ANY WORD XWORD

100 INCREASINGLY CHALLENGING GRIDS

ALAN PEAT LTD

TEACHING IDEAS

NO REPEATS

At any time, you can set the rule that no word may be used more than once on each grid.

FIND THE WORDS

Children can complete each grid independently, or use dictionaries or online resources. The ONLY rule is that, if challenged, the DEFINITION of a word used must be explained.

BAN A LETTER!

Introduce your class to lipograms! A lipogram is a writing constraint in which the writer omits a certain letter of the alphabet. You can add an extra tier of challenge by "banning" certain letters for each grid. For example, if you prevent children from using the letter 'e' (the most-used letter in the English language), the puzzle becomes even more difficult to complete.

You can choose whichever letter to ban – banning vowels make the puzzles even more challenging than banning consonants. (Children should still be able to define any words they have used.)

COUNT THE SCORES

Children could be given the scoring system we used when producing the best-selling AnyWord Xword app – so that letters which appear less frequently in the English language "score" more points for each completed grid. Children can then work out their own scores, or other pupils' scores working individually or in small teams: a great way to integrate mental maths skills within a literacy lesson. Again, children will need to define any words they have used.

We have included a scoring system at the back of this pack. You could, of course, create your own.

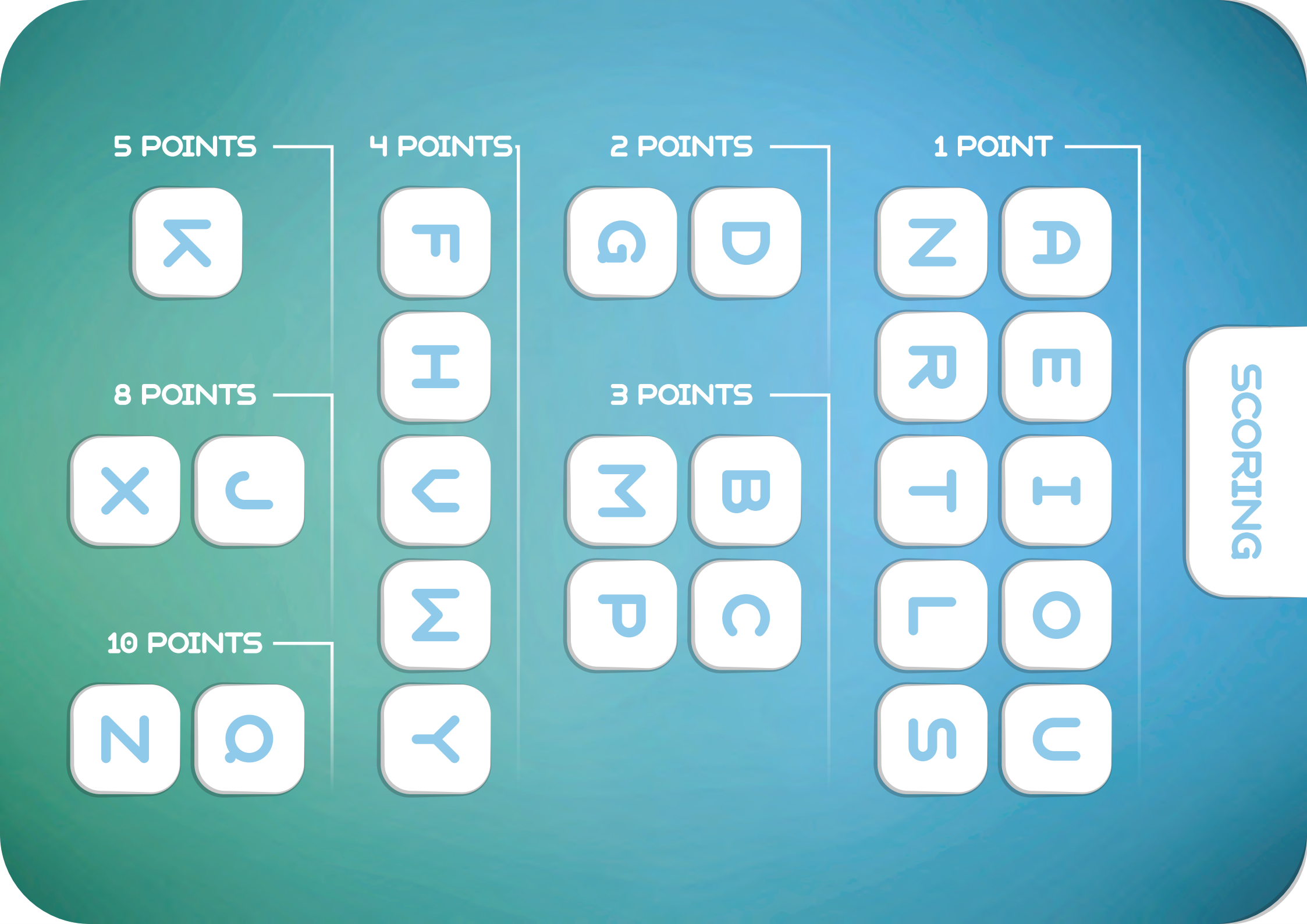
CROSS CURRICULAR LINKS

Each grid has a "topic" space so that, if you wish, you could direct children to use vocabulary linked to an area of study from other aspects of the curriculum. For example, if they are learning about World War 2, the words they use to complete their grids must be linked to that topic. Again, they should be able to explain the meaning of each word.

CHANGE THE LANGUAGE

Each grid can be completed in any language, so they could be incorporated into an MFL classroom setting.

PACK DEVELOPED BY JULIE PEAT & SIMON MATTHEWS
ORIGINAL APP DEVELOPED BY DOUG STITCHER - DESIGN BY SIMON MATTHEWS


5 POINTS
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SCORING

AnyWord Xword (Crossword) is a captivating word game with 100 increasingly complex puzzles. Each puzzle has an intriguing blank crossword grid... with NO clues!

Any word from the English language can be used. As the crosswords become more complex (with more words and more intersections) the game becomes ever more challenging.

AnyWord Xword is a fun game for the whole family. It's great for developing vocabulary and dictionary use. It encourages children (and adults!) to play with words.

This pack of **100 puzzles** is based on the app of the same name which is available for iPad on the App Store.

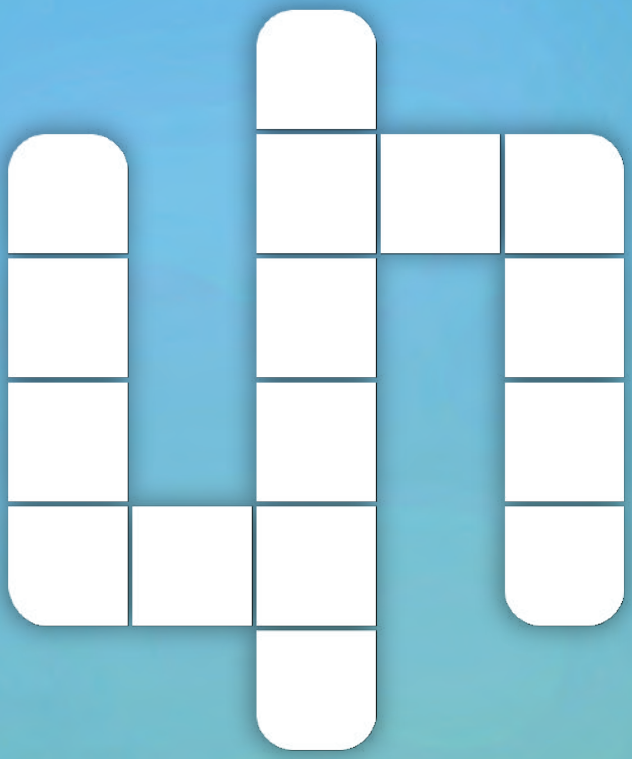
We have produced this resource in black and white on individual sheets to allow straightforward photocopying. **Photocopying is only permitted within the purchasing school or institution.**

Available on the App Store

NAME

GRID12

TOPIC



SCORE

Available on the App Store

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BUT ONLY WITHIN THE PURCHASING INSTITUTION

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COURSE CONTENT: SENTENCES - A WHOLE SCHOOL APPROACH

- **Language development games to help develop a broad vocabulary**
- **'Consistent language' sentence types to apply within a whole school setting**
- **Punctuation as an intrinsic part of the sentence types**
- **Using physical reminders for sentence types with a range of connectives**
- **Qualitative and quantitative evidence of impact**
- **Exclamation marks and sentences**
- **Using 'guided reading' to focus on sentence types with target punctuation.**
- **Agreed consistent terminology**
- **Sentence types linked to text types – narrative and non-fiction**
- **Practical ways to explicitly teach the sentence types before pupils apply them as subtargets in engaging writing sessions**
- **Using Visual Thesaurus to improve vocabulary of sentence types**
- **Developing sentence sense in early years & infant contexts**
- **How to link the sentence types and non-fiction text types**
- **Knowing when to use …and when NOT to use the sentence types**
- **Sentence types to start and end text types (Narrative Focus)**
- **Sentence types and narrative openings and narrative conclusions**

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COURSE CONTENT: NON-FICTION - A WHOLE SCHOOL APPROACH

- **Vocabulary development games - a broad vocabulary is an essential aspect of successful writing across all non-fiction genres**
- **Contextualisation of the SUCCESS approach and the new 'Ultimate' approach (Book by Mat Sullivan and Alan Peat 2015)**
- **Persuasive writing: unpicking structural models and language features**
- **The whole school approach and Recount writing**
- **Apps, websites & non-fiction / Newspaper articles**
- **Journalistic writing: structural models, language features and a wealth of teaching ideas**
- **The Seven Key Pedagogic approaches that underpin the effective teaching of non-fiction**
- **Punctuation across the genres: whole school approaches**
- **Recount Writing: unpicking structural models and language features**
- **Sentence types & genres: the whole school approach**
- **How the process begins in EYFS & Instructions + Reports**
- **Sequencing games etc in EYFS contexts and examples of pupils' work**
- **Instructional Writing- structural models and language features**
- **Report writing**

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