

Scope and Sequence of Skills

(continued)

Sentences

Cards 60–61 Complete sentences and sentence fragments

Cards 62–63 Subjects and Predicates

Parts of Speech

Cards 64–69 Nouns and verbs

Cards 70–73 Adverbs and adjectives

Usage

Cards 74–77 Verb tense - regular verbs

Cards 78–81 Verb tense - irregular verbs

Cards 82–89 Subject-verb agreement

Cards 90–94 Comparatives

Cards 95–97 Subject pronouns

Cards 98–100 Object pronouns



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RISQUE D'ÉTOUFFEMENT. Petites pièces.
Interdit aux enfants en dessous de 3 ans.

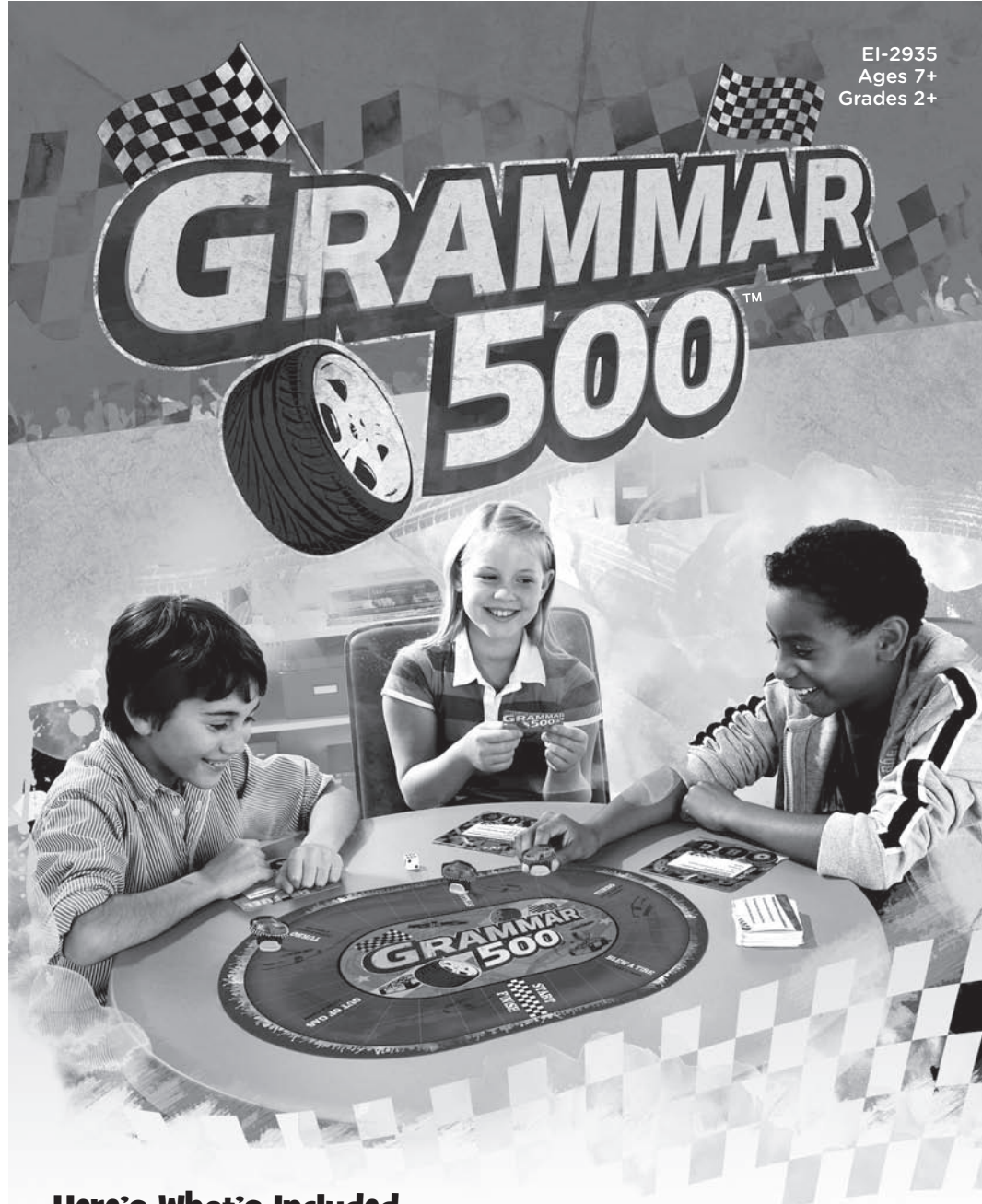
ERSTICKUNGSGEFAHR. Kleine Teile. Nicht geeignet
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EI-2935
Ages 7+
Grades 2+

Here's What's Included

- Game board
- 100 Self-checking question cards
- 4 "Pit stop" answer cards
- 4 Tire answer markers
- 4 Race car game pawns and stands
- Die
- Teacher's Guide

 **WARNING:**
CHOKING HAZARD—Small parts.
Not for children under three (3) years.

Students will be on track toward championship grammar skills with Grammar 500™! See the Scope and Sequence of Skills in this guide for a detailed summary of the skills students will review.

Object of the Game

Players race around the track by correctly answering questions on the cards. The first player to cross the finish line is the winner.

Start Your Engines!

- Each player chooses a race car pawn and places it in its stand. Players put their race cars on *Start*.
- Players take a “pit stop” answer card and tire answer marker.
- One person shuffles the question cards and deals ten cards to each player. Place the remaining cards in a stack with the question side face up. Players draw from the stack if they run out of cards before the game is over.
- Players stack their cards on their pit stop with the question side face up.

GO!

1. One player calls “Go.”
2. All players read their top card silently.
3. Players put a tire on the A, B, or C spot on their pit stop to choose their answer.
4. Players take turns reading their questions aloud and checking the backs of their cards for the answer and a brief explanation of why it is correct.
5. When all players have answered, a player rolls the die. (Players can take turns rolling the die.)



Players who answered correctly, move ahead on the game board the number of spaces that were rolled on the die.

Players who answered incorrectly, do not move.

Differentiated Instruction

Direct players to put aside incorrectly answered question cards. Use the cards to inform differentiated skill review.

6. Play continues, with players taking turns calling “Go” and rolling the die.

SPECIAL SPACES

When a player lands on one of the specially marked spaces, he or she follows the direction on the space—either zooming ahead or falling back.

The WINNER!

The first player to circle the track and whiz across the finish line is the winner!

Variation

Grammar 500™ can also be played like a traditional board game. Stack the cards in the center of the game board question side face up. Players take turns drawing a card, reading it aloud, saying the answer, and checking it on the back of the card. If they are correct, they roll the die and move on the board. The first player to cross the finish line wins. The pit stop cards and tire markers are not used in this game variation.

Scope and Sequence of Skills

Capitalization

Cards 1-5	Names and titles of people
Cards 6-9	Names of days, months, and holidays
Cards 10-19	Names of places and regions
Cards 20-21	Book titles
Cards 22-23	First word in a quotation

Punctuation

Cards 24-26	End punctuation
Cards 27-28	Comma - dates
Cards 29-30	Period - initials and abbreviations
Cards 31-34	Comma - separate items in a series
Cards 35-36	Comma - between city and state
Cards 37-40	Comma - in quotations and direct address
Cards 41-42	Apostrophe - contractions
Cards 43-48	Apostrophe - possessive forms
Cards 49-50	Underlining of book titles
Cards 51-53	Quotation marks - direct quotations
Cards 54-55	Quotation marks - titles of songs and poems
Cards 56-59	Colon - telling time, introducing a list

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