GeniusKite

Kids' Thinking Skills

Spelling & Reading

Grade 5
Ages 10-11



Spelling Practice and Word Games

GeniusKite Team

Spelling Thinking for Parents

A short guide / 1 of 2

How each section works

Every section has six pages. The first page starts with a short rule box in plain words. Then come sound or syllable mapping, word work, a word game or hands-on activity, and a short reading that uses the section's words.

Rules for longer words

Grade 5 spelling focuses on longer words: tricky plurals (potatoes, geese, cacti), adding endings when stress matters (beginning, visited), -ant and -ent families (importance, difference) and prefixes that change to fit (illegal, irregular).

Sound and syllable mapping

In sound boxes, each box holds one sound, and vowel teams like ie or eigh share a box. For longer words, each box holds one syllable (mu | si | cian). Mapping shows why a word is spelled the way it is.

Rule-breaker words

Common words like necessary, rhythm and restaurant have a tricky part. Map the sounds you can, mark the tricky part with a heart, and practice it.

SPELLING / WARM-UP

Plurals Ending in o



Name: _____ Warm-up 1 / 3

Write the plural. Is it consonant + o (often -es) or vowel + o or a music word (-s)?

Many nouns ending in consonant + o add -es: potatoes, heroes, echoes. Music words, short forms and vowel + o words just add -s: pianos, photos, radios. Some plurals change a vowel: goose, geese; tooth, teeth. Some stay the same: sheep, deer, moose. A few science words keep Latin plurals: cactus, cacti; fungus, fungi.

1. tomato

2. potato

3. hero

4. echo

5. piano

6. photo

7. radio

8. video



Pip's tip: Check the ending, then check if the word is a rule-breaker.