

CPE Use of English Part Three word formation brainstorming games
Cambridge Proficiency Use of English Part Three
with real answers from Cambridge Proficiency Examination Papers 1

Work in teams of at least two people. With your pens down, choose one of the words below that you want to brainstorm other parts of speech to, e.g. "global", "globally", "globalism", "globalised", "globalisation" and "anti-globalist" for the word "globe". The other teams will do the same, with the first team to shout out one of the words getting first choice.

When your teacher says "Go", pick up your pen and write down as many as you can in exactly one minute, then put your pens down again and check your answers with the other team. You will get one point for each correct word but lose one point if another team challenges you and the word is wrong in some way. If they challenge you but your word is correct, you get an extra point.

add
assume
botany
certain
compare
complex
credible
cycle
diagnose
disaster
distant
drink
emit
environs
expect
finite
lead
like
molecule
necessary
ordinary
pair
please
politics
repeat
reveal
sequence
side
signify
sleep
speculate
virtue

After you finish the game, ask about any words above which you can't think of how to change at all.

Play the same game, but this time thinking of as many words as you can that go with one of the prefixes or suffixes below of your choice. The thing you add must be an actual word (so you can't add "un" to "less" to make "unless"), but you can change the word to make it fit with the affix, e.g. dropping the "e" to go from "scope" to "microscopic".

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After you finish the game, ask about any affixes above which you can't think of how to use.

CPE Use of English Part Three word formation brainstorming games with real answers from Cambridge Proficiency Examination Papers 2

Work in teams of at least two people. With your pens down, choose one of the words below that you want to brainstorm other parts of speech to, e.g. “global”, “globally”, “globalism”, “globalised”, “globalisation” and “anti-globalist” for the word “globe”. The other teams will do the same, with the first team to shout out one of the words getting first choice.

When your teacher says “Go”, pick up your pen and write down as many as you can in exactly one minute, then put your pens down again and check your answers with the other team. You will get one point for each correct word but lose one point if another team challenges you and the word is wrong in some way. If they challenge you but your word is correct, they lose a point.

advantage
attach
bed
coming
compare
condition
counter
critic
danger
deep
democracy
deny
emit
evolve
find
help
imagine
in
initiate
instinct
just
numerate
pervade
refer
reveal
revolve
revolve
sign
signify
specify
stand
voluntary

After you finish the game, ask about any words above which you can't think of how to change at all.

Play the same game, but this time thinking of as many words as you can that go with one

of the prefixes or suffixes below of your choice. The thing you add must be an actual word (so you can't add "un" to "less" to make "unless"), but you can change the word to make it fit with the affix, e.g. dropping the "e" to go from "scope" to "microscopic".

able
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ally
ary
ations
atively
em
en
ence
iable
ically
icantly
ice
ily
in
ings
ise/ize
ive
ively
lessness
ment
ner
ous
out
short
sive
ssions
ths
tised/ tized
un

After you finish the game, ask about any affixes above which you can't think of how to use.