



# WORD PUZZLES

WORKSHEET 003

## LETTER TILES

10000107 Letter Tiles

## WORD JINX

10000107 Word Jinx

### CLUES

1. Vehicle stolen at gunpoint.
2. Lightweight night garment covering the chest, shoulders and arms, usually worn by women. (3,6)
3. Treat as an insignificant human being

## CODEWORD

10000106 Codeword

## NO VOWELS

10000107 No Vowels

ACROSS	DOWN
1. DRWL	1. DN
4. PNC	2. RG
7. G	3. LVTS
8. NGV	4. PM
9. MLN	5. NLLH
10. TLNS	6. NSM
14. THSND	11. LNTC
17. BRDS	12. STBL
19. TNSY	13. RRD
20. Z	15. NL
21. DR	16. YR
22. CLV	18. SR

## LOOPER

10000107 Looper

### CLUES

1. Gleam
2. Indian antelope
3. Suitable for consumption
4. French toilet fixture
5. Gemstone
6. Revolt
7. Amusing
8. Arrogant
9. All
10. Roister
11. Apathy
12. Rot

## SCHOOL DAYS

10000106 School Day

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_



**LETTER TILES**

You have 2 rows of letter tiles each with a value much like a Scrabble set. Your task is to form a word up to 7 letters, but no less than 3 for each row using the tiles given for that row only. Add up your score as you go. Remember that you also have double, triple & quad letter bonus squares to use too if you can. Of course, your aim is to find a word that gives you the highest score from the rack of letters you've been given. Blank tiles can be used for any letter you wish, but has no score value, and of course your word must be English.

**NO VOWELS**

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**WORD JINX**

Three clues, three 9-letter answers. The answers to the clues are in the grid for you to find. You can move up, down, left, right and diagonally to spell out your answers, but the same letter cannot be used twice in any particular word. All squares must be visited at least once.

**SCHOOL DAY**

8 school subjects are hiding in the grid below. Use a line to map out each word you find and make a note of it. Your lines can cross each other, which means you're allowed to reuse letters for different words, but only once for each given word...

**CODEWORD**

No instructions should be necessary for this old favourite! Each letter used in the puzzle is assigned a unique letter, your job is to figure out what letter is assigned what number and enter every occurrence into the grid. Three letters have been given to you to start you off.

**LOOPER**

These puzzles have an 'infinite' feel to them insofar as they are a continuous loop of words and not only in one direction, but two. Should you complete this puzzle correctly, you will be able to read your answers no matter in which direction you travel the loop.