

## Root Code Breakers Answer Key

1. **aqu** - water → a tank for water animals
2. **chrono** - time → an instrument that measures time
3. **graph** - write → a person's handwritten signature
4. **micro** - small → an instrument that magnifies tiny objects
5. **terr** - earth → a glass container for land plants or animals
6. **bio** - life → a written story about someone's life
7. **tele** - far → a system for sending messages over long distances
8. **phon** - sound → the study of how letters represent sounds
9. **geo** - earth → the study of the Earth's structure and materials
10. **therm** - heat → a device for regulating temperature

### Teacher's Guide

- **Focus Skill:** Using **roots** to infer word meanings and strengthen vocabulary decoding skills.
- **Differentiation Tips:**
  - For beginners: Pre-teach roots using visuals (e.g., "aqua" with water images).
  - For advanced learners: Challenge them to identify prefixes and suffixes too, and discuss how they alter meaning.
- **Engagement Ideas:**
  - Turn this into a "Root Detective Game" where students earn points for correctly decoding mystery words.
  - Have students create "Root Trading Cards" featuring the root, its meaning, and examples.
- **Extension Activities:**
  - Encourage learners to find at least 3 real-world words using one of the roots (e.g., *geography*, *geothermal*, *geometry*).
  - Ask students to invent a new word using a known root and define it creatively.