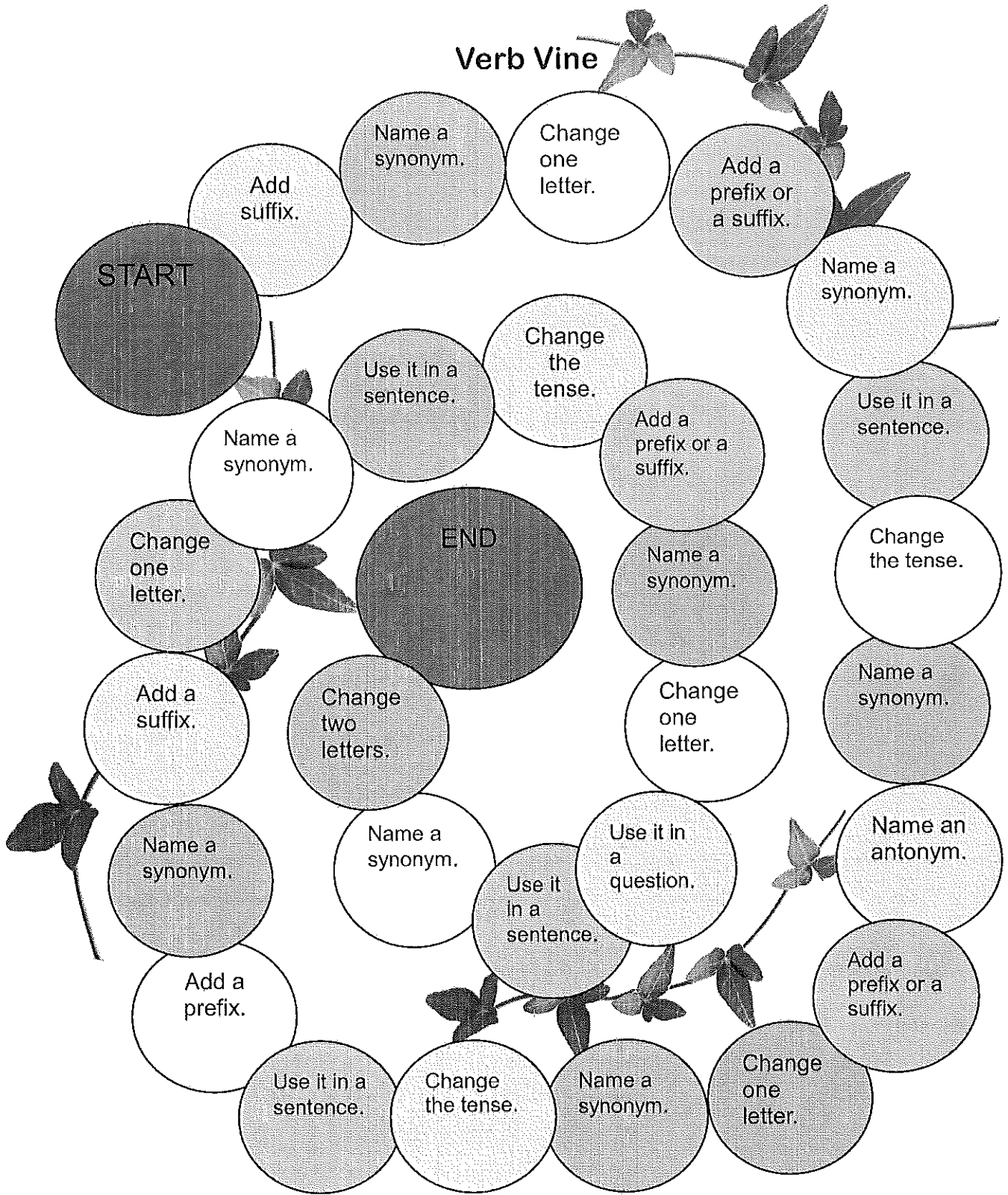


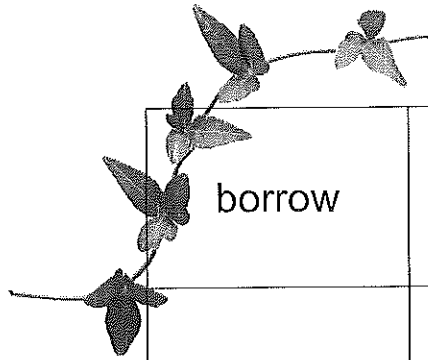
Fun Grammar Games

1. **Batter Up punctuation practice (small group or partner):** write a variety of sentences without punctuation. Gather all the balls (sentences) and create bases (1st, 2nd, third, home plate). You're the pitcher and the student is the batter. Throw the ball {sentence} to them, they catch the ball, read the sentence inside the ball, and the student must tell you whether the sentence needed a period, question mark, or exclamation mark. If they tell you the the correct punctuation, they run to first base and so forth.
2. **Knock once:** After teaching prepositional phrases, read passages or sentences and have the student knock when they hear a phrase.
Ex: Although my room in residence is small, it is very cozy. On the single bed **(knock)** under the window **(knock)** is a spread quilted by my grandmother before her death.
3. **Clumsy Clementine Bad day charades (small group):** "How did Clumsy Clementine get hurt?" Create a paragraph where each clumsy action must include a prepositional phrase such as "ran into the wall," "tripped on her/his shoelaces" or "slipped on a banana peel." Students write their paragraphs on slips of paper and fold them in half. They give their phrases to the other team, where one team member pantomimes each action for their own group to guess.
4. **Adjective Mystery Bag (partner):** After reviewing adjectives, place several mystery items in a bag (take turns with your learner). Give adjective clues that describe what is in the mystery bag.
5. **Sentence Game (small group):** Give everyone a piece of paper and sit in a circle. Have everyone write a statement about themselves or someone else in the room, and tell them not to share their statement with anyone else! Then have them fold their paper back on the line and pass their paper to the person on their left. That person will turn the paper over and read the statement the person wrote. And then they have 60 seconds to draw it. Then have them fold it over again – burrito style. They need to cover the previous sentence. And then pass it to the next person. Make sure it folds like a burrito not a fan. Then they will fold it over again – and pass it. Then a picture will be drawn of the new sentence. Continue until you reach the end. Unravel and have a good laugh! Use these papers to see what your learner needs to focus on.
6. **Go Fishing for Grammar!:** (See handout)
7. **Verb Vine:** (see handout)

Verb Vine



Verb Vine



borrow	forget	argue	crush
remind	answer	repair	wander
direct	growl	remove	explode
cough	include	follow	toil
burst	invent	freeze	gather
understand	recover	guess	manage
narrate	scrape	mention	remain
wonder	scream	serve	simmer



Go Fishing for Grammar!

Remember the classic card game favorite, Go Fish? Use this twist on it to help your child learn her grammar terms in a fun way! Make grammar cards with adjectives, verbs, adverbs, and nouns written on them and find the matches. Your child will learn to recognize the different parts of speech, practice reading and writing, and have a great time doing it!

What You Need:

- Scratch paper
- Colored pencils
- 50 index cards
- 2 pencils

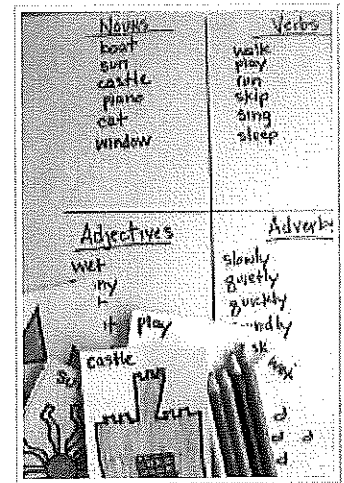
What You Do:

Prepare the cards:

1. Hand your child a pencil and a piece of scratch paper. Have him draw a line down the center, and across the center so the paper is divided into four rectangular sections.
2. At the top of one section write "Nouns". On another write "Verbs," and another "Adjectives," and finally "Adverbs."
3. Go over each grammatical term with your child. Remind him that a noun is a person, place or thing (dog, bone, sun) and an adjective is a describing word (wet, sunny, silly), a verb is an action word (run, skip, walk), and an adverb is a word that describes a verb or adjective (quickly, slowly).
4. Write down 6 words under each section. When you've finished, there should be a total of 24 words on the paper.
5. Take the index cards and write one word on two cards. Write the word in the upper-left corner and lower-right corner of both cards, leaving the middle blank.
6. Use the colored pencils to draw a picture that represents each word in the middle of the card. (For example, if the word is "run" draw a picture of a person running.)
7. Continue until you've gone through every word of each section. You will end up with 2 duplicate decks of cards (48 cards altogether). This way, you can find a match for each card.

Play the game:

1. Shuffle the cards, and then deal 7 cards to each player. Place the remaining cards in a pile between both players.
2. Any pairs of matching cards should be set aside. Players should sort their remaining cards by the four grammar sections (verb, adverb, adjective, noun).
3. To start the game, player one pick out an unmatched card of her hand. She then states whether the card is an adverb, noun, adjective, or verb so the other player can find the card quickly.
4. Player One should then ask Player Two if she has the matching word card.
5. If she has the match, Player Two hands the card over to Player One who sets the match aside and takes another turn. If Player Two doesn't have the card, she says, "Go fish!" and Player One takes a new card from the deck. Then it's Player Two's turn.
6. Continue the game until all the cards have been matched. Then each player counts the number of pairs she has. Whichever player ends up with the most pairs is the winner!



Nouns : person / place /
thing

Verbs : action word

Adjective : describing
word

Adverb : describes an
adjective

Sentence: (something about yourself or about someone in this room)

(fold back on this line)

Picture: (draw the sentence above)

(fold back on this line covering the previous sentence)

Sentence: (write a sentence describing the picture above)

(fold back on this line)

Picture: (draw the sentence above)

Sentence:

Picture:

Sentence:

Picture:

Sentence:

Picture:

Sentence: