alvin
THE STORYTELLER

SENTENCE MAKING

5 GAMES · PRINT AND PLAY

Five short games.

Every one of them ends in a sentence.

SENTENCE MAKING

Alvin the Storyteller · Chennai, India · alvinthestoryteller.com

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HOW TO PLAY

1

Five games, five pages.

Each one is a different way into the same skill.

2

Most of them are timed.

Alvin sets five minutes. A timer turns practice into a race.

3

Say it, then write it.

Every game ends with a sentence of the child's own.

4

Play them in any order.

They do not build on each other.

A note for grown-ups

Let the child say the sentence out loud before writing it. Speaking it first makes the writing easier.

MAKE FUN SENTENCES

The subject and object are given. Without using the verb shown, make your own sentence. Be creative - that is where the fun lies.

Monkey	DO NOT USE THE VERB **EAT**	Banana
Elephant	DO NOT USE THE VERB **KICK**	Football
Two girls	DO NOT USE THE VERB **PLAY**	Guitar
Santa	DO NOT USE THE VERB **TAKE**	Camera

SIX SENTENCES

Make six sentences that all end with the same word.

Make 6 sentences ending with the word

TIME

EXAMPLE SENTENCES

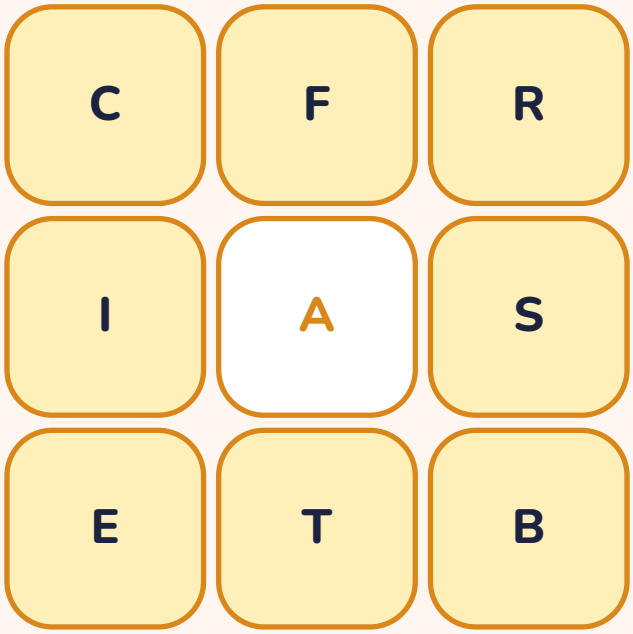
1. The magazine I love is 'Time'.
2. You will not win this time.
3. I am learning how to use my time.

YOUR SIX

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Rules to play: set a timer for 5 minutes and finish before it rings.

FIND WORDS! MAKE SENTENCES!



Find as many words as possible, with two conditions. 1. 'A' must be in all your words. 2. You can use each letter only once in a word. Then use the words to make your own sentences.

SENTENCE MAKING GAME

Make sentences in the order 1 - 2 - 3 - 4, using the word under each number.

1	2	3	4
SONG	SUN	PEACOCK	SNAKE

Time limit: 5 minutes. Objective: make as many sentences as possible. Once the timer starts, make sentences in the order 1 - 2 - 3 - 4. If there is still time, go round again. Each sentence carries one point. Play it as a family - most sentences wins.

SENTENCE GAME

Two fish meet after several years. Complete the conversation.

FISH 1 _____

_____ **FISH 2**

FISH 1 _____

_____ **FISH 2**

FISH 1 _____

_____ **FISH 2**