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Kids Activity Downloads

Book Marks!

Dr. Two Brains

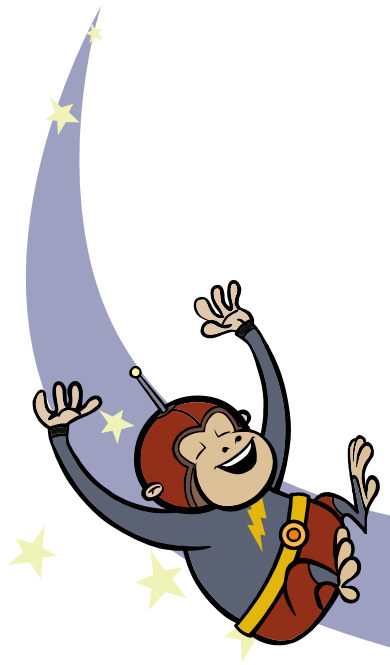


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Dr. Two-Brains	
<p>Doctor Two-Brains used to be the brilliant, kind-hearted scientist Dr. Boxleitner before he accidentally fused his brain with that of a lab rat. He battles with himself in a Jeckyll and Hyde kind of way, trying to contain his uncontrollable urge to steal cheese and take over the city.</p>	DR. TWO-BRAINS

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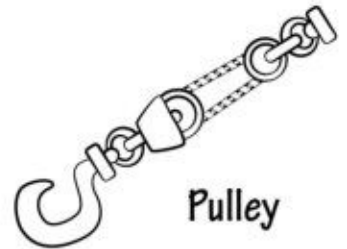




Home Alone in Dr. Two Brain's Lair



Ruler



Pulley



Scale



Magnet



Hammer



Magnifying Glass

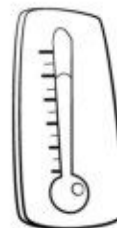




Home Alone in Dr. Two Brain's Lair



Beaker



Thermometer



Calculator



Binoculars



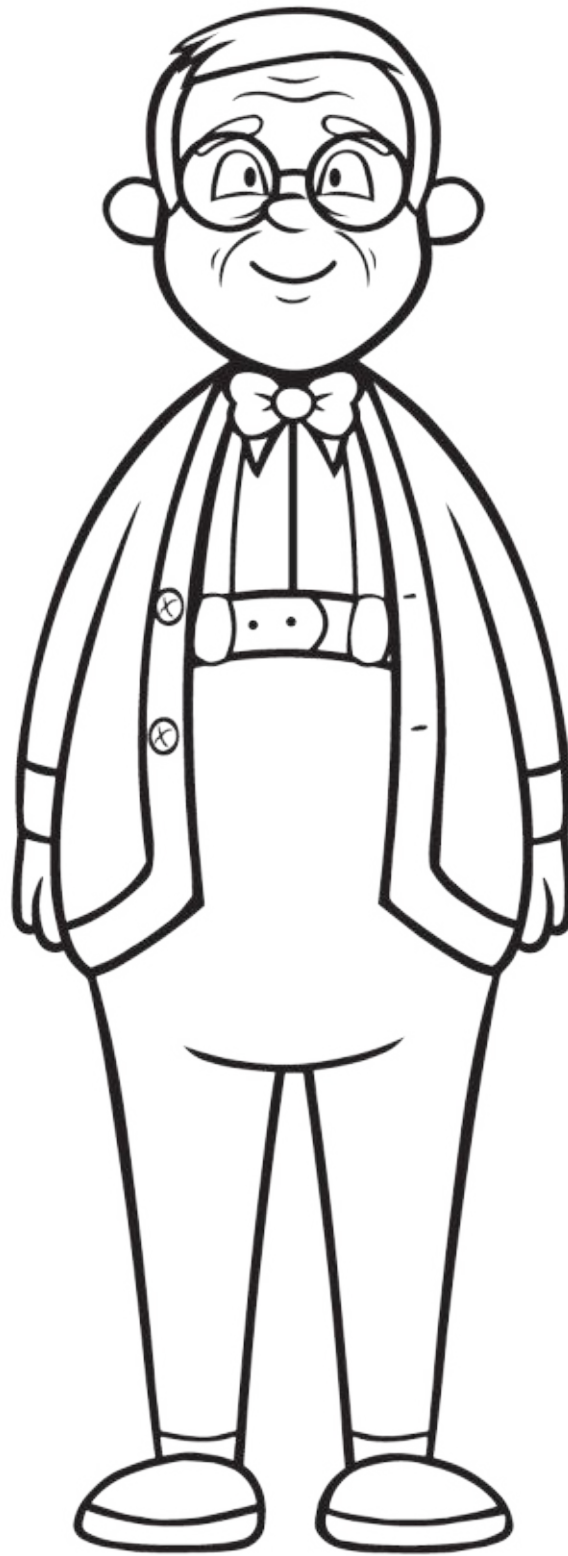
Microscope



Goggles



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Book Marks!

Eileen a.k.a. The Birthday Girl



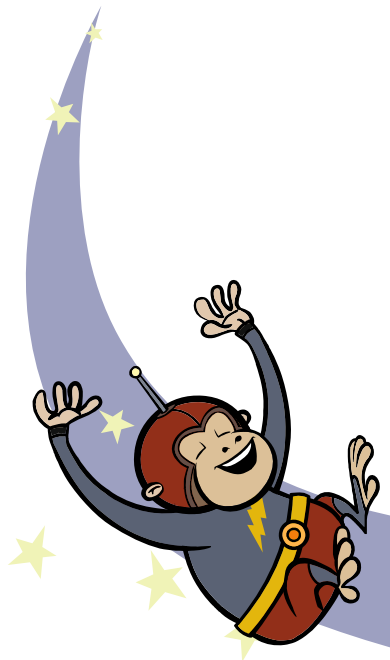
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<p>Eileen a.k.a. The Birthday Girl</p>	
<p>When you first meet her, Eileen seems like an adorable little girl. However, she thinks that every day is her birthday and that she deserves special treatment. Her downfall is greed and she thinks that she should have anything and everything she wants. If someone dares to tell her no, she grows into a giant green monster shouting "Mine, Mine, MINE!" until she gets her way. She's been known to steal Bob (and dress him up), climb tall buildings, even try to make Violet her best friend.</p>	<p>EILEEN a.k.a. The Birthday Girl</p>
	



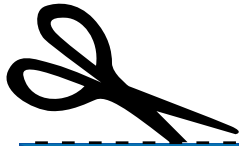
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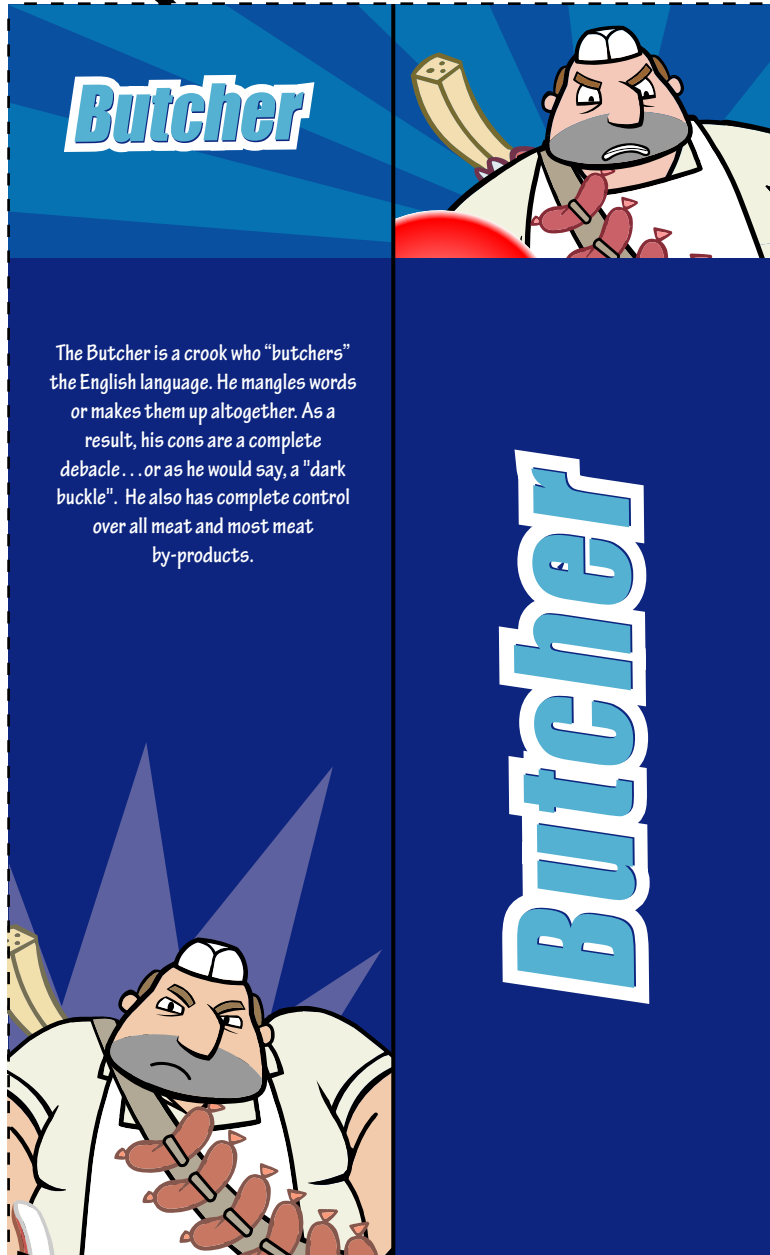


Book Marks!

Butcher

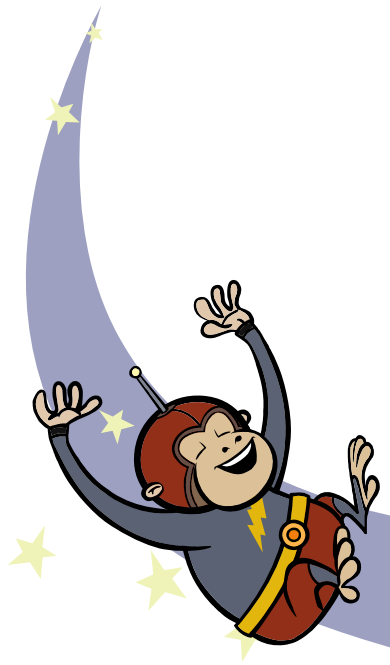


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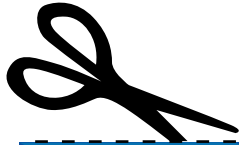
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Book Marks!

Chuck The Evil Sandwich Making Guy



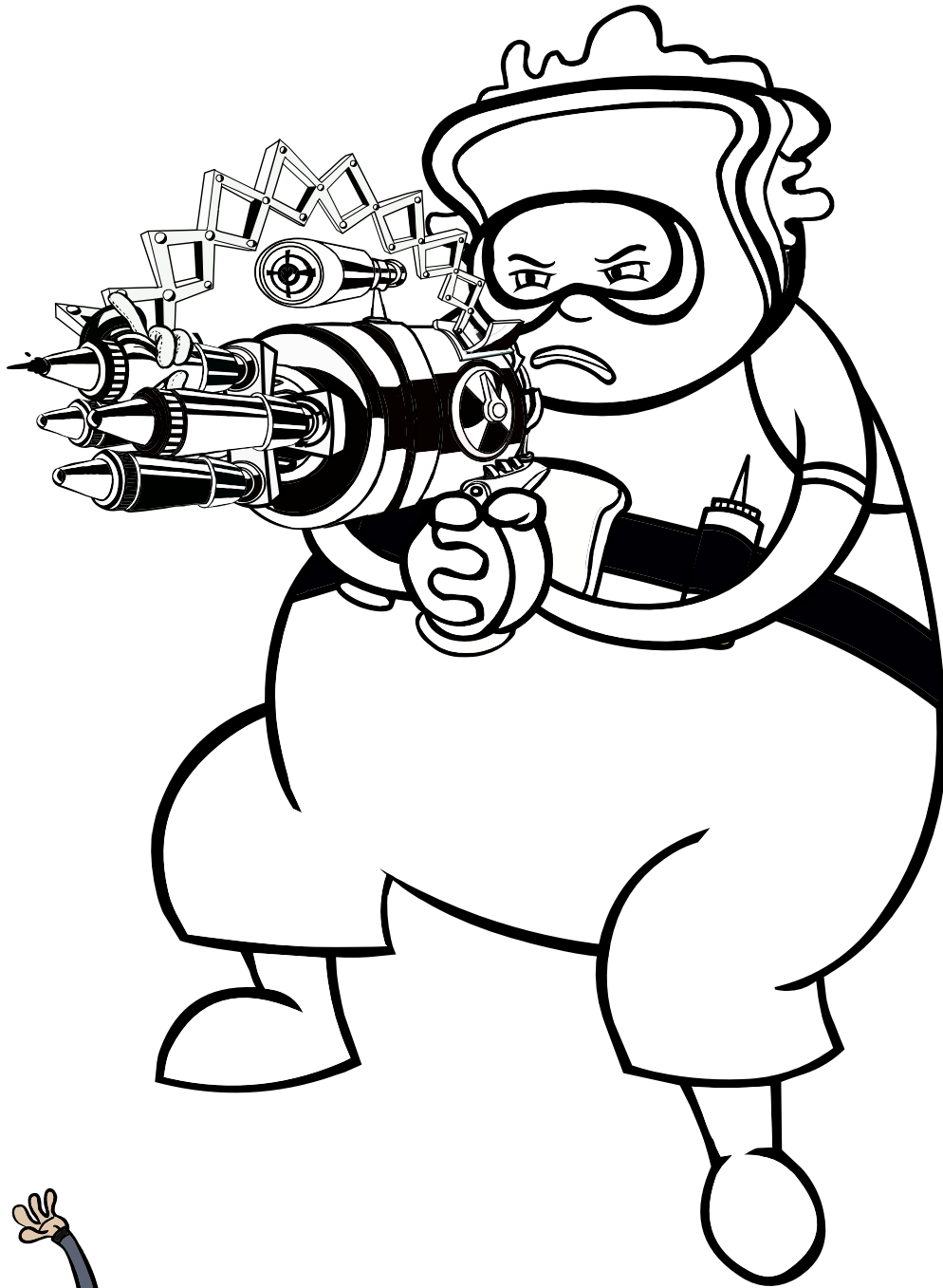
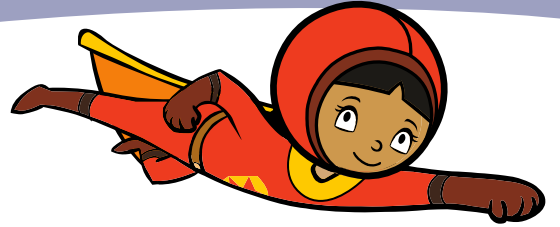
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<p><i>Chuck The Evil Sandwich Making Guy</i></p>	
<p>Chuck the Evil Sandwich Making Guy tried to use his sandwich making powers for good. He really did. Then he realized he was the only person who realized the awesome might of his sandwich making abilities. In fact, most people thought that having amazing sandwich making abilities was actually kind of silly. He decided that if people weren't going to realize his greatness on their own, he would force them to realize it. Chuck sometimes has a hard time coming up with the right word for the occasion, hence the name.</p>	<p><i>Chuck The Evil Sandwich Making Guy</i></p>
	



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4 games in 1! For iOS and Android

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Activity:
Compliment Cards

Make a card of compliments for a friend or family member using kind words like WordGirl might use.

Introduction:

In the WordGirl episode, “Miss Power, Parts 1-4” (#601-604) Miss Power is a bully to everyone she meets. Miss Power uses her secret weapon, mean words, to try to defeat WordGirl.

WordGirl saves the day using kind words and compliments, and so can you! Create a card for a friend or family member and use your words to tell them how you feel.

Materials:

- Pencils, crayons, or markers
- Paper, white or any color

Directions:

Begin by folding the paper in half like a card. On the front, write the name of the person the card is for - perhaps a friend or family member.

Adding Compliments:

When you compliment someone, you say something nice - you might say that you admire them, or that they’ve done something well. Think about nice things you can write on your card that might make the recipient feel special and appreciated. Here are some examples of compliments:

- Thank you for encouraging me!
- You are exceptional at dancing.
- It was kind of you to help me with my homework.

Add pictures and words to your card to share these kind thoughts. When you are done, you can give the card to your friend or family member to share your compliments!

Resources:

Here are some words WordGirl has used that will help with your compliments. You can look up definitions to these words and find other words to use in the WordGirl dictionary (http://www.pbs.org/parents/wordgirl/pt_dictionary.html):

- Adorable
- Brilliant
- Champion
- Clever
- Dazzle
- Happy
- Impress
- Joyful
- Magnificent
- Perfect
- Snazzy
- Stupendous

Take it Further:

Try making additional cards for other friends or family members. You can also practice having a conversation to share compliments, or role-playing compliments you could say to a bully, just like WordGirl did with Miss Power.

Education Sidebar:

Episode: "Miss Power, Part 1-4" [#601-604]

Age Range: 6-8 year olds

Objectives:

- To expand and reinforce vocabulary
- To practice using new vocabulary
- To express creativity

Skills:

- Language and literacy
- Picture-word association
- Creative expression
- Drawing

Subject Areas:

- Language Arts
- Art



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Activities

Flashcard Art Game!

Expand and reinforce vocabulary presented on WordGirl by drawing a series of flashcards that are to be used in a game between two players.

Introduction

In the WordGirl episode, “Enter, the Butcher” (#102), Becky, Violet and Bob are painting pictures of a tree. The art teacher, Ms. Champlain says, “Your tree should be a reflection of the world through your eyes...” But Becky’s (Word Girl’s) “painting” is the definition of tree written out in paint, and a list of types of trees! Ms. Champlain tells Becky, “That’s uh...wordy.”

In this game, see if your child and one of her friends can create drawings that show the meanings of four assigned words. Then use those drawings as flashcards in a game between two players!

Materials:

- Pencils
- Erasers
- Colored pencils or markers
- Large index cards
- Dictionary
- Dice

Directions:

On a piece of paper in which you’ve copied the words, review the following vocabulary from WordGirl episodes with your child and her friend:

Vicious
Dazzling
Pudgy
Frustrated

Make sure both children understand the meanings of these words. If there is a word the children do not understand, use it in example sentences so they can figure it out by context. If there is still uncertainty, help the children look up the word in the dictionary.

Next, divide the list of four words and index cards into two piles. Ask each child to copy her two words and their meanings onto one side of the index cards. Shuffle the cards well, and deal out two to each child, with only the blank side visible.

Now ask each child to make a drawing that shows the meaning of the word. The child



After the drawings are completed, the game is ready to be played! Have the list of words (without their definitions) on hand so the children can refer to it, if necessary.

Rules of the Game:

- The objective of the game is to be able to identify and define the meaning of a word, based on the drawing. Whoever can identify and define the most words wins!
- Ask the children to throw the dice. Whoever has the larger number goes first.
- Player One shows her first drawing to his opponent, who must guess which word it means. She needs to both say the correct word AND use it correctly in a sentence to win the card. If she is correct on both counts, she gets to go again. If she is not correct, her opponent now puts down one of her drawings.
- The game continues until all four cards have been played.

Take It Further: Ask your child to now pick six new words and play the game again!

Education Sidebar:

Episode: "Enter, The Butcher" [102]

Age Range: 6-8 year olds

Objectives:

- To expand and reinforce vocabulary
- To identify new words through picture-word associations
- To express comprehension through oral responses
- To encourage active participation in making a homemade game

Skills:

- Language and literacy
- Vocabulary
- Picture-word association
- Cooperative play
- Creative expression
- Drawing

Subject Areas:

- Language Arts
- Art



Yellow: gold, lemon, sand, blond, canary, ochre

Color: shade, tint, hue, tone, pigment, cast

Now divide the index cards into five piles, one for each of the categories. There should be seven cards for each, including the color in bold.

Depending on the number of players, divide the piles so each person has a list of words to copy in pen onto his cards. You may assist the children with copying the words.

When all the words from the list have been copied, distribute the colored markers to each of the players. Now, switch piles once to the right. One person makes a red circle under the six words corresponding to "red." Another person makes a blue circle under the six words corresponding to "blue." A third person makes a green circle under the six words corresponding to "green." A fourth person makes a yellow circle under the six words corresponding to "yellow." The last person makes a black circle under the words corresponding to "color."

If less than five people are playing, divide up the copying of words and drawing of colored circles evenly.

Before beginning the game, review the words again. Read and pass all the words/cards around the players.

Rules of the Game:

- The objective of the game is to collect five cards relating to one color. The first person to do so wins the game.
- Shuffle and deal five cards to each player. The remaining cards are placed face-down in a stack. Players sort their cards by category. The player to the left of the dealer begins.
- A turn consists of that person asking a player for a specific category that he already has at least one of in his own hand. For example, "Betsy, do you have any yellows?" "Betsy" must then give that player all her "yellow" cards. The player then receives another turn to ask someone else.
- However, if "Betsy" doesn't have any "yellow" cards, she says, "Go Color," and the player takes a card from the stack. If the card corresponds with the player's category, he must show the card to the group, and then take another card from the stack. If the drawn card does not correspond, he must keep the card and "Betsy" gets the next turn.



The game continues until someone wins five cards of one category.

Talk About It: Ask the children to tell you which new names of colors they like best, and why. Ask them to discuss how they can use these new words in their writing in the future.

Take It Further: Discuss differences between shades of a particular color. Invite the children to find and show examples of the colors described.

Education Sidebar

Episode: "Name That Dude" [119]

Age Range: 6-8 year olds

Objectives:

- To develop vocabulary
- To practice memorization
- To enhance problem-solving skills
- To build a foundation for understanding related words

Skills:

- Language and literacy
- Logic -- deduction
- Math concepts (sets, counting)
- Memorization
- Color identification

Subject Areas:

- Language Arts
- Math
- Art



Activities

Fishing for Names – Go Color!

Create a game for two to five kids that expands and tests their knowledge of color names.

Introduction

In the WordGirl episode, "Name That Dude," WordGirl and Chuck the Evil Sandwich Making Guy get into a discussion about names. WordGirl makes Chuck realize that using the wrong name is absurd. Names do more than identify; they can also categorize.

Learning different names for colors contributes to a rich, and active vocabulary because these words can be used as adjectives in any kind of descriptive writing.

Borrowing the basic structure of the children's card game, "Go Fish," help your child learn and practice new names for "red," "blue," "green," "yellow," and for the word, "color." For example, for "red," you could also use: "cherry," "crimson," "ruby" or "scarlet." Each color name describes a different "hue" or "tone" of "red." Other words that mean "color" include "tint," "shade," "pigment" or "cast."

Materials:

- 5 x7 inch index cards (to be used as the playing cards)
- Red, blue, green, yellow, black markers
- Pens

Directions:

Review the list of color names below with the children. Ask them to read the words aloud and see if they recognize any of the names.

Explain that each of the colors is a shade of either red, blue, green or yellow. The bold words are the categories. The remaining six words are different names for "color." In other words, there are five categories of seven words each: red, blue, green, yellow and color. In all, there will be 35 cards.

List of Words

Red: rose, magenta, rust, cherry, scarlet, ruby

Blue: navy, royal, teal, aqua, cornflower, cobalt

Green: apple, forest, emerald, jade, lime, olive,

Book Marks!

Granny Mae

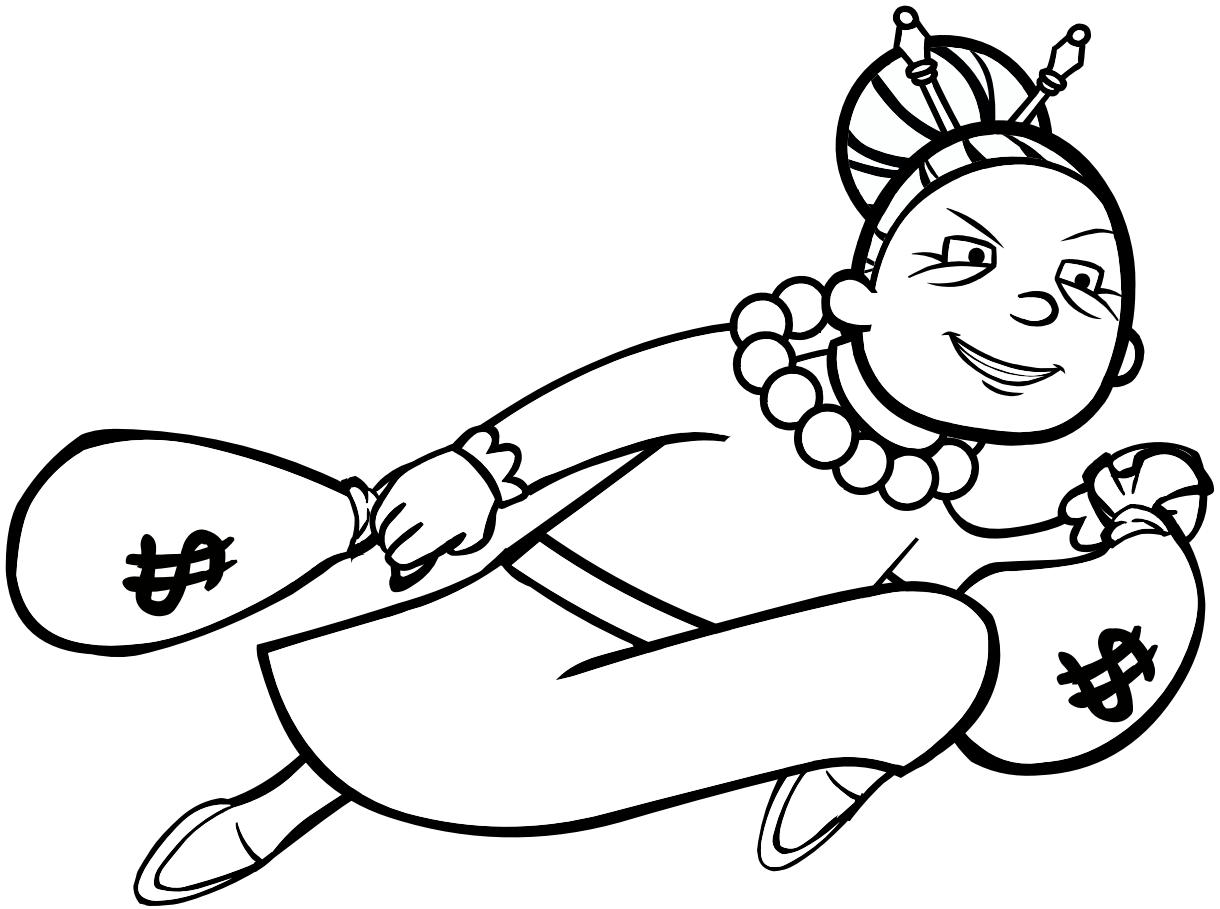


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Book Marks!

Hal Hardbargain



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Gadget whiz Hal Hardbargain runs Hal Hardbargain's Supervillain Supply Store, where villains like Dr. Two Brains can come to get a bargain. Even WordGirl visits his store when she's in a crunch for supplies. But are his bargains too good to be true? And is he playing both sides?

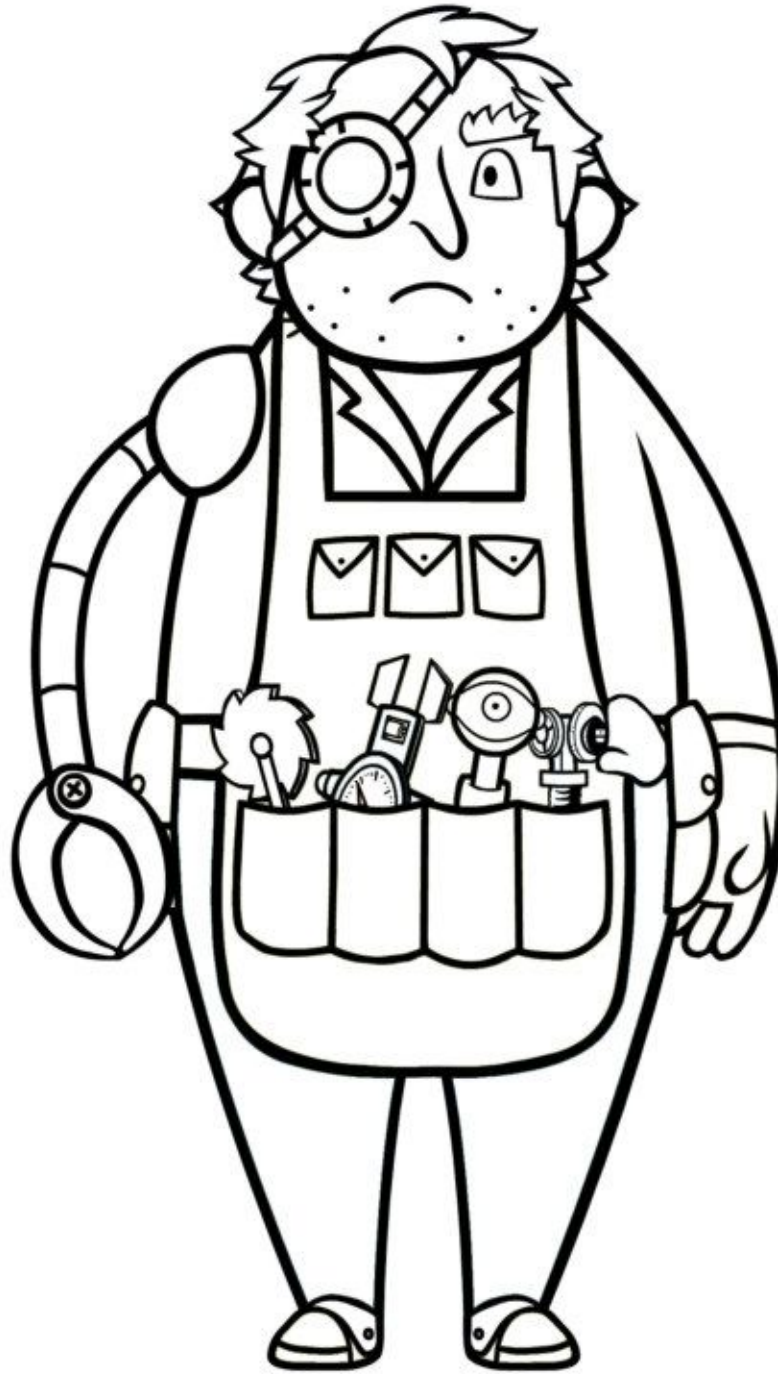
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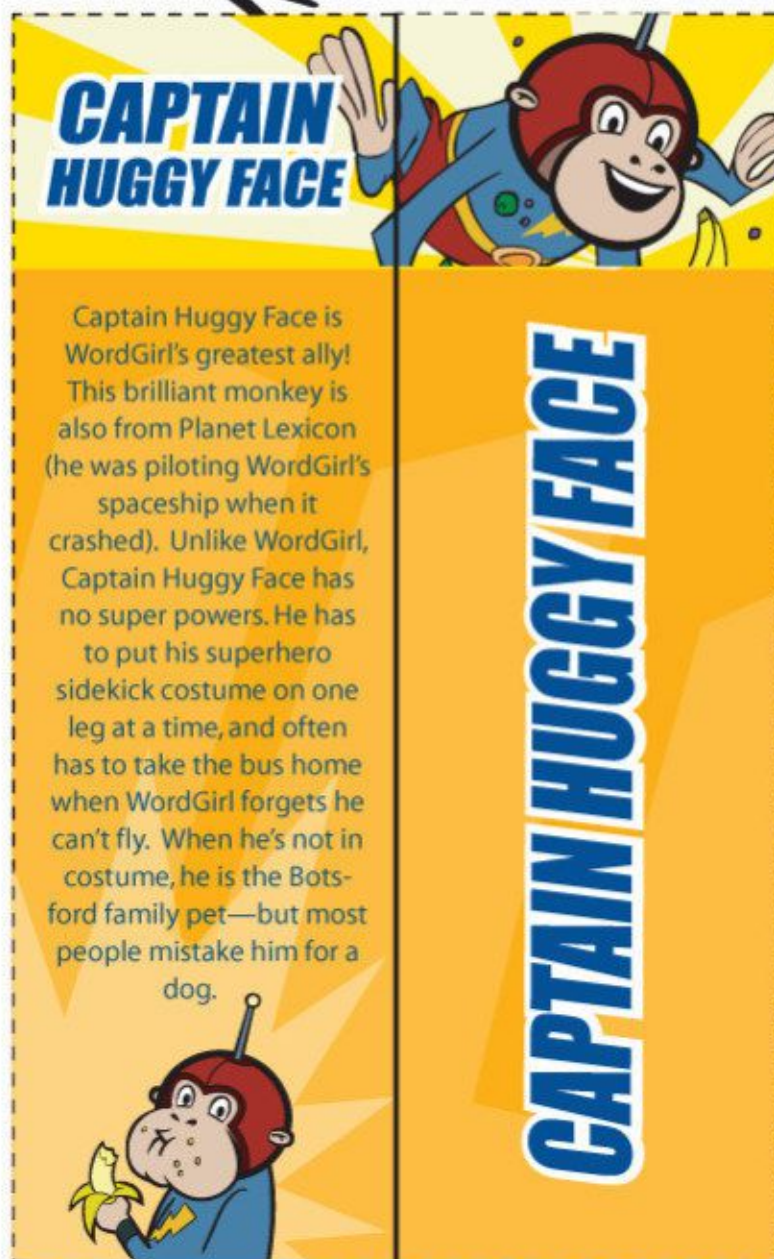
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Book Marks!

CAPTAIN HUGGY FACE



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Captain Huggy Face is WordGirl's greatest ally! This brilliant monkey is also from Planet Lexicon (he was piloting WordGirl's spaceship when it crashed). Unlike WordGirl, Captain Huggy Face has no super powers. He has to put his superhero sidekick costume on one leg at a time, and often has to take the bus home when WordGirl forgets he can't fly. When he's not in costume, he is the Botsford family pet—but most people mistake him for a dog.

CAPTAIN HUGGY FACE

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WORD GIRL





Activities

Recipe for Making a "Hullabaloo"

Here's a family activity that you can do in the car! Invite your child to create a verbal recipe for making "a hullabaloo."

Introduction

In the episode, "Tobey or Not Tobey," WordGirl and Tobey argue about the meaning of the word, "hullabaloo." One meaning is "noisy excitement," but "hullabaloo" can also mean something negative, such as a violent disturbance. Sometimes words have multiple and opposite meanings.

In this activity, your child will create an original recipe. However, rather than a recipe for food, this recipe will make a "hullabaloo."

Materials:

- An active imagination!

Directions:

Remind your child of the definition of "hullabaloo." Ask him what would make him feel "noisy excitement," and encourage him to tell you several different things. For example, he might include: "roller coaster rides," "getting an "A" on a test," "a surprise party," or "seeing a friend after a long time." His answers will become the "ingredients" of his recipe. The ingredients do not need to relate to one another, other than to illustrate "hullabaloo" to your child.

Explain that recipes list their ingredients, with specific amounts noted. Offer a variety of measurements that can be used, such as: teaspoon, tablespoon, pound, a cup of, a dash of, etc.

Now ask your child to tell you a measurement for each of his "ingredients." Encourage him to also use some unusual measurements, like: a ton, a barrel of, a football field of, etc. For example, "a basket of leaping puppies," "a ton of surprise parties," "a pinch of the giggles."

Explain that recipes also give directions about how to add and prepare the ingredients. Suggest some different cooking verbs, such as: "blend," "stir," "chop," "broil," and "sprinkle." Ask your child how he would like to prepare each of his "ingredients," using some of these verbs. Last, ask him at what temperature and for how long he wants to cook his "hullabaloo."

Now see if he can put the parts together and tell you the whole recipe!



Take It Further: Now that your child understands the format of a recipe, transform this activity into a car game! All the passengers should take turns thinking of a word, and then coming up with a verbal recipe for “making” it.

Education Sidebar

Episode: “Tobey or Not Tobey” [116]

Age Range: 6-8 year olds

Objectives:

- To expand vocabulary
- To practice using illustrative verbs
- To encourage organization and creativity
- To promote attention to detail

Skills:

- Language and literacy
- Vocabulary
- Creative Expression
- Measurement and weight
- Life Skills

Subject Areas:

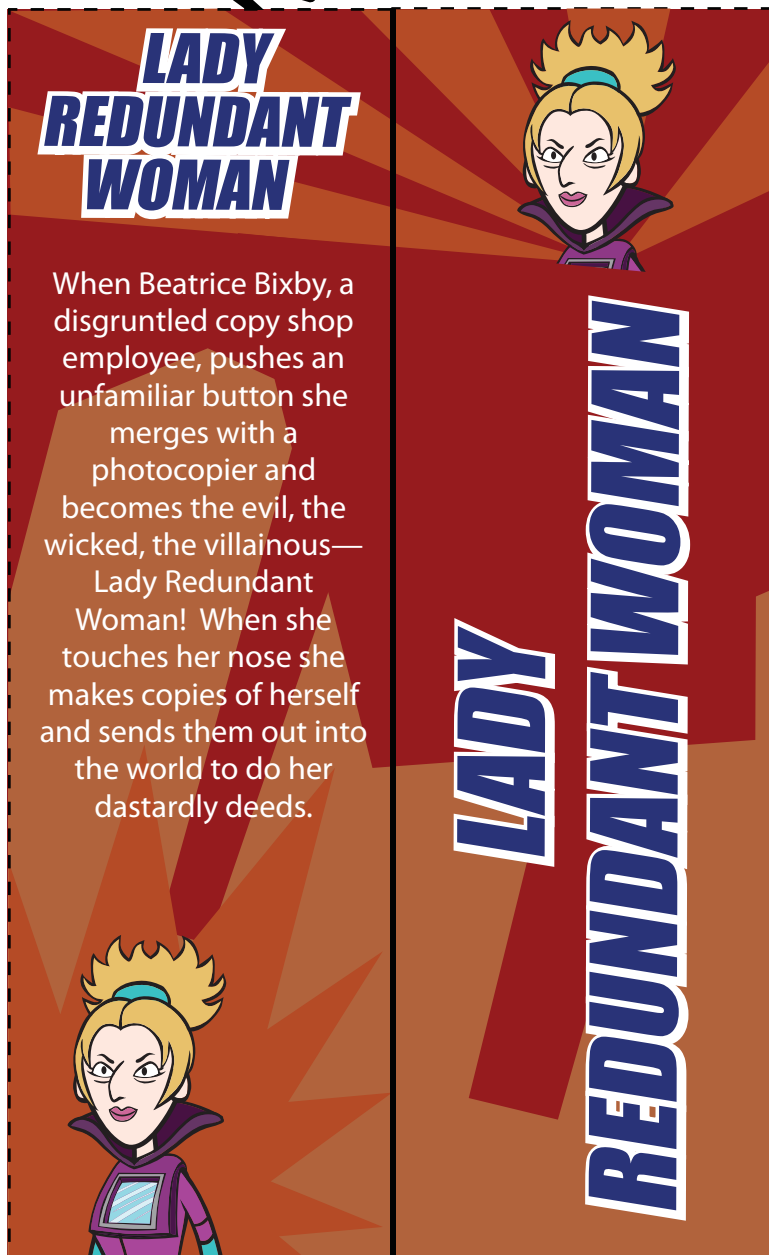
- Language Arts
- Math

Book Marks!

Lady Redundant Woman

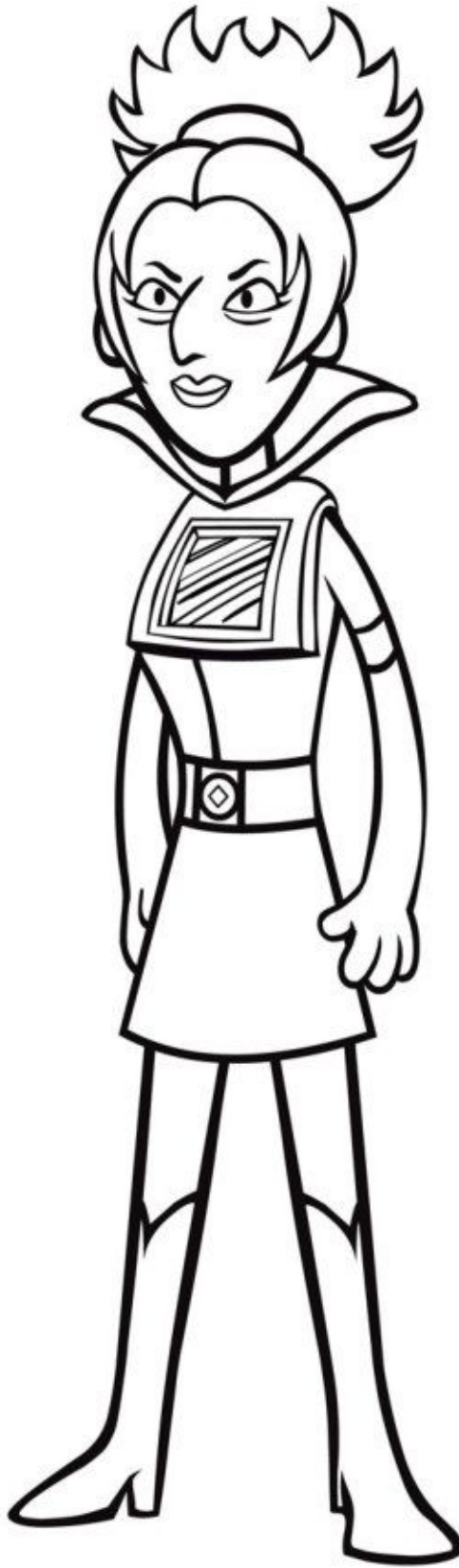


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Book Marks!

The Learnerer



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Activity:

“Learnerer” Word Cards

Can you see things once and learn them immediately like the Learnerer? Use your memory to make matches in this card game for two players.

Introduction:

In the WordGirl episode, “The Learnerer” (#410) the Learnerer is able to steal the giant Santa Tortuga diamond from Ms. Von Hoosinghaus using his special talent: He can see things once and learn them immediately.

Players must use the same skill in this game of concentration and memory. From a field of cards, players will see who can make the most matches to win.

Materials:

- Pencils
- Index cards
- Dictionary

Directions:

Begin with 12 index cards. Write the first word, “suffix,” on one side of two cards. Have your child help you copy the other 5 words, writing each word on two cards, so all 12 cards have a word on one side.

- Suffix
- Misjudge
- Embellish
- Leery
- Advantage
- Tribute

Players should look up the definition of each word in the dictionary and discuss the definitions and pronunciations until both players understand the meanings.

To set-up the game, lay the cards out on the table or floor face down in a rectangle.

Rules of the Game:

- Players will take turns. On his turn, each player will flip over 2 cards and read the words aloud.
- If the two cards contain matching words, the player must use the word in a sentence correctly. If the word is used correctly the player keeps the cards. If the player cannot use the word correctly in a sentence, the cards must be flipped back over in place. The word should be looked up in the dictionary to clarify the definition.
- If the two cards do not contain matching words the turn is over, and the player must flip the cards back over in place.
- Players take turns flipping over cards and trying to make matches until all of the cards are gone. At the end of the game, players should each count their cards. The player with the most cards wins the game!

Take it Further:

To play again, select six new words and write them on another set of index cards to start the game again! To add difficulty in subsequent rounds, players can be required to use each word in more than one sentence. Words from the WordGirl dictionary can be found here and used for subsequent rounds:

http://www.pbs.org/parents/wordgirl/pt_dictionary.html

Education Sidebar:

Episode: "The Learnerer" [#410]

Age Range: 6-8 year olds

Objectives:

- To expand and reinforce vocabulary
- To express comprehension through oral responses
- To practice memorization
- To promote use of a dictionary

Skills:

- Language and literacy
- Vocabulary
- Cooperative play
- Memorization

Subject Areas:

- Language Arts



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MOM & DAD



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MOM & DAD



Tim and Sally are Becky's adopted parents. Tim is always supportive, even when he doesn't know what he's being supportive about. Sally's lifelong ambition is to be a guest on a game show...any game show. Unfortunately, she isn't very good (she believes that Samuel L Jackson was our 12th President.) (He wasn't; that was Zachary Taylor. Samuel L. Jackson is an actor. Anyway...) They don't seem to notice that Becky and WordGirl are never in the same place at the same time, or how they look exactly alike.



MOM & DAD

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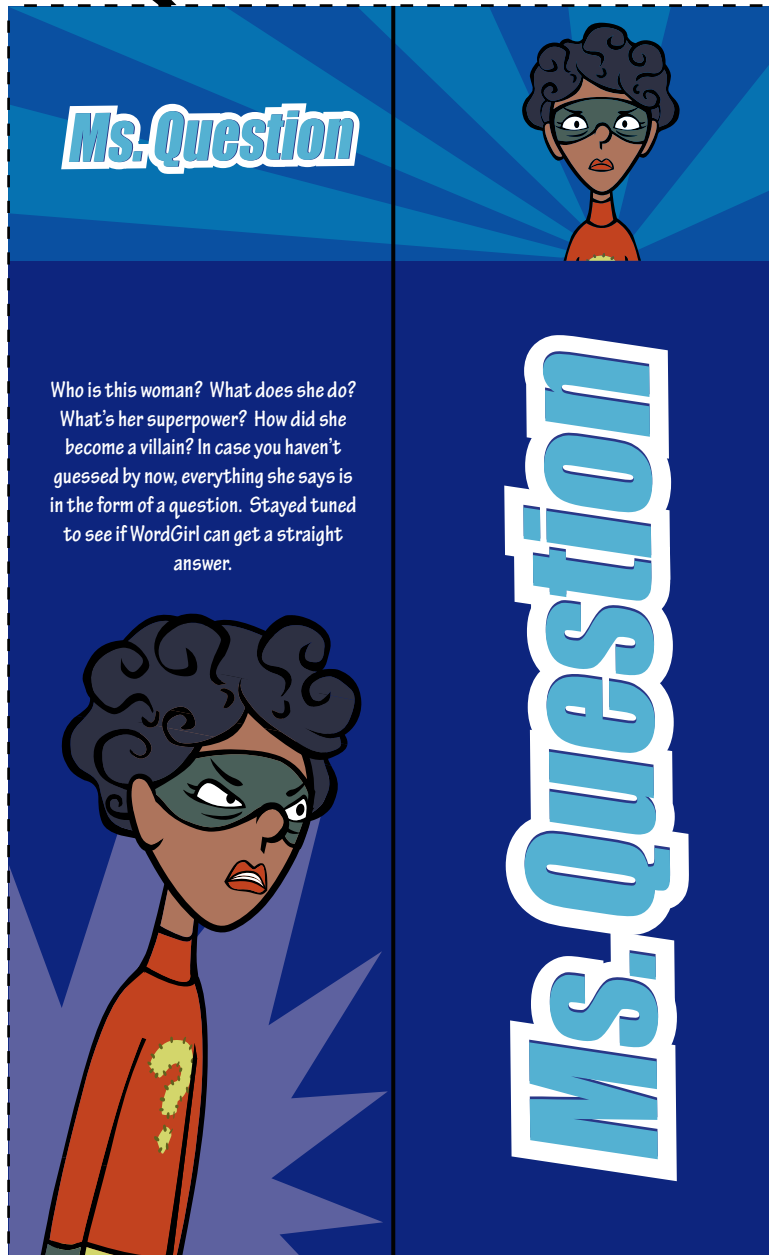


Book Marks!

Ms. Question

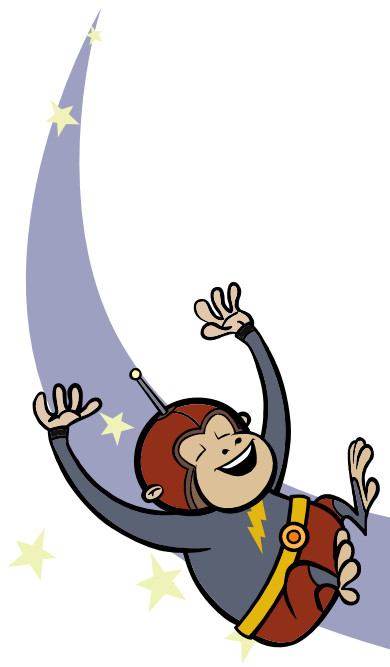
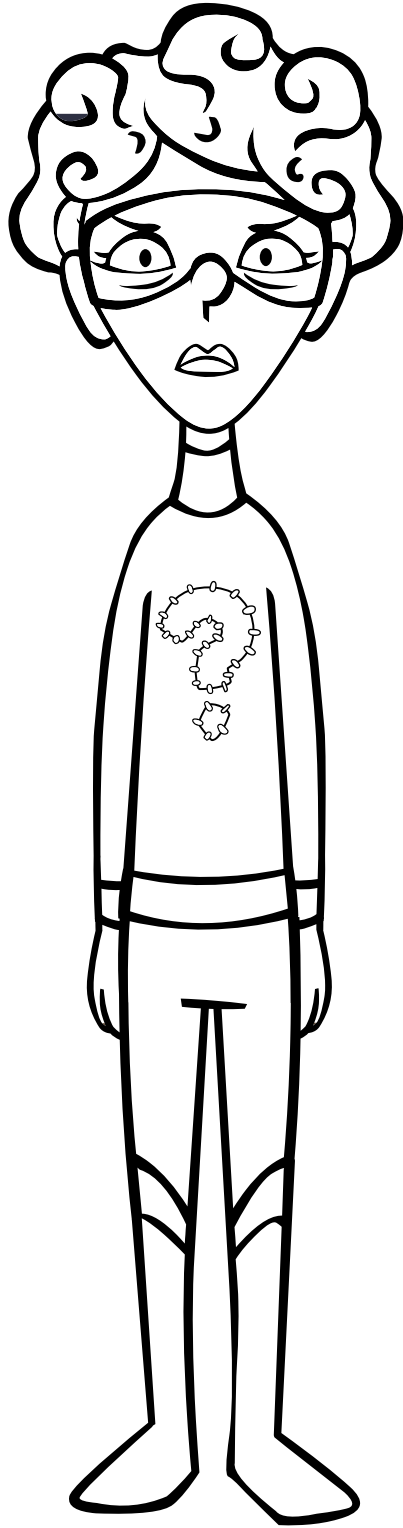


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Book Marks!

Energy Monster



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Activities

Synonym Salad!

Enlisting the help of older siblings or friends, concoct a “salad” of as many synonyms as possible in a game for two or more players.

Introduction

In the WordGirl episode, “The Wrath of Tobey,” Tobey asks WordGirl why she used the word “demolish” instead of “destroy.” WordGirl tells Tobey that “destroy” is overused. Synonyms -- or words that have the same or nearly the same meaning as another word or words -- are part of what make the English language so rich. “Demolish,” for example, has 37 different synonyms! Synonyms spice up our writing and give it variety and color.

Encourage older siblings or friends to help your child create and play a game that depends on synonyms. In order to play the game, there are some initial steps to take.

Materials:

- Drawing Paper
- Markers or Colored Pencils
- 2 notepads (or more, depending on number of players)
- One salad bowl
- Two salad plates (or more, depending on number of players)
- Stop-watch
- Scorecard
- Dictionary
- Thesaurus

Directions:

First ask the participants to draw, color and cut out various foods that can be found in a salad. For example, tomatoes, cucumbers, different kinds of lettuce, celery, red, green and yellow peppers, olives, etc. There need to be twenty “pieces” in all. Encourage as much creativity as possible in designing the vegetable shapes, but make sure they are distinct from each other. When finished, put them to the side.

Explain the meaning of SYNONYM, and give a specific example. For example, some synonyms of “demolish” include: bulldoze, crush, decimate, flatten, ruin, smash, and wreck.

Now, between you and the players, create a list of twenty simple adjectives. In fact, the simpler the better, like “young” or “big.” Ask the players to write out these adjectives on paper. Then glue them to the back of the vegetable shapes. After this is completed, put all the vegetable shapes into the salad bowl.



Place a notepad and writing utensil before each player. Now you're ready to play "Synonym Salad!"

Take one "piece of the salad" and place it word-up on the table. Each player writes down as many synonyms as she can think of in three minutes. Read out loud the players' lists of synonyms when the time is up. Whoever thinks of the most synonyms gets to keep "the piece of salad" on her plate.

Go through as many "pieces of salad" as the players have energy for. Each time they create a list of as many synonyms as they can think of for the adjective. Along the way, if there are any questions or concerns about the synonyms, consult the dictionary. Keep score each round. At the end of the game, see who has more of "the salad" on his plate!

Talk About It: Now that the game is over, explain to your child what a THESAURUS is, and show her one. Ask him when she might use a thesaurus.

Take It Further: Now show her how to use a thesaurus. Look up several of the adjectives she's just written synonyms for, and read aloud some of the synonyms she may have missed.

Education Sidebar

Episode: "The Wrath of Tobey" [117]

Age Range: 6-8 year olds

Objectives:

- To understand what a synonym is
- To practice using synonyms
- To expand vocabulary
- To promote use of the dictionary or thesaurus
- To express creativity
- To encourage problem-solving

Skills:

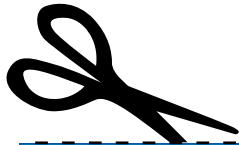
- Language and literacy
- Cognitive thinking
- Score-keeping
- Fine motor
- Creative expression

Subject Areas:

- Language Arts
- Math
- Art

Book Marks!

Tobey

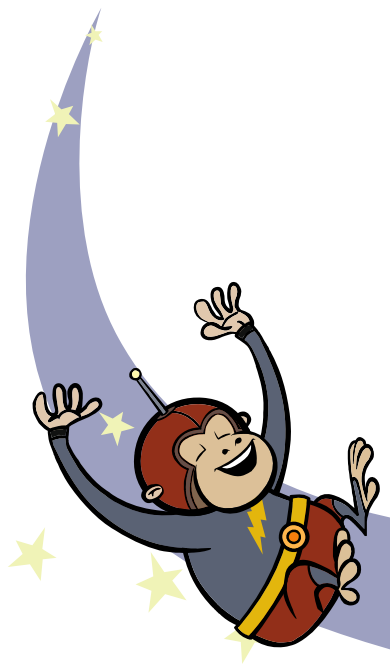


Cut along dotted line

Tobey	
<p>Tobey is a 10-year-old genius who causes serious property damage in order to get WordGirl's attention, not that he'd ever admit it. He's a master of robotics, building giant robots to do his bidding. He's constantly trying to prove that he is WordGirl's intellectual superior, and that he isn't afraid of his mommy.</p>	Tobey

Fold on line





WORD GIRL



pbskids.org/wordgirl

Book Marks!

Whammer

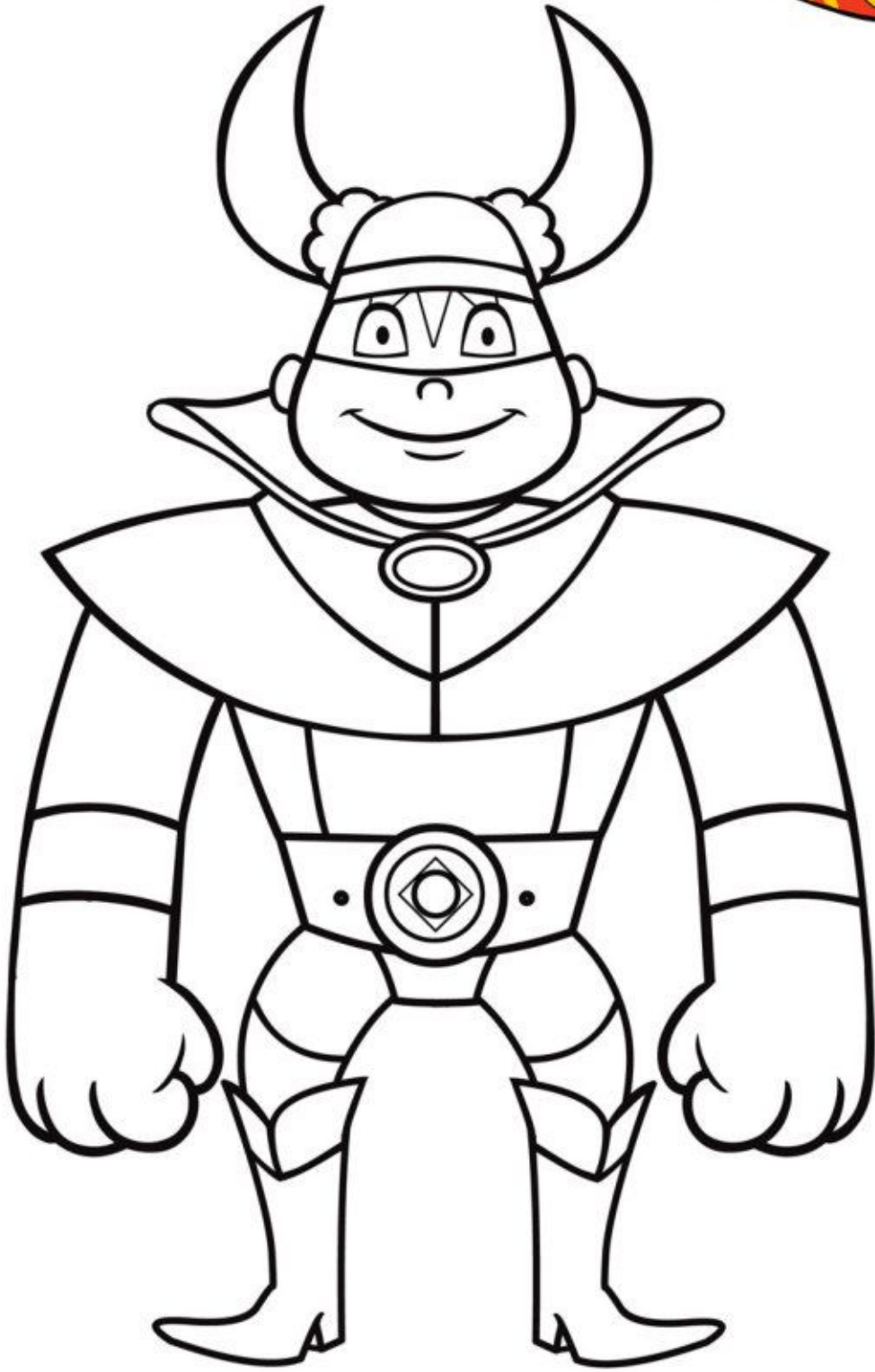


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Fold on line

WORD GIRL™



Family playground | Home | Games | Stories | Printables | Video



PARENT AD

WORDGIRL

WORDGIRL BOOKS

SYNONYM TOAST

GET THE NEW APP!

DEFINITION COMPETITION
A LIVE VOCABULARY EVENT

PBS KIDS

SCHOLASTIC



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Book Marks!

BECKY/WORDGIRL



Cut along dotted line

BECKY/ WORDGIRL	
<p>Able to bend steel, fly at the speed of sound, and pause clocks long enough to prolong bedtime — WordGirl is actually mild-mannered 5th grader Becky Botsford in disguise! Becky left Planet Lexicon as an infant and arrived on Earth when her spaceship crash-landed. Her adopted parents, Jim and Sally Botsford, found her reading a newspaper on their front steps. By age 2, she was completing crossword puzzles and already knew every word in the dictionary (and most hieroglyphics, too). It is Becky's love of vocabulary that helps WordGirl save the day in her never-ending battle for truth, justice and use of the right word. She knows that crime doesn't pay; but knowing the right word for the right moment is priceless!</p>	BECKY- WORDGIRL 

↑
Fold on line



WORD GIRL





WordGirl Cryptogram Puzzle #1

Discover the hidden message! In the table below, fill in the boxes below each letter of the alphabet. A = 1, B=2...all the way to the end of the alphabet where Z=26!

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

23 15 18 4 7 9 18 12 19 15 12 22 5 19 1 12 12

15 6 8 5 18 19 12 9 16 16 5 18 25

16 18 5 4 9 3 1 13 5 14 20 19 23 9 20 8

8 5 18 4 1 26 26 12 9 14 7

22 15 3 1 2 21 12 1 18 25

Now that you've discovered the hidden message, create your own cryptogram, and give it to a classmate or family member to solve



WordGirl Cryptogram Puzzle #1: Solution

Discover the hidden message! In the table below, fill in the boxes below each letter of the alphabet. A = 1, B=2...all the way to the end of the alphabet where Z=26!

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

W O R D G I R L S O L V E S A L L
 23 15 18 4 7 9 18 12 19 15 12 22 5 19 1 12 12

O F H E R S L I P P E R Y
 15 6 8 5 18 19 12 9 16 16 5 18 25

P R E D I C A M E N T S W I T H
 16 18 5 4 9 3 1 13 5 14 20 19 23 9 20 8

H E R D A Z Z L I N G
 8 5 18 4 1 26 26 12 9 14 7

V O C A B U L A R Y!
 22 15 3 1 2 21 12 1 18 25

We haven't used the letters J,K,Q and X in this cryptogram message. If you want to create your own cryptogram for yourself or your friends after you've solved this one, and you want to use the same answer panel that we do here, please assign your own numbers to those letters.



WordGirl Cryptogram Puzzle #2

WordGirl has a message for you! And she has left you lots of clues!

Start by filling in the letters in the blank message that are provided in the table. For example, "A" = 9. For each "9" in the message, put an "A" in the blank above.

Some letters will be missing and you will have to use your vocabulary and detective skills to solve the puzzle and read the message from WordGirl. Extra Hint: The letters

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
9			20	26			17	25			19		1	2	14		24	16	18		5				22

21 2 24 20 7 25 24 19 16 2 19 5 26 16 9 19 19

2 13 17 26 24 16 19 25 14 14 26 24 8

14 24 26 20 25 23 9 4 26 1 18 16 21 25 18 17

17 26 24 20 9 22 22 19 25 1 7

5 2 23 9 11 15 19 9 24 8 !

Now use the same code to make a new cryptogram message for your friends!



WordGirl Cryptogram Puzzle #2: Solution

WordGirl has a message for you! And she has left you lots of clues!

Start by filling in the letters in the blank message that are provided in the table. For example, "A" = 9. For each "9" in the message, put an "A" in the blank above.

Some letters will be missing and you will have to use your vocabulary and detective skills to solve the puzzle and read the message from WordGirl.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
9	11	23	20	26	13	7	17	25			19	4	1	2	14		24	16	18	15	5	21		8	22

W O R D G I R L S O L V E S A L L
 21 2 24 20 7 25 24 19 16 2 19 5 26 16 9 19 19

O F H E R S L I P P E R Y
 2 13 17 26 24 16 19 25 14 14 26 24 8

P R E D I C A M E N T S W I T H
 14 24 26 20 25 23 9 4 26 1 18 16 21 25 18 17

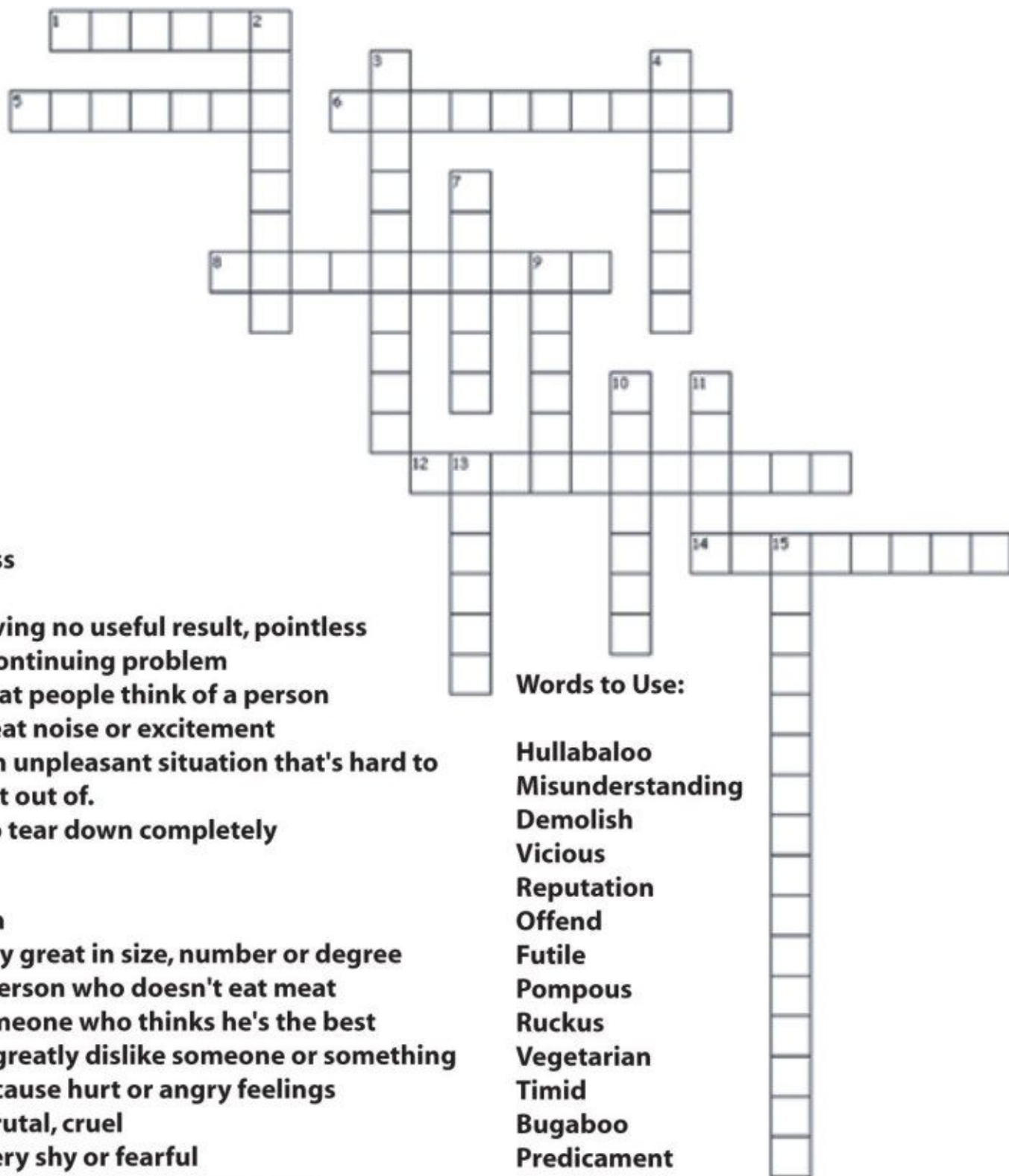
H E R D A Z Z L I N G
 17 26 24 20 9 22 22 19 25 1 7

V O C A B U L A R Y !
 5 2 23 9 11 15 19 9 24 8

Now use the same code to make a new cryptogram message for your friends! Note: We haven't used the letters J, K, Q and X in this cryptogram message. If you want to create your own cryptogram for yourself or your friends after you've solved this one, and you want to use the same answer panel that we do here, please assign your own numbers to those letters



WordGirl Criss-Cross Puzzle



Across

- 1. having no useful result, pointless
- 5. a continuing problem
- 6. what people think of a person
- 8. great noise or excitement
- 12. an unpleasant situation that's hard to get out of.
- 14. to tear down completely

Down

- 2. very great in size, number or degree
- 3. a person who doesn't eat meat
- 4. someone who thinks he's the best
- 7. to greatly dislike someone or something
- 9. to cause hurt or angry feelings
- 10. brutal, cruel
- 11. very shy or fearful
- 13. a disturbance, a commotion
- 15. a disagreement, or a failure to understand

Words to Use:

- Hullabaloo
- Misunderstanding
- Demolish
- Vicious
- Reputation
- Offend
- Futile
- Pompous
- Ruckus
- Vegetarian
- Timid
- Bugaboo
- Predicament
- Loathe
- Enormous



WordGirl Word Find

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

ALLY

COORDINATION

CUMBERSOME

DISTRACTED

FLABBERGASTED

FRUSTRATING

FUTILE

IDENTITY

MISCHIEVOUS

OFFEND

SPECIFIC

STRUGGLE

ULTIMATE

Now try writing a story where you use as many of these words as possible!



WordGirl Word Find Solution

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

(Over,Down,Direction)

ALLY(13,15,W)

COORDINATION(1,3,SE)

CUMBERSOME(10,14,W)

DISTRACTED(14,10,NW)

FLABBERGASTED(1,2,E)

FRUSTRATING(12,3,SW)

FUTILE(10,3,SW)

IDENTITY(3,15,E)

MISCHIEVOUS(13,4,S)

OFFEND(15,8,S)

SPECIFIC(3,3,SE)



WORD SCRAMBLE!

Find new words that are presented on WordGirl by unscrambling the letters below.
For a list of the words, see the bottom of the page

1. rczya (hint: Rhymes with "lazy") _____
2. midit (hint: Describes Eugene on "WordGirl") _____
3. zppiaz (hint: Sounds almost like "pizza") _____
4. vsoicui (hint: Really, really mean) _____
5. dnye (hint: "I didn't do it!") _____
6. arsbdu (hint: Silly or ridiculous) _____
7. rorahb (hint: Where you park a boat) _____
8. adzlingz (hint: Shiny, sparkling) _____
9. dowrca (hint: The Lion in "The Wizard of Oz") _____
10. meldohsi (hint: The opposite of "build") _____
11. smceeh (hint: An evil plan) _____
12. eeilblfx (hint: You need to be this to touch your toes) _____
13. eeexrtm (hint: Rhymes with "ice cream") _____
14. mnocomoti (hint: To make a lot of noise) _____
15. iuibosvol (hint: The opposite of "aware") _____

dazzling, harbor, extreme, demolish, crazy, pizzazz,

commotion, scheme, absurd, timid, vicious, oblivious, coward, deny



WORD SCRAMBLE ANSWER SHEET

Find new words that are presented on WordGirl by unscrambling the letters below.
For a list of these words, see the bottom of the page.

- | | |
|---------------|----------|
| 1. rczya | CRAZY |
| 2. midit | TIMID |
| 3. zpzia | PIZZAZZ |
| 4. vsoicui | VICIOUS |
| 5. dnye | DENY |
| 6. arsbdu | ABSURD |
| 7. rorahb | HARBOR |
| 8. adzlingz | DAZZLING |
| 9. dowrca | COWARD |
| 10. meldohsi | DEMOLISH |
| 11. smceeh | SCHEME |
| 12. eeilblfx | FLEXIBLE |
| 13. eeexrtm | EXTREME |
| 14. mnocomoti | COMMOTIO |



Activities

Word Magic, Word Find!

Let WordGirl's love of language inspire your child. Try this collaborative game on a rainy day at home, or even while you're waiting at a doctor's office, and help your child discover the fun in playing with words!

Introduction

WordGirl knows just how important a large and rich vocabulary is. It strengthens self-expression, whether in speaking or in writing. Using words that are presented on WordGirl, you and your child will play a game in which concentration, flexibility, word recognition, and problem-solving are encouraged.

Materials:

- Notebook
- Pens/pencils
- Clock
- Dictionary

Directions:

The objective of this game is for you and your child to find as many different words contained within a single word as possible. You are free to completely change the order of the letters to make new words, but the words must be real. For example, if the word were "sidekick," you might find: side, kick, kid, kids, deck, decks, sick, sic, die, dies, dice, id, is, and so on.

Compound words are good choices for this activity because they are easier for your child to break down into smaller words. Try using some of these new words from WordGirl:

Misunderstanding

Priceless

Crowbar

Troublesome

Trustworthy



1. Choose a word, say it out loud and use it in a sentence. Ask your child to guess the meaning of the word. You can continue to give examples until your child guesses the correct meaning. Then you and your child can look it up in the dictionary to confirm the definition.

2. Next, spell the word out loud as your child copies it down in her notebook so she can see how the word looks. Tell your child that it will be her job to write down all the new words that you find together. Now you are ready to begin!

3. Use a clock or watch to time yourselves, allotting five minutes to find as many words as possible within the original word. Working together, try to find even the smallest words, like "a," "in," or "it," contained within the word. When the time is up, ask your child to count how many new words you found! If there is any question about whether a word is legitimate, help your child look it up in the dictionary.

4. Now try it again, using another word from the list suggested above. Play the game for as long as your child enjoys it. Once she has gotten the idea, encourage her to play this game, using different words, against an older sibling or friend!

Education Sidebar:

Related Episodes: "Re-Enter, The Butcher"[103], "Re-Re-Enter, The Butcher"/[105], "Driving Miss Granny"[112], "Play Date"[115], "Chucky and the Sandwich Factory" [120],

Age Range: 6-8 year olds

Objectives:

- " To reinforce new vocabulary
- " To promote accuracy
- " To encourage problem-solving, flexibility and speed
- " To improve word recognition
- " To promote use of the dictionary

Skills:

- " Language and literacy
- " Spelling
- " Vocabulary
- " Counting

Subject Area:

- " Language Arts