - believe
chron - time
cid/cis - kill
circum - around
cycl - circle
deci/dec - ten
dem - people
dict - speak
du - two
dyna - power
dys - bad, ill
equ - even
fals/fall - wrong
fen - strike
fin - end
flex/flect - bend
form - shape
fort - strong
frag/fract - break
gen - birth
geo - earth
gest - carry
graph/gram - write, draw
greg - flock

hex/sex - six
hosp - guest
host - enemy
hydr - water
init - beginning
intel - know
ject/jet - throw
lab - work
loc - place
log/loqu - word
mal - bad
manu - hand
mar/mer - sea
mater/matri - mother
med - middle
mega - great
mem - mind
migr - wander
miss/mit - send
mob/mot - move
mono - one
mort - death
multi/poly - many
nat/nasc - born
non/nov - nine
not - note
oct - eight
onym - name
oper - work
ora - mouth
ord/ordin - order
para - beside
pater/patri - father
ped - foot
penta/quint - five
phil - love
phob - fear
phon - sound
photo - light
phys - nature

plur - more
pop - people
port - carry, bring
pos - place, put
poten - power
pyr - fire
quad/quar - four
quer/ques - ask, seek
quir/quis - ask, seek
rog - ask, demand
rot - wheel
rupt - burst
sci - know
scop - examine
scrib/script - write
semi/hemi - half
sens - feel
sept - seven
sist - stand
sol - alone
spec - look
stat - stand
struct - build
tang/tact - touch
techni - skill
temp - time
ten - stretch
term - limit, end
terr - land
test - witness
tort - twist
tract - pull, draw
tri - three
uni - one
urb - city
vert/vert - turn
vi - way, road
vinc/vict - conquer
vis/vid - see
viv/vit - alive

INSTRUCTIONS

GO "ROOT"

Objective: To familiarize students with meanings of various Greek and Latin roots.

Players: 2-6*, A group of 6 will need to use at least two sets of cards (e.g. Set 1 and Set 2).

This game follows the same procedures of "Go Fish" and is a great way to introduce (or review) roots to your students and can be easily differentiated to meet varying needs. Students can first begin playing with just Set 1 (30 cards, 15 roots) of a deck. As they learn the roots, they can add sets until they are using all 4 sets of a deck. If you have specific roots you want to cover, you can select and combine cards from any set and/or deck. Each student will need their own copy of the "Root Dictionary."

1. Shuffle the cards and deal 5 (face down) to each player.
2. The remaining cards will be placed in a pile face down.
3. Players will need to keep their cards private while looking for any matches of roots and definitions (e.g. audi – hear). Students can use their "Root Dictionaries" to help find any matches.
4. The youngest player ("Player A") goes first, and play continues clockwise.
5. If a Player A has a match or matches he/she can place those cards together face up on the table.
6. If a Player A is unable to make a match with his 5 cards, he/she can ask the other players for a matching card in his hand (e.g. If Player A has a root card "audi" he/she will ask "Does anyone have the definition card "hear."").
7. If Player A is able to make a match with another player's card, then he/she can continue asking the other players for matches.
8. Once Player A is unable to make a match, he/she can no longer ask for cards and must "Go Root" from the pile.
9. Player B will then repeat the steps from above.
10. Once the pile of cards is empty, players will continue taking turns asking for matches.
11. The game is over when one player is out of all of his/her cards.
12. Each player adds up the point value of his/her matches (So if each of the cards in a pair are worth 3 points, that player earned 6 points). The person with the most points wins. You can also simplify the game by not accounting for points, and just counting the number of matching cards.

GREEK
and
LATIN
ROOTS
DECK 1

GREEK
and
LATIN
ROOTS
DECK 1

GREEK
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LATIN
ROOTS
DECK 1

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LATIN
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DECK 1

GREEK
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LATIN
ROOTS
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GREEK
and
LATIN
ROOTS
DECK 1

hydr

2

DECK 1, SET 1

hydr

© Got to Teach 2016 • www.GotToTeach.com

aqua

1

DECK 1, SET 1

aqua

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mar/mer

1

DECK 1, SET 1

mar/mer

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water

2

DECK 1, SET X

water

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water

1

DECK 1, SET 1

water

© Got to Teach 2016 • www.GotToTeach.com

sea

1

DECK 1, SET 1

sea

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