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Puzzle Power

Book 2

10 - 12 year olds

Challenging word puzzles for fast finishers and/or children who require extension in language.

Written by Paul Larkin and Tony Abbotts.

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Introduction

Puzzle Power Book 2 is a collection of new and challenging word puzzles designed for fast-finishers and/or gifted and talented children who are seeking extension skills in the English area.

Children have always loved the challenge of word-find or search puzzles, crossword puzzles and crack-the-code type puzzles. We have endeavoured to create a variety of new puzzles for children to enjoy and at the same time be extended in the areas of vocabulary building and logic.

There are 10 different puzzle formats in this book and these are repeated 4 times to allow children to develop their confidence and build on their success rate. They can be used as a whole-group lesson or for small-group work. They are also ideal for use in classrooms which make use of individual learning centres.

We hope you enjoy the challenge as much as your students. Good luck!

Paul Larkin Tony Abbotts

Contents

Introduction	2
A To Z 1 - 4	4
Build-Ups 1 - 4	8
Word Tiles 1 - 4	12
Connect-a-Word 1 - 4	16
Luck O' the Dice 1 - 4	20
Clock Words 1 - 4	24
Crazy Word Search	28
Crazy Word Search 2	28
Crazy Synonym Search	30
Crazy Homonym Search	31
Scrambled Compounds	32
Scrambled Syllables	33
Scrambled Animals	34
Scrambled Countries	35
Word Wizz 1 - 4	36
Word Square 1 - 4	40
Alphabet Challenge	43
Answers	44

A To Z 1

What to do: Try to find words that are related to the theme for each letter of the alphabet.
 If the word has that letter in it score 1 point.
 If it begins with that letter score 2 points. Don't use the example.
 e.g. A - Allan Border (2 points)
 B - Karrie Webb (1 point)

Theme: Famous Australians

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



John Newcombe

Score Guide

< 10	- Fair
11 - 21	- Average
22 - 31	- Good
32 - 41	- Very Good
42 - 51	- Excellent
52	- Unheard of

TOTAL

Build-Ups 1

What to do: Try to make a new word on each line beginning with the same letter.
 The words increase by one letter each time.
 You may use a dictionary to help you.
 Don't use plurals or proper nouns.

SCORE

B _____ 1

B _____ 2

B _____ 3

B _____ 4


B _____ 5

B _____ 6

B _____ 7

B _____ 8


B _____ 9



score Guide

<10 - Fair
 15 - Average
 21 - Good
 28 - Very Good
 36 - Tops
 45 - Awesome

MY SCORE



/45

SCORE

H _____ 1

H _____ 2

H _____ 3

H _____ 4


H _____ 5

H _____ 6

H _____ 7

H _____ 8


H _____ 9



score Guide

<10 - Fair
 15 - Average
 21 - Good
 28 - Very Good
 36 - Tops
 45 - Awesome

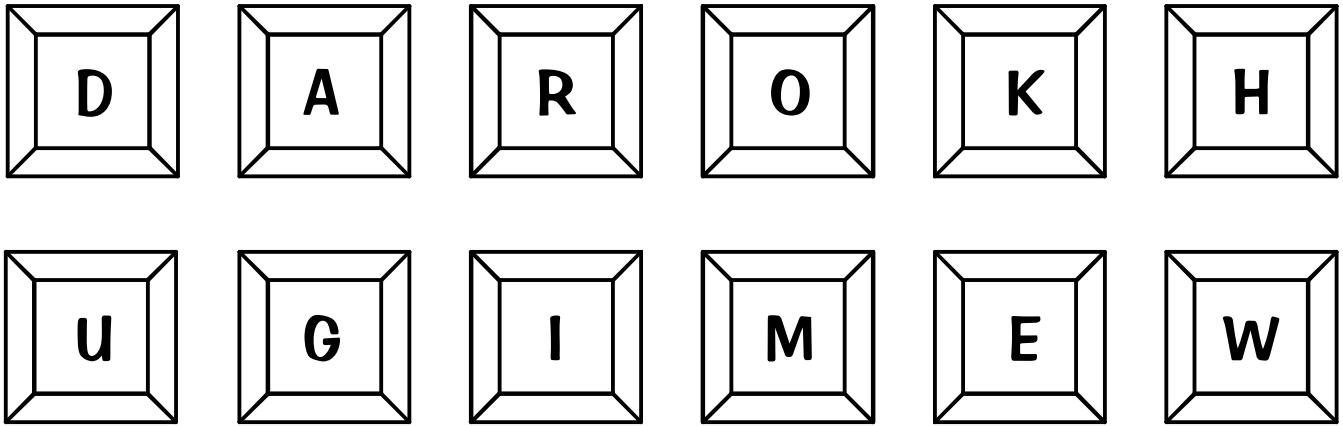
MY SCORE



/45

Word Tiles 1

What to do: Try to make words using the letters shown.
 As you use a letter, colour in one side of the tile.
 Then colour in the centre of the tile.
 This means you can only use a letter 5 times.



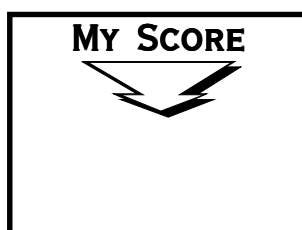
WORDS	PTS

WORDS	PTS

WORDS	PTS

Score Guide

- 3 letter word = 1 point
- 4 letter word = 2 points
- 5 letter word = 3 points
- 6 letter word = 4 points
- 7 letters or more = 5 points



- < 10 - Fair
- 11 - 20 - Good
- 21 - 30 - Very Good
- 31 - 40 - Excellent
- > 40 - Rocket Scientist

Connect-a-Word 4

What to do: Try to make 10 four-letter words by choosing a letter from each line and connecting each letter with a straight line. You may find it easy at first but there is only one combination to find all 10. The first has been done for you.

N	E	W	T	H	S	T	R	C	L
---	---	---	---	---	---	---	---	---	---

A	I	O	A	H	I	O	A	O	A
---	---	---	---	---	---	---	---	---	---

C	F	X	S	L	E	S	N	C	A
---	---	---	---	---	---	---	---	---	---

D	Y	T	E	H	P	E	H	I	D
---	---	---	---	---	---	---	---	---	---

Word List

<i>hand</i>	

Score Guide

6	- Fair
7	- Good
8	- Very Good
9	- Great
10	- Excellent

Luck O' the Dice 1

What to do: Roll the dice and pick a letter from that box.
 Cross the letter out and write it in the 'Letters' column.
 Roll the dice 3 more times, then see if you can arrange the letters to make a 4-letter word.
 If you can, score 1 point and total at end. Alternate turns. Can be played solo.

1

B	F	A	J	M	E
T	W	I	Y	O	P

2

D	G	A	H	U	N
R	V	E	K	I	L

PLAYER 1

PLAYER 2

3

C	R
F	T
A	I
L	D
B	P
O	E

4

H	R
E	L
T	O
M	B
A	C
S	U

Letters	Words	Letters	Words
e.g. M A E T 1 6 4 3	MEAT	e.g. R M F E 2 5 5 1	_____
SCORE		SCORE	

5

M	F
O	K
W	N
L	G
E	I
T	P

6

D	R
T	S
I	P
V	E
C	B
A	H