



GAME PLAN

BUILDING LANGUAGE SKILLS WITH GAMES



Joanna W. Kennedy

Recommended for middle school

Game Plan is a new reproducible series that teaches language arts through standards-based games. Each lesson provides information, models, and opportunities to practice and apply language skills. The first volume, *A Sourcebook for Teaching the Parts of Speech*, helps students identify and apply the eight major parts of speech and even includes Game Tools to enhance play and save teacher preparation time.

The following **adverb lesson** includes an introduction, quick practice, and game. Try it with a small group of students or the entire class. *Game Plan* can be easily incorporated into any language arts curriculum.

Three easy ways to order:

Toll free: 800.225.5750

Fax: 888.440.BOOK (2665)

Online: www.epsbooks.com

Recommended Companion Material

See our *Companion Material* recommendations on page 9 for great materials that complement *Game Plan*.



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UNIT FIVE

ADVERBS

Mini LESSON

★ **Adverbs** modify verbs, adjectives, or other adverbs. Adverbs can make your writing more precise, interesting, and dramatic by telling more about the verbs in your sentences.

When they modify verbs, adverbs usually tell how, when, or where.

Examples:

How did Josh run? He ran **quickly**.

When did Josh run? He ran **yesterday**.

Where did Josh run? He ran **away**.

When they modify adjectives, adverbs usually tell how or to what extent.

Examples:

How silly is Mr. Bernstein? He is **very** silly.

To what extent is Ms. Wynn serious? She is **too** serious.

Adverbs can also modify other adverbs by telling how or to what extent.

Examples:

How does Marc skate? He skates **very** fast.

To what extent does Anna understand German? She understands it **extremely** well.

NOTES ON ADVERBS:

- Many but not all adverbs end in *ly*.
- The words *not* and *never* are always adverbs.

Examples:

Darryl would not eat his liverwurst sandwich.
(*Not* is an adverb modifying the verb *eat*.)

My stepfather's stories are never boring.
(*Never* is an adverb modifying the adjective *boring*.)

- Many people confuse *good* and *well*. *Good* is an adjective describing a noun. (It was a good game.) *Well* is an adverb, describing a verb. (Their team played well).

QUICK PRACTICE with Adverbs

The following sentences contain adverbs that modify verbs, adjectives, or other adverbs. First, underline each adverb and draw an arrow to the word it modifies. Then, label the word it modifies with **v.** (verb), **adj.** (adjective) or **adv.** (adverb). Look closely. There may be more than one adverb in each sentence.

1. Jim walked slowly to the dentist's office.
2. Last August was dreadfully hot.
3. John drove too quickly through the parking lot.
4. The kids in that comic strip are really funny.
5. Dad plays basketball here with Mr. Yamamoto.
6. You must wash the dishes now.
7. Our cousin Dudley will be arriving quite soon.
8. Mom will be extremely proud of you when she hears you won.
9. Drew never admits he has made a mistake.
10. My aunt's baby snores so loudly.

The following sentences are missing adverbs to modify a verb, adjective, or other adverb. Supply one, then draw an arrow to the word it modifies and label it **v.**, **adj.**, or **adv.**

11. Molly was working _____ for her black belt.
12. She ate the candy _____ quickly and got a terrible stomach ache.
13. There is a huge sale at the mall, and CDs are _____ cheap.
14. "Are we there yet? Are we there yet?" Toby asked _____.
15. Our class cheered _____ when we heard the announcement.
16. We were _____ there when our car broke down.
17. Steve was _____ disappointed when his team lost the playoffs.
18. Marcy waited _____ for her friend at the movie theater.
19. Will drove his parents' new car _____ carefully around the block.
20. The bikers were _____ exhausted when they reached the end of the trail.

THE GAME PLAN for Adverbs

ADVERB HERD

Players: 2 or more

Object

Round up all the words you can by modifying them with accurate, attention-grabbing adverbs.

Materials

- An *Adverb Herd* game sheet for each player (page 66)
- Game cards (pages 67–69)
- Round Up cards (page 70)
- Paper and pencils

To Start

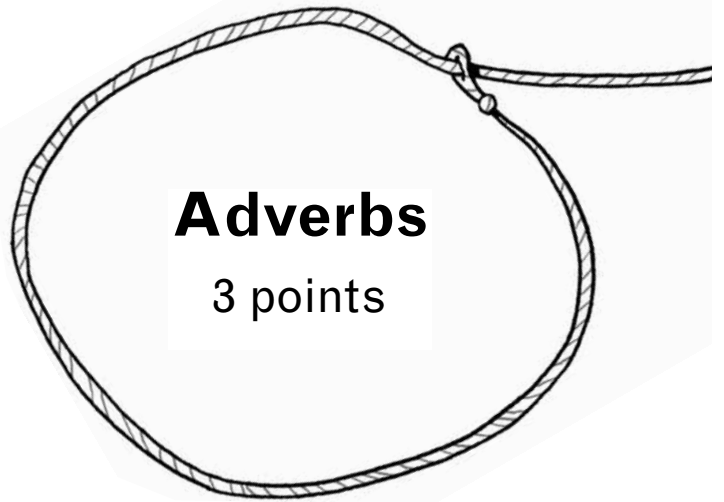
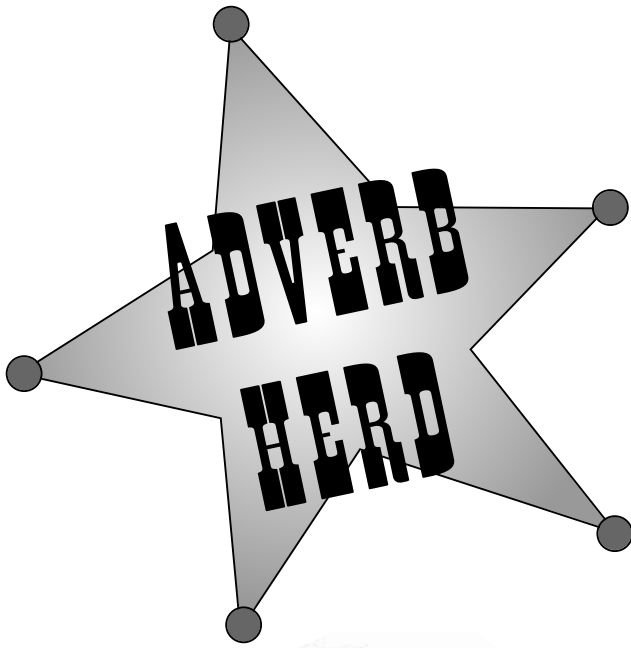
1. Cut out the Game cards and Round Up cards, shuffle them together, and place them on the table between the players.
2. To determine the starting player, each player adds together all the digits in their telephone number. The player with the greatest sum goes first.

To Play

1. The starting player draws a card.
2. If the player draws a Game card with only one word, he or she must provide an adverb to modify it. If the word is a verb, any tense may be used. (For example, if the card says *to talk*, the player may say *talking constantly*.) If the player composes a successful sentence, he or she herds the card into the correct lasso. If the word on the card is a verb, it belongs in the verb lasso. If it is an adjective, it belongs in the adjective lasso. If the word is an adverb, it belongs in the adverb lasso.
3. If the player draws a Game card with two or more words, he or she must compose an original sentence using the first word (an adverb) to modify the other (an adjective, verb, or adverb). If one of the words is a verb, any tense may be used. (If the card says *loudly, to talk*, the player may say *They were talking loudly during the entire movie*.) If the player is successful, he or she herds the card into the correct lasso.
4. If the player draws a Round Up card, he or she follows the directions on the card. Some Round Up cards should be placed in a lasso on a game sheet. If the player does not need to keep the card, it should be returned to the bottom of the pile for future use.
5. If the starting player is unable to complete the task, he or she must pass the card to the player on his or her left, who can try to do it. If this player is successful, he or she does not draw another card.
6. The game is over when all the cards have been drawn. Each player determines his or her own score by adding up the total number of points they have “herded.” (Each Verb Card earns 1 point, Adjective Card—2 points, and Adverb Card—3 points.) Players also add or subtract points from their Round Up cards. The player who has herded the most points is the winner.

Variations

1. To make this game easier, players can work collaboratively in teams of two. Two heads are better than one.
2. To make this game harder, players must compose an original sentence no matter what type of card they choose.



Adverbs

3 points



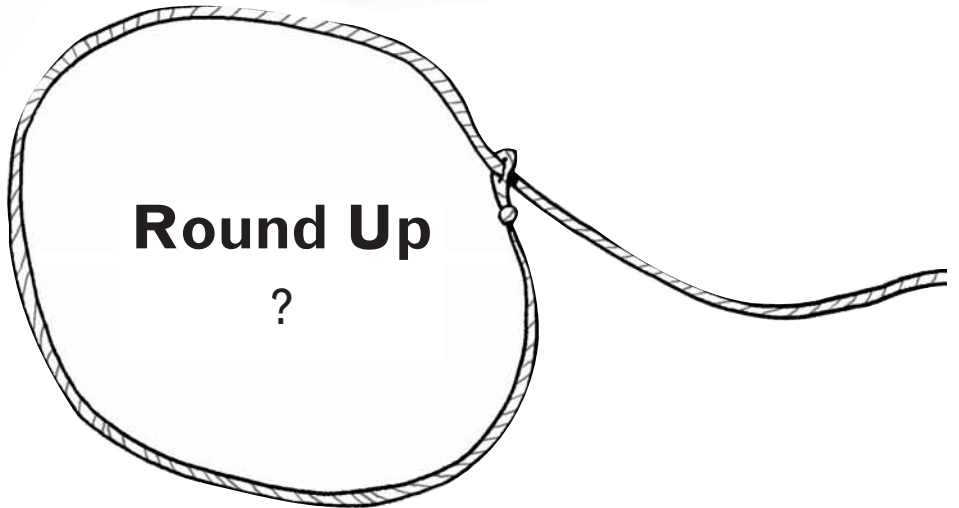
Adjectives

2 points



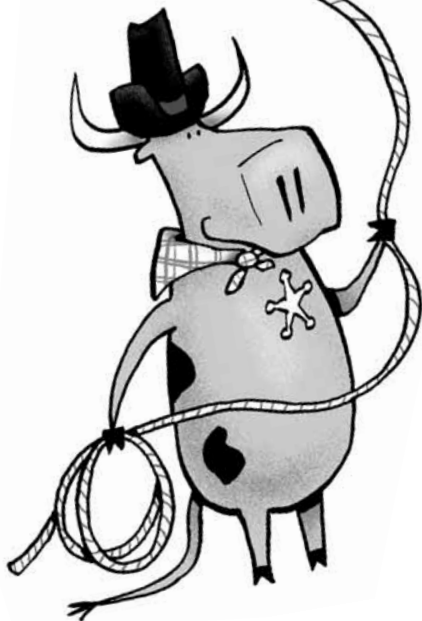
Verbs

2 points



Round Up

?



YOUR SCORE

GAME CARDS

Adverb Herd



loudly, to talk	boldly, to speak
very, powerful	terribly, sad
too, quickly	quite, easily
to exclaim	cheerfully, to laugh
extremely, amusing	rather, unexpected
too, slowly	recently
hard, to study	weakly, to cling
really, happy	fairly, heavy
speedy	amazingly, well
wildly, to scream	to fly
surprised	not, fair
so, happily	sadly

carefully, to avoid	perfectly, to understand
sickeningly, sweet	fully, prepared
challenging	stumble
yesterday, to finish	sweetly
utterly, confused	never, angry
unbelievably, fast	quite, early
to arrive	impulsively, to hug
somewhat, complicated	annoyed
so, thoroughly	almost, impatiently
firmly, to refuse	there, to put
amazingly, simple	ready
well	much, faster

ROUND UP CARDS

Keep this card. Add 1 point to your final score.	Put this card in an opponent's adjective herd. He or she will collect 2 points at the end of the game.
Keep this card. Add 2 points to your final score.	Put this card in an opponent's adverb herd. He or she will collect 3 points at the end of the game.
Keep this card. Add 3 points to your final score.	Pick the next card. If you can use the same word or words in 2 different sentences, you can add 5 points to your score.
Keep this card. Subtract 1 point from your final score.	Put this card in your verb herd. Collect 1 point at the end of the game.
Keep this card. Subtract 2 points from your final score.	Put this card in your adjective herd. Collect 2 points at the end of the game.
Keep this card. Subtract 3 points from your final score.	Put this card in your adverb herd. Collect 3 points at the end of the game.
Pick the next game card. If there is an adverb printed on it, substitute a different adverb in your sentence to earn an extra point.	If you can name 3 adverbs that tell <i>how</i> , earn 3 extra points.
Pick the next game card. If there is a verb printed on it, substitute a different verb in your sentence to earn 2 extra points.	If you can name 3 adverbs that tell <i>when</i> , earn 3 extra points.
Pick the next game card. If there is an adjective printed on it, substitute a different adjective in your sentence to earn 3 extra points.	If you can name 3 adverbs that tell <i>where</i> , earn 3 extra points.
Miss your next turn.	Put 2 cards from your verb herd in an opponent's.
Take 2 turns in a row.	Take 3 cards from an opponent's adjective herd and put them in yours.
Put this card in an opponent's verb herd. He or she will collect the point at the end of the game.	Take two cards from an opponent's adverb herd and put them in yours.

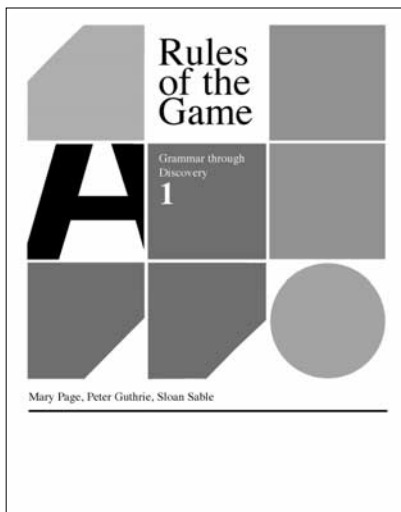
Recommended Companion Material

EPS offers a wide range of products and programs that complement the language arts activities in *Game Plan*. We recommend the following products to help students develop their grammar and language skills.

Ridgewood Grammar

Recommended for grades 3-5

Ridgewood Grammar introduces a close study of the parts of speech and the functions of parts of speech in sentences. Emphasis is on the link between grammar and clear, effective writing.



Rules of the Game: Grammar through Discovery

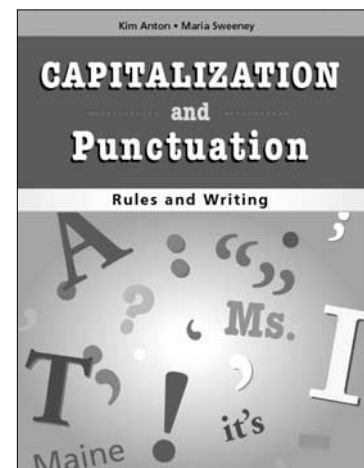
Recommended for grades 5-10

Rules of the Game is a series with both traditional and innovative grammar exercises. Students read sentences and pick out various points of grammar. They also follow sentence patterns, write their own sentences, choose effective modifiers, or combine sentences.

Capitalization and Punctuation: Rules and Writing

Recommended for grades 4-6

Capitalization and Punctuation is a handbook that teaches all the rules that students need to improve their writing skills by using correct capitalization and punctuation. It uses a variety of interesting topics from American history, contemporary novels, and science.



For more information about these series or to place an order, visit www.epsbooks.com or call 800.225.5750 to speak to a customer service representative.



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