

# Clause Exchange

## Objective

To compose and punctuate sentences with dependent adjective, adverb, noun, essential, and nonessential clauses

## Players

Any number, divided into groups of at least 5

## Materials

Timer (a clock or watch will do), 6 sheets of chart paper for each group, marker for each group, play money—\$5 bills



## Before playing

- Players choose one person to be timer and judge and another to be the banker.
- Players divide into groups.
- Each group chooses a bookkeeper (writer), a broker (speaker).
- Each group gets \$20 (in \$5s) to start with. The banker holds the rest of the money.

## How to play

1. To begin each round, the judge names the type of dependent clause that each group must use in sentences. The types are: adjective, adverb, noun, essential, and nonessential clauses. For example, if the judge says *adjective clause*, groups have ten minutes to compose as many sentences as they can that include dependent adjective clauses. The bookkeeper for each group writes the sentences on chart paper and underlines each adjective clause.
2. Groups must work quietly to keep the other groups from overhearing their ideas. Groups can use sentences that they overhear, but they cannot walk around to look at other the charts of other groups.
3. The judge calls *time* when five minutes have passed. Each broker “sells” his or her group’s sentences by holding up the group’s list and reading the sentences.
4. Groups may challenge the correctness of sentences by saying *We don’t buy it*. The judge decides whether the sentence is correct, with help from the teacher if needed. If the group that wrote the sentence made a mistake, the group pays the challenger \$5. If the challenger made a mistake, the challenging group pays \$5 to the group that wrote the sentence.
5. Each correct sentence on a group’s list is worth \$5. The banker pays each group for its sentences.
6. The game continues when the judge calls out the next type of dependent clause, such as *nonessential clause*, and sets the timer. The groups play six rounds, one for each type of clause.

## Scoring

After all six rounds have been played, the group with more money wins.