



**Ebook Code:**  
**REAU1116**



# **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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P.O. Box 276 Greenwood Western Australia 6024  
Email: [sales@readyed.com.au](mailto:sales@readyed.com.au) Website: [www.readyed.com.au](http://www.readyed.com.au)

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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*

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



John Newcombe

### Score Guide

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

<b>TOTAL</b>
--------------

# 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

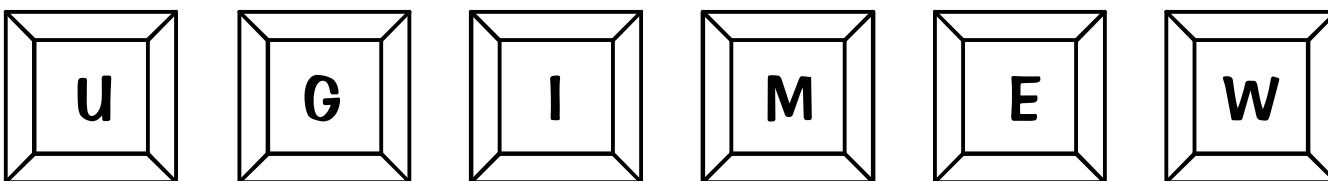
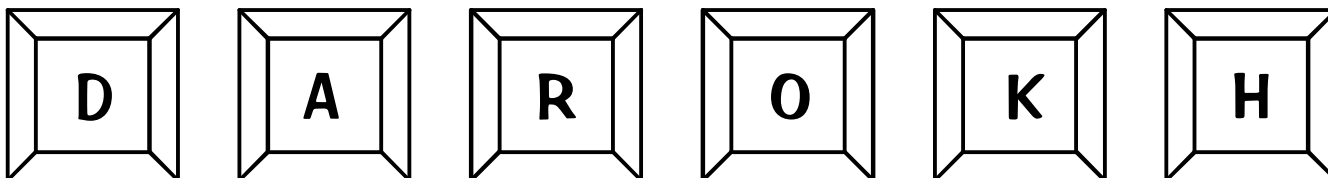
**MY SCORE**



**/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.



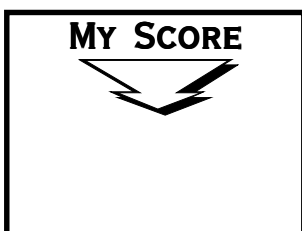
WORDS	PTS

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

<u>hand</u>	_____
_____	_____
_____	_____
_____	_____
_____	_____

## 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