



DEPARTMENT OF ENGLISH

Course Code & Name : **23ENT101 Communicative English**

Course Faculty : **Ms.Pavithra.S AP/English**

Puzzles/In Class Activities

Topics Covered: **Unit IV– Words often Confused**

GAME 1: *Fill & Fix Challenge*

Rule: Choose the best-fit word in each sentence. One word is correct; the other is a trap!

1. The manager will ___ (accept / except) the proposal after review.
 2. The machine showed a sudden ___ (break / brake) failure.
 3. Engineers must ___ (ensure / insure) safety protocols are followed.
 4. The professor gave us a ___ (compliment / complement) on our project.
 5. The results were ___ (affect / effect) by power fluctuations.
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□ GAME 2: *Odd One Out*

Rule: In each set, one sentence uses the wrong word. Identify it.

1. a) The data was *stationary*.
b) The car remained *stationary*.
c) He bought *stationery* for the exam.
 2. a) The report is *principal* approved.
b) She is the *principal* investigator.
c) Interest is added to the *principle* amount.
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GAME 3: *Detect the Impostor*

Rule: One word does NOT belong to the group.


1. affect – influence – impact – effect
2. access – excess – entry – admission

3. advice – suggestion – counsel – advise

 **GAME 4: Match the Mission**


Rule: Match Column A with Column B (meanings may overlap—choose carefully!)

Column A	Column B
1. Lose	a. Not tight
2. Loose	b. Misplace
3. Site	c. View
4. Sight	d. Location

 **GAME 5: Choose Your Path (Story Puzzle)**

Rule: Read the mini-story and circle the best word.

The engineer checked the ___ (weather / whether) the system was stable.
Any minor ___ (fault / default) could cause a shutdown.
He remained ___ (calm / quite) confident about the outcome.

 **GAME 6: Speed Round – One Minute, One Choice**

Rule: Rapid fire! No discussion allowed 😊

1. Later / Latter
 2. Then / Than
 3. Farther / Further
 4. Cite / Site
 5. Borrow / Lend
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