

Classroom Clues

Objective

To use and identify adjectives and adverbs

Players

Any even number

You will need

- Paper and pencil for each player
- Score sheet like the one shown for each pair



Before playing

- Each student secretly identifies a classroom object and writes three sentences that are clues to the name and location of the object. Each clue must include at least one adjective or adverb. The clues should describe the object, describe where the object is in the classroom, and tell what the object does or how it is used.
- Players organize into pairs, and each pair decides who will be Player 1 and who will be Player 2.

How to play

1. Player 1 reads his or her clues one at a time, and Player 2 identifies the modifiers in each sentence.

Player 2 gets one chance to guess the location of the object. Player 1 records one extra point for Player 2 if the answer is correct. This is the end of Round 1.
2. If Player 2 correctly identifies a modifier, Player 1 records one point for Player 2 and writes down the modifier. Players settle disputes by checking a dictionary or asking the teacher.
3. After Player 1 has read all three clues, Player 2 gets one chance to name the object. Player 2 records one extra point for Player 2 if the answer is correct. Then

4. Players switch roles and play Round 2, with Player 2 giving the clues.

5. After Round 2, players create new clues and play two more rounds.

Scoring

After a total of four rounds, the player with more points wins.

Round	Player 1	Player 2	Modifiers	Extra Points
1	IIII		the, small, black	1 – named stapler
2		### II	a, smoothly, the, bright, yellow	2 – named highlighter and named location on overhead projector
3				
4				