Point:	stress patterns in long words
Minimum level:	advanced
Game type:	a collecting game with cards for four or five players
Approximate time:	50 minutes

Rules

1 The aim of the game is for each player to collect complete families of words such as: *civil - civility - civilize - civilization.*

2 The monitor deals out five cards to each player. Decide the order in which you are going to take turns.

3 Players take turns to request cards from any of the other players. For example: *Murat, can I have 'civility' please?* If the player that you ask has the word, they must give you it. You can then ask either this player or any other player for another card. If the player has not got the card, take another card from the monitor. It is now the next player's turn.

4 When you have a complete family, put the cards face down on the table.

5 The player with most families when all the families are complete, is the winner.

6 The job of the monitor is to make sure that players pronounce words correctly when they ask for them. If players do not pronounce words correctly, the monitor should ask them to repeat the word.

Preparation
Copy and cut out a set of cards for each group of four or five students in the class.

Presentation
These word families illustrate well the way certain suffixes affect the placement of word stress. The pattern is totally regular for all the families in this game.

1 Write these two word families on the board. Underline the stressed syllable in each word.
   civil - civility - civilize - civilization
   personal - personality - personalize - personalization

2 Draw attention to the stress patterns and their relationship with the suffixes. Then drill the pronunciation of the words in each family. You could also talk at this point about what parts of speech are formed by the addition of the suffixes. Note that, unlike the first words in the other families, *hospital* is a noun.

Conducting the game
1 Divide the class into groups of four or five. Nominate a monitor for each group.
2 Give each group a pack of cards and give each monitor a key.
3 Explain and/or give out the rules.

Key

civil	civility	civilize	civilization
equal	equality	equalize	equalization
fertile	fertility	fertilize	fertilization
final	finality	finalize	finalization
general	generality	generalize	generalization
hospital	hospitality	hospitalize	hospitalization
legal	legality	legalize	legalization
mobile	mobility	mobilize	mobilization
national	nationality	nationalize	nationalization
neutral	neutrality	neutralize	neutralization
personal	personality	personalize	personalization
real	reality	realize	realization
stable	stability	stabilize	stabilization
sterile	sterility	sterilize	sterilization

(Note that the first vowel is pronounced differently in *final* and *finality*. Note also that the letters *ea* represent one vowel sound in *real* but two vowel sounds in *reality*.)
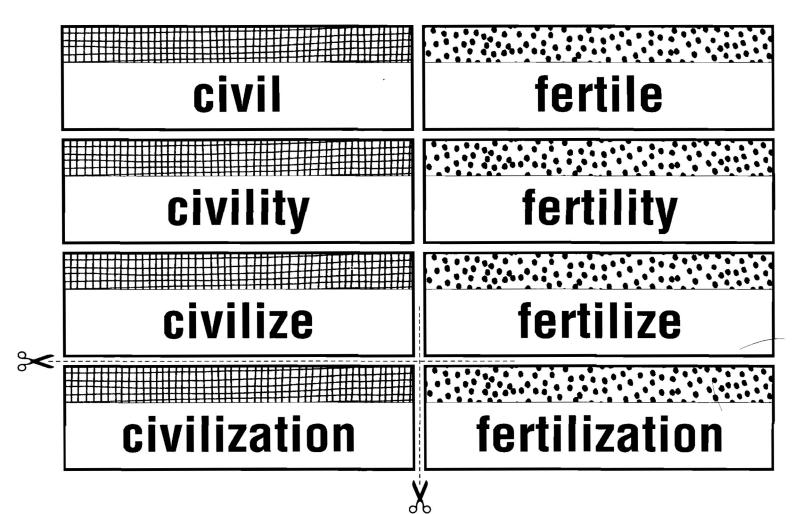
Rules

1 The aim of the game is for each player to collect complete families of words such as: *civil – civility – civilize – civilization.*

2 The monitor deals out five cards to each player. Decide the order in which you are going to take turns.

3 Players take turns to request cards from any of the other players. For example: *Murat, can I have 'civility' please?* If the player that you ask has the word, they must give you it. You can then ask either this player or any other player for another card. If the player has not got the card, take another card from the monitor. It is now the next player's turn.
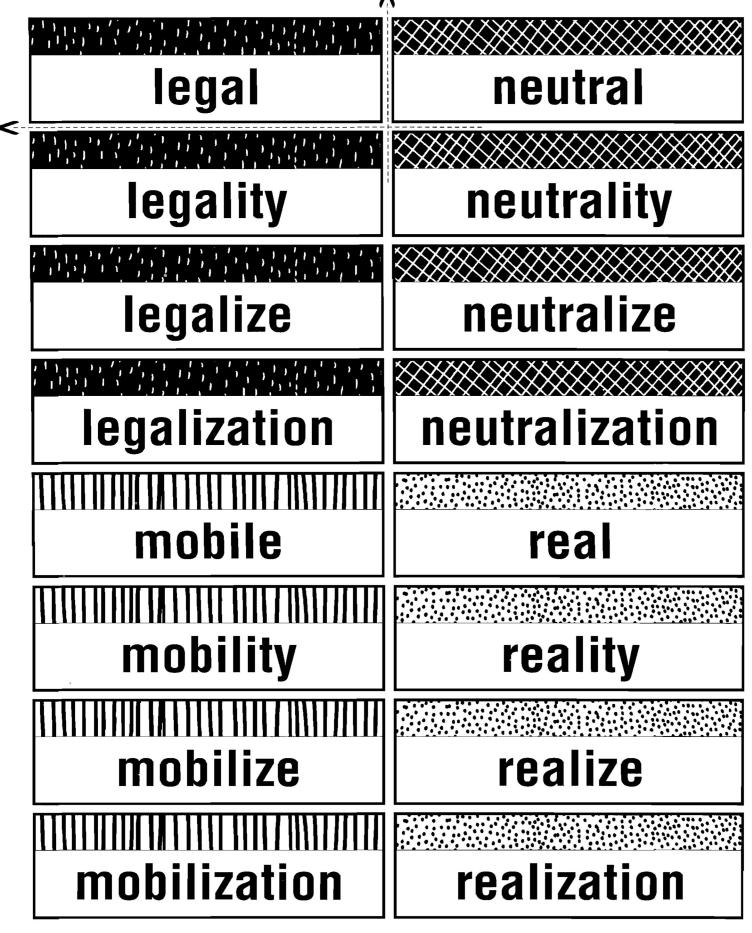
4 When you have a complete family, put the cards face down on the table.

5 The player with most families when all the families are complete, is the winner.

6 The job of the monitor is to make sure that players pronounce words correctly when they ask for them. If players do not pronounce words correctly, the monitor should ask them to repeat the word.

civil	**fertile**
civility	**fertility**
civilize	**fertilize**
civilization	**fertilization**

personal	final
personality	finality
personalize	finalize
personalization	finalization
national	stable
nationality	stability
nationalize	stabilize
nationalization	stabilization

legal	neutral
legality	neutrality
legalize	neutralize
legalization	neutralization
mobile	real
mobility	reality
mobilize	realize
mobilization	realization

general	hospital
generality	hospitality
generalize	hospitalize
generalization	hospitalization
equal	sterile
equality	sterility
equalize	sterilize
equalization	sterilization