

suffixing: double drop e

teaching notes

When adding a tail (word ending) to a body (base word) the spelling often changes. There are three suffixing rules that apply:

Doubling

Drop 'e'

'Y' to 'i'

The Doubling rule was introduced as 'rabbit' words in Lesson 45.

Begin this lesson by recapping the doubling rule.



Nessy Rule

Words with a weak vowel sound become rabbits. Double the consonant.

Just add the word ending where the body has a **phonic sound**,

e.g. train+ing = training.

Just add the word ending if the body ends in **two consonants** already,

e.g. jump+ing = jumping.

Just add the word ending where it starts with a consonant,

e.g. sad+ness = sadness.

Break the doubling rule down into stages.

Lesson Plan

	activity	time
1	Recap the first part of the doubling rule. Words with a weak vowel double the consonant. Just add the word ending where the body has a phonic sound.	2 minutes
2	Worksheet: word sums 1.	4 minutes
3	Recap the second part of the doubling rule. Just add the word ending if the body ends in two consonants already.	2 minutes
4	Work sheet: word sums 2.	4 minutes
5	Recap the third part of the doubling rule. Just add the word ending when it starts with a consonant.	2 minutes
6	Worksheet: word sums 3.	4 minutes
7	Computer game: play any spelling game with the 'double + ed' word list.	3 minutes
Home bag: card game: Double Choose or Lose.		

Nessy Rule

Introduce the drop 'e' rule.



Drop the 'e' when adding a vowel tail to a magic 'e' word.

A vowel tail is a word ending that starts with a vowel, e.g. hope+ing = hoping.

Keep the 'e' when adding a consonant tail.

A consonant tail is one that starts with a consonant, e.g. hope+ful = hopeful.

Lesson Plan

	activity	time
1	Watch the animated Drop 'e' rule. Recap the rule.	5 minutes
2	Worksheet: word sums 4.	4 minutes
3	Computer game: play any spelling game with the 'drop e + ed' word list.	5 minutes
4	Card game: drop 'e' Choose or Lose game.	7 minutes