

Look for these additional elementary-grade language arts materials:

Grammar and Vocabulary

- EI-4051 Grammar Songs (CD)
- EI-2645 GeoSafari Word Lab
- EI-1750 Word of the Week Chart Set (Grades 3-4)
- EI-1751 Word of the Week Chart Set (Grades 4-5)
- EI-1752 Word of the Week Chart Set (Grades 5-6)

...and more

Reading

Hot Dots Reading Comprehension Kits

- EI-2790 Set 1: Getting the Main Idea
- EI-2791 Set 2: Noting and Recalling Details
- EI-2792 Set 3: Drawing Conclusions/Predicting Outcomes
- EI-2793 Set 4: Using Context Clues
- EI-2794 Set 5: Finding the Sequence/Finding Cause and Effect
- EI-2795 Set 6: Making Inferences

EI-3075 Play by the Book Game

...and more

Writing

- EI-3030 Finish Lines Grade 2
- EI-3031 Finish Lines Grade 3
- EI-3032 Finish Lines Grade 4
- EI-3033 Finish Lines Grade 5

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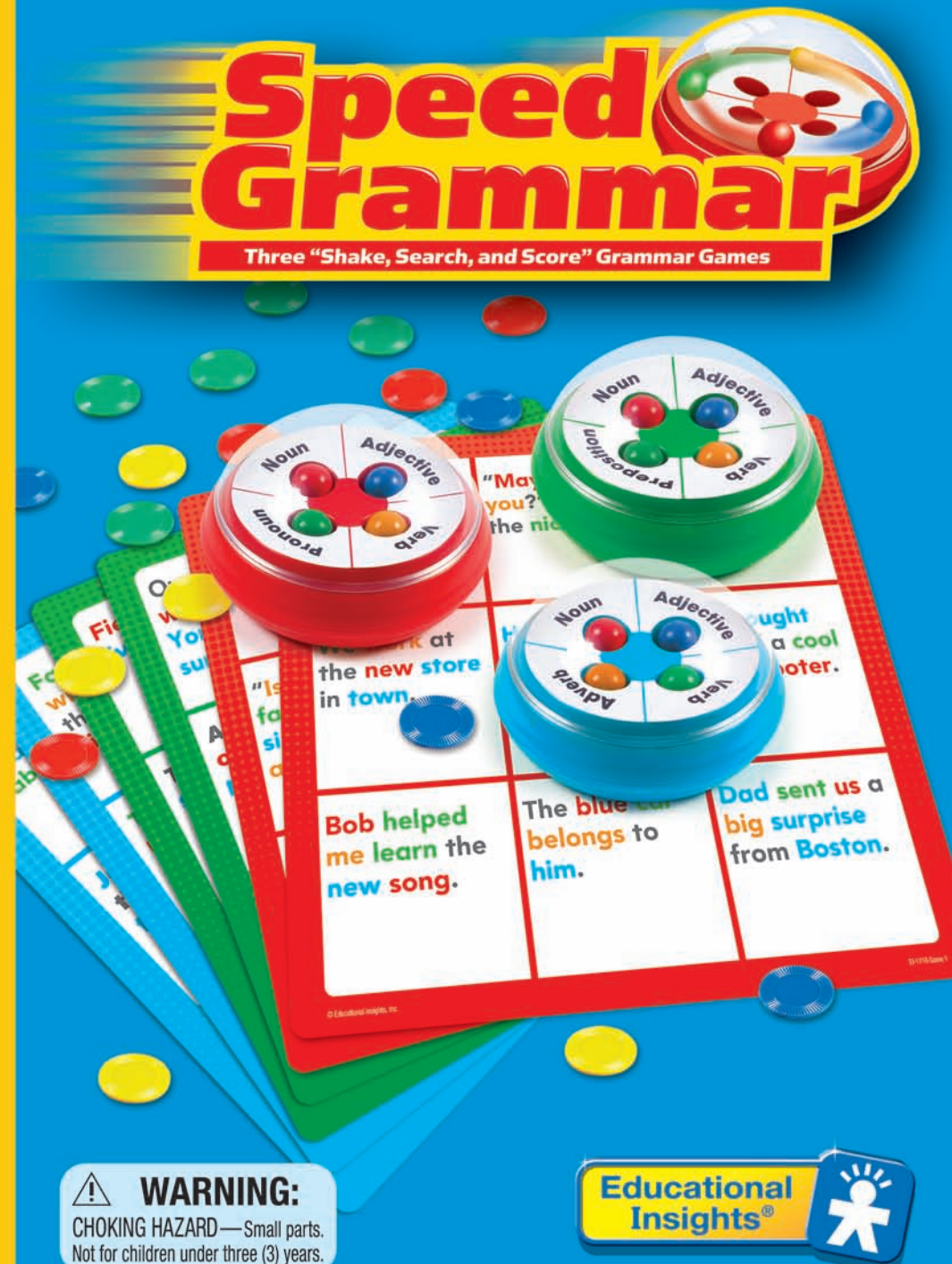
For 2-4 players per game
3 games included

EI-1716

Ages
8+
Grades
3+

Speed Grammar

Three "Shake, Search, and Score" Grammar Games



WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.



Speed Grammar

Three "Shake, Search, and Score" Grammar Games

Speed Grammar is a fun, interactive way to reinforce six important parts of speech – noun, verb, adjective, adverb, pronoun, and preposition. Three lively games allow small groups of students to practice at the same time. With colorful bingo-style cards, unique game shakers, and fast-paced game play, Speed Grammar offers a hands-on alternative to traditional grammar worksheets.

What's Included?

There are three Speed Grammar games. Each game comes with four double-sided cards and a game shaker. In Game 1, students identify nouns, verbs, adjectives, and pronouns. In Game 2, students identify nouns, verbs, adjectives, and prepositions. In Game 3, students identify nouns, verbs, adjectives, and adverbs. To make it easy to differentiate the games, all the cards in a game have the same color border. For example, all the cards in Game 1, have a red border. Each game has its own unique game shaker. The shaker for each game is the same color as the border of the cards. In addition, 50 game chips are provided.



Playing Speed Grammar

All three Speed Grammar games are played with the same rules. The following directions use Game 1: Noun, Verb, Adjective, and Pronoun as an example.

Set Up

Players place the chips in the middle of the table. Each player takes a card. Players decide who will go first.

Playing the Games

1. Player 1 shakes the game shaker. When the balls have settled into place, the player sets the shaker where all of the players can see it.
2. Players look at the colors the shaker has assigned to the parts of speech for that round. Players then race to find a sentence on their card that matches the color coding shown on the game shaker.

Players race to find a sentence with a **green** noun, **orange** verb, **red** adjective, and **blue** pronoun.



3. When a player believes he or she has found a matching color-coded sentence, he or she calls out, "Got it!" The player then reads the sentence, identifying each word in the sentence by its part of speech and color. In this example, the player would read, "The blue car belongs to him," then say, "green noun – car, orange verb – belongs, red adjective – blue, and blue pronoun – him." Note: The player may identify the words in any order he or she wishes.
4. If everyone agrees that he or she is correct, the player places a game chip on the sentence.

"I Have It, Too!"

If two players have sentences which match the color coding on the game shaker, the player who identified it first earns the game chip.

5. Play continues with players taking turns shaking the game shaker, finding the matching sentences, reading the sentences, identifying the parts of speech, and placing game chips on their cards.
6. The first player to get a row of three game chips in any direction – horizontally, vertically, or diagonally – calls out "Speed Grammar!" and is the winner.

