

POS-ominoes

Learning objective: To display knowledge of parts of speech by correctly matching like words.

Game objective: To be the first player to lay down all of his/her triangles correctly.

Organization: A group of 4–5 students is best for the game, to maximize the number of turns and allow for adjudication of student answers, but you can work with a smaller or larger group, if desired.

Preparation: You can use the standard triangles provided (which include all the major parts of speech) or have the students create their own, using the triangle template provided.

Note: If the students are creating their own set of playing triangles, this step must be completed first.

Provide each student with six triangles. On each triangle are three different parts of speech, one on each edge, facing out. For example, one triangle might contain a verb, a noun and an adjective; another might have a noun, a preposition and an adverb. The number of parts of speech you choose to include is your choice, based on the level of your students.

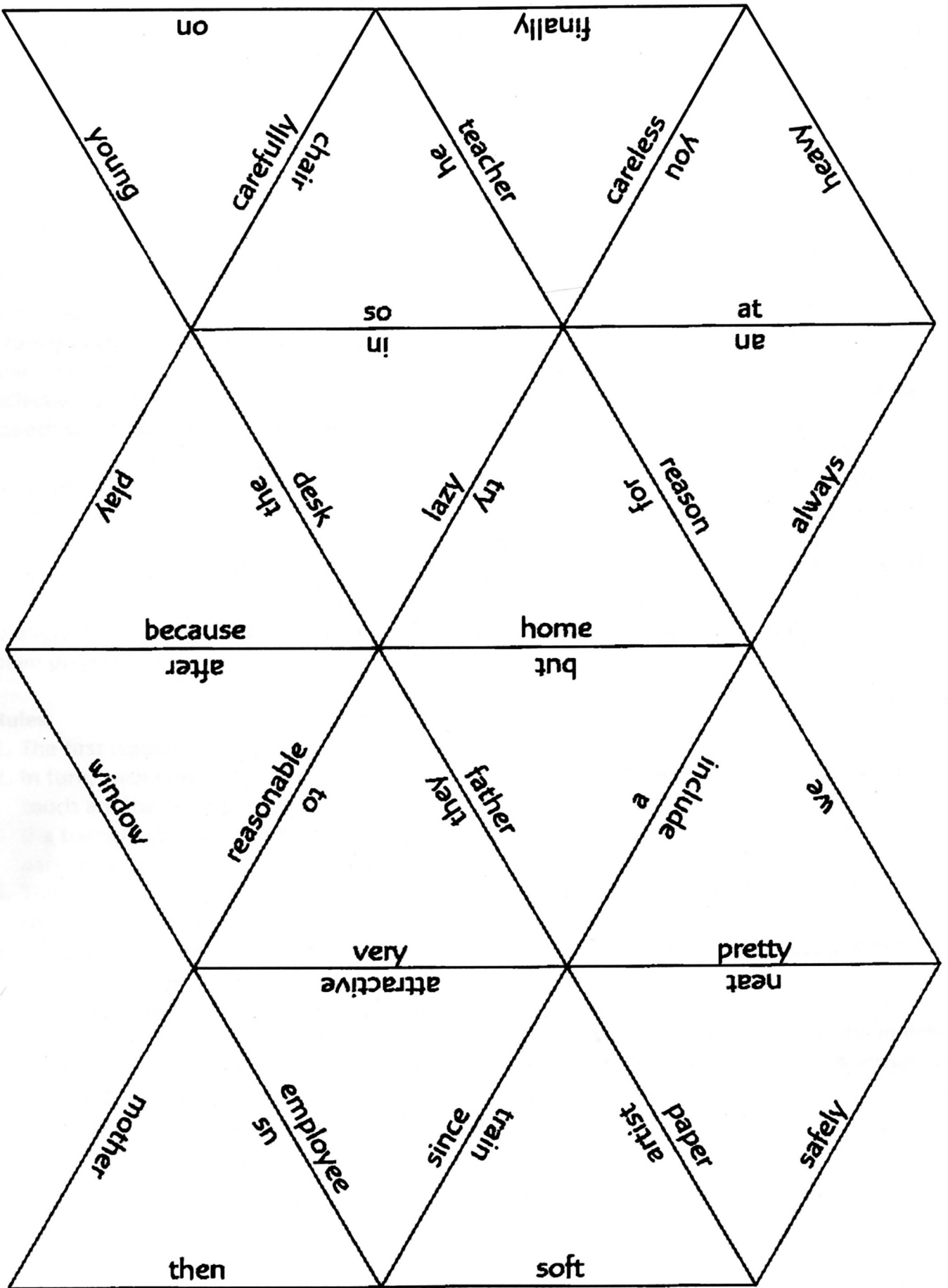
Description of the game: The students sit in a circle. Each student has six triangles, with a different part of speech written along each edge. In turn, the students lay down triangles, matching the parts of speech that touch. A noun can be laid next to another noun, a verb to a verb, etc. A triangle can only be inserted into a spot touching two or more sides if the matches are correct on all sides. A match can be challenged by another student; if it is incorrect, the triangle is withdrawn and play passes to the next student. Play continues until all triangles have been played.

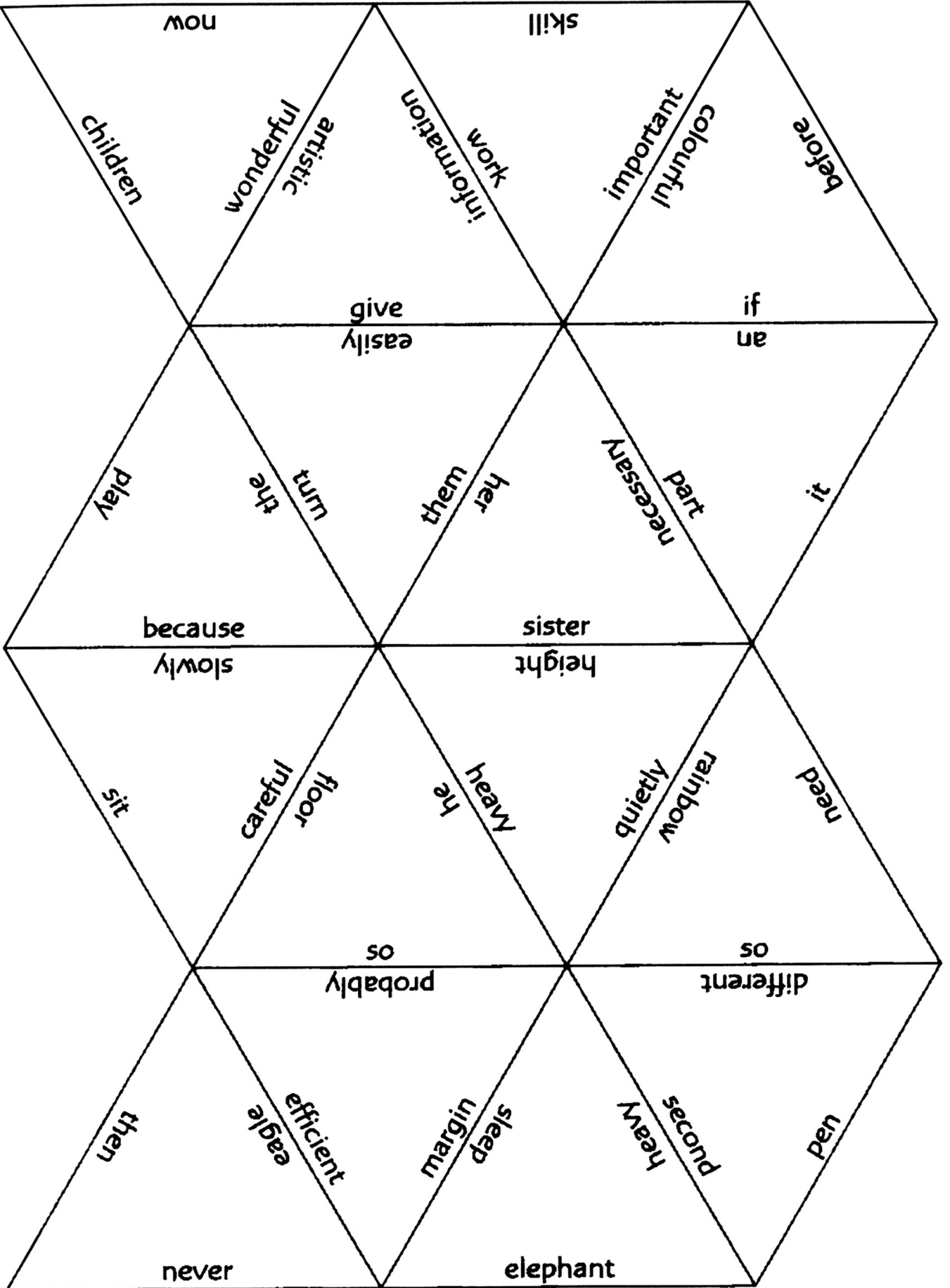
Rules:

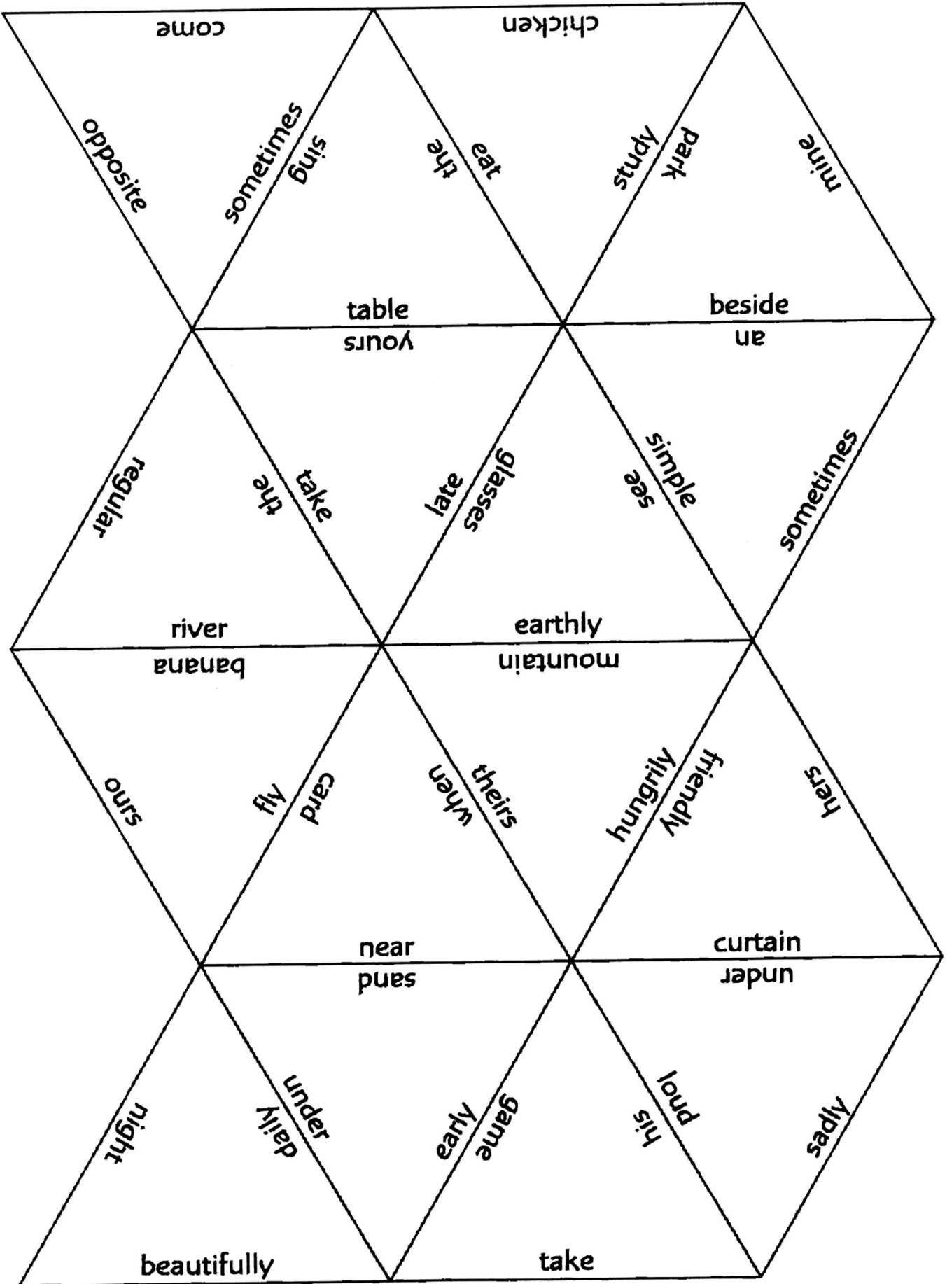
1. The first student to play lays down any triangle.
2. In turn, each player lays down a triangle against the existing triangles so that the words that touch are the same part of speech.
3. If a triangle touches more than one other triangle, all the touching words must be identical parts of speech.
4. The other players judge the correctness of the match in the triangle placement. (The teacher can judge, if necessary.)
5. If a placement is incorrect, the student withdraws the played triangle, and play passes to the next student.
6. Play continues until the last triangle is played.
7. When all the groups are finished, groups change places and each group reviews the matches made by another group. If they find errors, any triangles following from wrong matches are removed from the game.
8. The group with the fewest removed triangles is the winner.

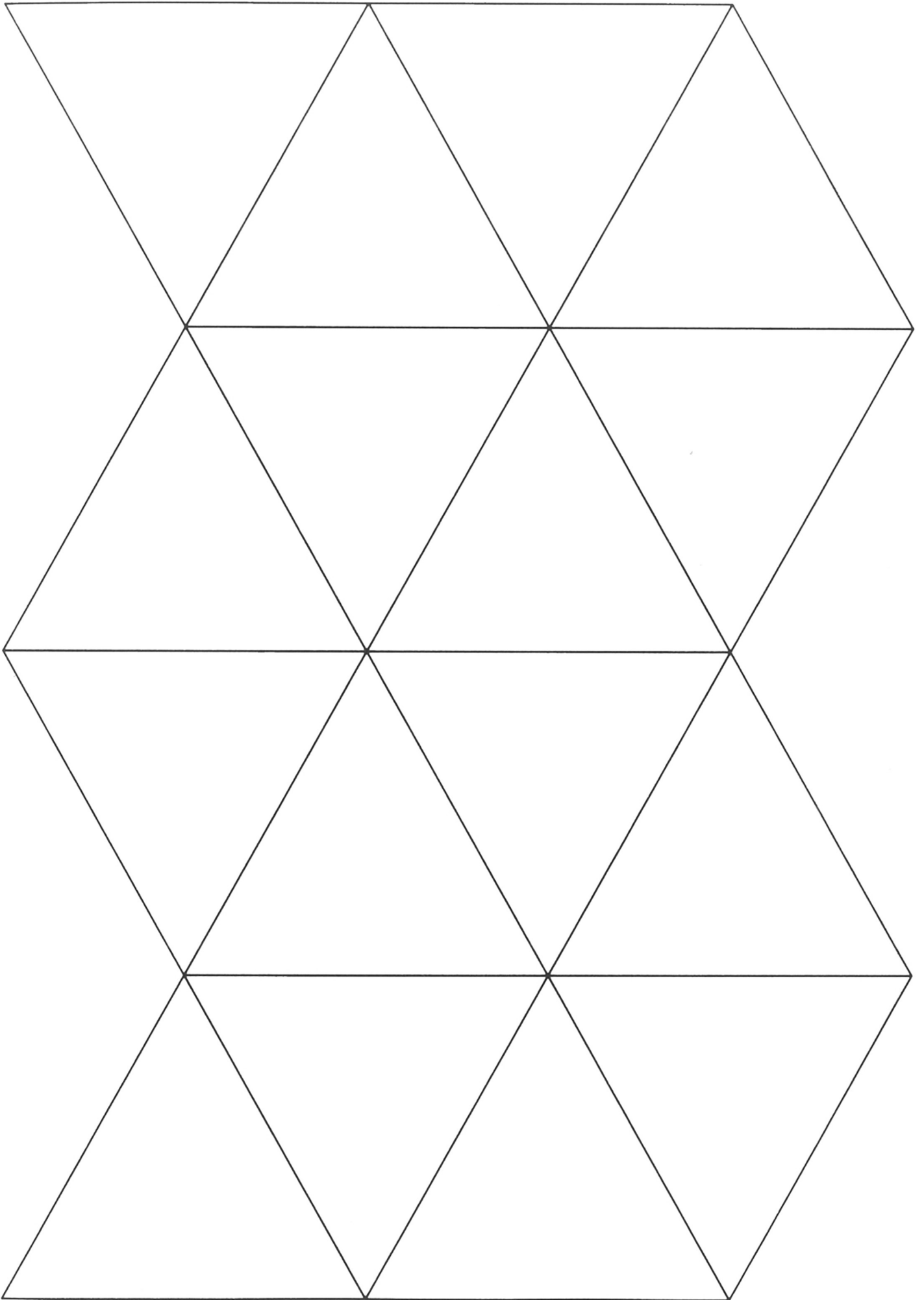
Variations:

- You can restrict the parts of speech used in the game.
- You can either make triangles with a restricted number of parts of speech or have the students create their own set, based on their level and ability.









Picking Parts of Speech

Learning objective: To recognize the part of speech of a word based on common suffixes.

Game objective: To claim the most boxes on the board by correctly identifying the part of speech of words.

Organization: Played in pairs or small groups of 2–4 students.

Preparation:

1. Copy a board for each group.
2. Provide a die for each group.

Description of the game: Students take turns rolling a die. If the die shows 1 or 4, the student can claim any unclaimed box with a noun. If the die shows 2 or 5, the student can claim any unclaimed box with an adjective. If the die shows 3 or 6, the student can claim any unclaimed box with an adverb. A student claims a box by correctly identifying a word on the board with the part of speech required and writing his/her name in the space with the correct part of speech. After all the boxes have been claimed, count up the names in the boxes. The person with the most boxes wins.

Rules:

1. If you think another student's choice is incorrect, challenge him/her.
2. If the player is wrong about the part of speech, no student may write his/her name in that box in this turn, and the first student may not choose another box. The turn is finished and the next player rolls.
3. If the student rolling the die cannot find any more boxes with the part of speech needed, the turn is finished and the next student rolls.

Variation:

- A blank board is provided to write words containing the suffixes you have studied in class.

Picking Parts of Speech

nation	usually	painless	actor	observant	quickly
carefully	capable	always	experiment	entrance	edible
efficient	operator	distant	probably	seasonal	discussion
often	reliable	easily	optimist	essence	never
sadness	transition	happily	reasonable	worker	possible
important	ornament	bravely	laziness	completely	careful

1. Take turns rolling a die. If the die shows 1 or 4, you can win any unmarked box with a noun. If the die shows 2 or 5, you can win any unmarked box with an adjective. If the die shows 3 or 6, you can win any unmarked box with an adverb.



noun



adjective



adverb



2. Write your name in every box you win.

3. If you are wrong about the part of speech, you cannot write your name in the box, or any other box. Your turn is finished.

4. The player with the most boxes wins.

