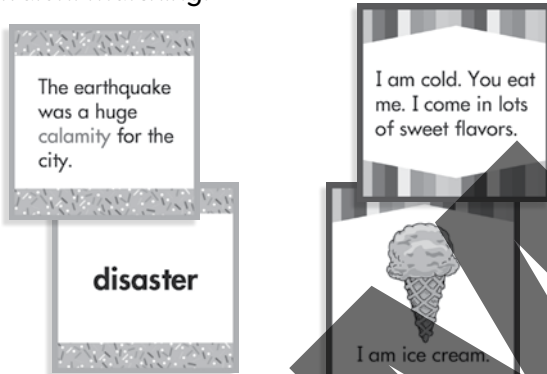


Table of Contents

Introduction	3
Getting Started	
Preparing Game Materials	4
Game Play	4
Tips for Trouble-Free Game Play	5
Additional Uses for Games	5
Reproducibles	
Main Idea and Details	6
Cause and Effect	7
Context Clues #1	8
Context Clues #2	9
Making Inferences	10
Drawing Conclusions	11
Compare and Contrast	12
Analogies	13
Idioms	14
Metaphors	15
Blank Game Template	16
Card Stock Game Cards	
Main Idea and Details	17
Cause and Effect	21
Context Clues #1	25
Context Clues #2	29
Making Inferences	33
Drawing Conclusions	37
Compare and Contrast	41
Analogies	45
Idioms	49
Metaphors	53

Introduction

Language Games Galore! Comprehension and Critical Thinking contains 10 ready-to-use games and 10 reproducible activity pages that teach and reinforce essential language arts skills. The activities in this resource have been designed to allow you to differentiate for the varying ability levels of your students. Like the classic memory match game, the objective is to find the most pairs of matching cards using visual recall. This game supports standards-based skills that require equivalent matching.



A variety of reproducible pages have been provided for students to reinforce the skills practiced in the games. Use these pages as review, as homework, or as written assessment tools. Show children's work to parents during conferences, or send their work home for parents to use in supporting their children's learning.

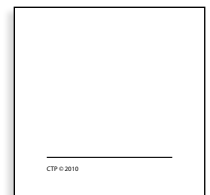
Students are provided practice in the following skills:

- Identifying the main idea and the details that support it
- Recognizing cause and effect relationships
- Using context clues to determine the meaning of words and phrases
- Making inferences and drawing conclusions
- Comparing and contrasting
- Understanding analogies, idioms, and metaphors

The games include several features designed for both successful and meaningful independent use. Every game plays by an identical set of rules and directions. Once students learn how to play one game, they have learned how to play all 10 games. Another feature that promotes autonomy is the easy-to-use answer key card included with every game. This self-check tool allows students to compare their cards against possible matching pairs. The answer key card becomes the game's teacher. It ensures that students are learning correct information, and it eliminates the troubles that come from guessing. Lastly, the back of each game card includes a solid line to indicate the bottom edge. This facilitates game setup and helps prevent students from reading the cards upside down or sideways.

Analogies				
banana is to yellow	big is to small	bread is to eat	cat is to meow	cold is to freezing
cherry is to red	tall is to short	milk is to drink	dog is to bark	hot is to scorching
earth is to sphere	fish is to swim	lose is to lost	teacher is to classroom	toe is to foot
can is to cylinder	rabbit is to hop	take is to took	doctor is to hospital	finger is to hand

answer key



back of game card

Begin using *Language Games Galore!*

Comprehension and Critical Thinking today.

The ready-to-use card stock game cards and answer key cards require minimal preparation. Once introduced, the materials store easily and travel anywhere students need them. Get children excited about language arts with the activities in this resource.

Getting Started

Preparing Game Materials

1. Copy card stock game cards and answer key cards if multiple copies of the same game are needed.
2. Pull out the colored card stock game cards. Separate the pieces along the perforated lines.
3. Laminate the answer key cards and the game cards for durability.
4. Attach the answer key card to a sandwich-size plastic bag or small manila envelope, and place the game cards inside.
5. Store the games in a plastic or cardboard shoe box.

Game Play:

Number of Players: 1–3

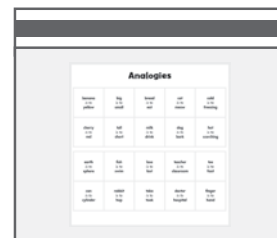
Objective:

- 1 player: Match all pairs of cards in the fewest number of turns.
2–3 players: Find the most pairs of matching cards.

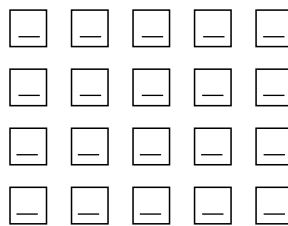
Game Directions:

1. Determine which player goes first.
2. Player 1 turns over two cards image-side up, allowing the other player(s) to see. Have students consult the answer key if they are not sure if a pair matches.
 - A. If the cards match: Player 1 removes the cards and places them faceup in his or her designated pile area. This helps to avoid accidental re-inclusion with the cards still in play, and it leaves two vacant spots in the field of unmatched cards.
 - B. If the cards do not match: Player 1 returns them to their facedown positions.
3. Player 2 turns over two cards, following steps A and B outlined above.
Note: Students do not continue with their turn if they make a match. This assures equal playing/learning time and creates less confusion.
4. Repeat until all 10 pairs are matched. The player with the most pairs of matching cards wins.
5. The player with the fewest matching cards starts the next game. Or in the event of a tie, the player who started the game will go last in the next game.
6. When game time has ended, have players gather the cards, place them in the plastic bag or manila envelope, and return them to the storage container.

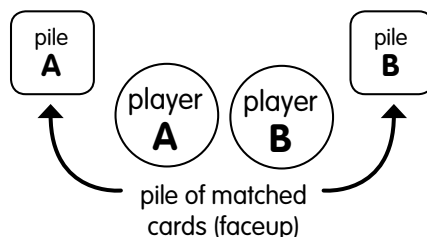
Game Setup



plastic bag or manila envelope with answer key



game cards (facedown)



Tips for Trouble-Free Game Play

- Choose from one of the following methods for determining who starts the first game: alphabetical order by first or last name, youngest player, or player with the closest birthday. Thereafter, have the player with the fewest matching cards start the next game.
- Teach good sportsmanship: Remind students to wait their turn, play fair, and shake hands and/or say “good game” after each game.
- Teach quiet game play: Encourage students to be respectful of others by using quiet voices.
- Teach game organization: Have students maintain a 5 x 4 game card layout, keep unmatched cards in their original positions, keep matched cards faceup, and follow cleanup procedures.
- Create a game grid mat (similar to the game cards layout shown in the diagram on page 4) on poster board or a large sheet of construction paper to facilitate the setup of the game cards.

Additional Uses for Games

Use the game pieces in the following ways:

- As a transition or time-filling activity (Randomly pass out one card to each student, and have students find their matching partners to demonstrate their understanding of a concept.)
- As a method of selecting classroom partners
- To play classic card games like Go Fish and War
- As flash cards for review by individual students or small groups
- To play Around the World

Use the complete games for the following:

- To support the home-school connection by assigning games for homework
- To play with an older buddy class
- To make teacher-created or student-created games for themes or different skills practice using the Blank Game Template on page 16 (For example, for student-created gifts, have students make matching pictures or words about their moms for Mother’s Day. Use stickers for quick game enhancement.)
- As an indoor recess activity
- To play during a reading night event

Main Idea and Details

Draw a line through the details that do **not** give information about the main idea.

- ❶ **Main Idea:** Spring is a season of growth.

Details: Baby animals are born.

Children play in the park.

Flowering plants bloom during spring.

Trees grow new leaves.



- ❷ **Main Idea:** My favorite sport is baseball.

Details: It's a game played by two teams.

You need a bat, a baseball, and a glove to play.

My team lost its first game.

It is played on a field with four bases.



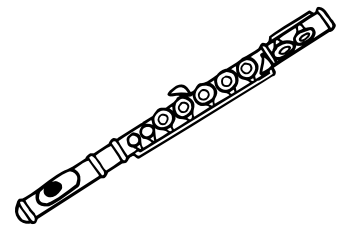
- ❸ **Main Idea:** A flute is a musical instrument.

Details: It is part of the woodwind family.

A flute is played by blowing air into an opening.

The flute is one of the earliest known instruments.

Dan plays the piano.



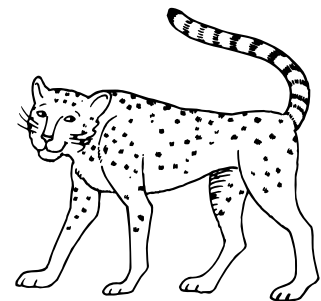
- ❹ **Main Idea:** Cheetahs are interesting animals.

Details: Their spotted coats help hide them when they hunt.

Cheetahs are the fastest animals on land.

We read a book about cheetahs.

When cheetahs run, they use their tails to help them steer.



Cause and Effect

Write the letter of each effect beside its matching cause.

Cause

- 1 ____ The baby was crying.
- 2 ____ There was a huge storm.
- 3 ____ Jenny stayed up too late.
- 4 ____ The gate was left open.
- 5 ____ I planted some seeds.

Effect

- a. The dog escaped.
- b. Flowers grew.
- c. Mom fed him.
- d. She fell asleep in class.
- e. The streets flooded.

Circle the letter of the more likely cause for each effect.

Effect

- 6 I missed the bus this morning because...
- 7 I cannot ride my bike because...
- 8 The girl's ice cream was melting because...
- 9 The little boy wanted a bandage because...
- 10 He tripped and fell to the ground because...

Cause

- a. I ate a pancake for breakfast.
- b. I forgot to set my alarm clock.
- a. the street is too curvy.
- b. it has a flat tire.
- a. it was very hot outside.
- b. it was chocolate flavored.
- a. he thought it was a sticker.
- b. he scraped his knee.
- a. his shoes were very old.
- b. he forgot to tie his shoes.

Main Idea and Details

Main Idea	Main Idea	Main Idea	Main Idea	Main Idea
Basketball is a popular sport in America.	Suzy is my best friend.	A bicycle is a type of vehicle.	I'm having a birthday party this weekend.	Blue whales live in the ocean.
Details	Details	Details	Details	Details
Players toss a ball into a hoop. Five players are on each team.	She is always nice to me. We have lots of fun together.	It has two wheels. You must pedal it to go forward.	All of my friends are coming. There will be a big cake.	They are the world's largest animals. They eat mostly krill.

Main Idea	Main Idea	Main Idea	Main Idea	Main Idea
Fireflies are interesting insects.	Animals live in different layers of the rain forest.	Skyscrapers are tall buildings.	The sun is a star.	Vegetables are good for you.
Details	Details	Details	Details	Details
They are winged beetles. Their bodies produce light.	Monkeys live in the canopy. Insects are found in the understory.	Some are over 1,000 feet tall! They must be built on very sturdy foundations.	It is made out of hot gases. It produces energy.	They are usually low in fat. They provide great nutrition.

Main Idea

Basketball is a popular sport in America.

Details

Players toss a ball into a hoop. Five players are on each team.

Main Idea

Suzy is my best friend.

Main Idea

A bicycle is a type of vehicle.

Main Idea

I'm having a birthday party this weekend.

Details

She is always nice to me. We have lots of fun together.

Details

It has two wheels. You must pedal it to go forward.

Details

All of my friends are coming. There will be a big cake.

Main Idea

Blue whales live in the ocean.

Main Idea

Fireflies are interesting insects.

Main Idea

Animals live in different layers of the rain forest.

Details

They are the world's largest animals. They eat mostly krill.

Details

They are winged beetles. Their bodies produce light.

Details

Monkeys live in the canopy. Insects are found in the understory.

Main Idea

Skyscrapers are tall buildings.

Main Idea

The sun is a star.

Main Idea

Vegetables are good for you.

Details

Some are over 1,000 feet tall! They must be built on very sturdy foundations.

Details

It is made out of hot gases. It produces energy.

Details

They are usually low in fat. They provide great nutrition.