

7/5/26

Compound It!

Estimated play time: Approximately 15 minutes
Number of players: Unlimited
Supplies needed: Scoring board/pad; noisemakers

Overview:

The answer to each question in this game can be discerned by putting two words from the grid together to form a compound word.

Instructions:

1. This game can be played by individuals or in teams.
2. Read the first question and remind your players that the answer will be a compound word: a word that is made up of two different words, such as *hayloft* or *butterfly*).
3. Players should have a copy of the grid of compound word parts in front of them; alternatively, the game host can write out the grid on a white board or large pad or paper for all to see.
4. Discussion is permitted among teammates. Prior to the start of the game, a method to signal when a team is ready to answer must be determined. Ringing bells and New Year's blowers are just two inexpensive noisemakers. Raised hands work, but the host must be vigilant to watch for whose hand went up first. The host always has the final say in any disputes.
5. After a player/team is recognized as the first to signal, they may give an answer. If the first answer is incorrect, the other teams may 'buzz' in and answer.
6. Scoring: Give 10 points for each correct answer.

7/5/26

Compound It!

BALL	BELL	BLACK	BOARD
BOB	BUG	CAT	CUT
DOOR	DROP	FALL	GUM
HAIR	HOLE	HOUSE	LADY
LIGHT	LOOP	SEA	SHELL
SITE	TEAR	WATER	WEB

QUESTIONS

1. Home ringer.
2. Small North American wild feline.
3. Round, chewy bubble-maker.
4. A legal gap; a way around a rule.
5. Location for internet information, often commercial.
6. Bead of moisture that falls from the eye.
7. Teacher's writing surface.
8. Barber's job.
9. An oyster or clam's home.
10. A ship's guide from the shore.
11. Cascading H₂O.
12. Lucky little beetle.

7/5/26

Compound It!

ANSWERS

1. DOORBELL
2. BOBCAT
3. GUMBALL
4. LOOPHOLE
5. WEBSITE
6. TEARDROP
7. BLACKBOARD
8. HAIRCUT
9. SEASHELL
10. LIGHTHOUSE
11. WATERFALL
12. LADYBUG