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10

Reading Comprehension Card Games

**Reproducible, Easy-to-Play Card and Board Games That Boost
Kids' Reading Skills — and Help Them Succeed on Tests**



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Teaching
Resources

Dedication

These games are dedicated to:

all the children who worked with me over the
past 20 years to acquire good comprehension skills;

my three grandchildren—Katie, Sam, and Jake—
who played these games with me just for the fun of it;

the teachers, tutors, and parents dedicated to helping
every student achieve to the highest;

Andrea and Mark for their patient and indispensable computer tutoring;

and, of course, to Jack, for his patience, advice, and encouragement.

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Introduction

Everyone agrees that the best way to build children’s reading comprehension is to have them read, read, read. But that doesn’t mean it’s the only way. Enter **10 Reading Comprehension Card Games!** The games in this book help boost and reinforce essential reading skills—by giving students the kind of practice they’ll enjoy doing over and over again.

As students play these super-fun games, they gain an understanding of main idea and plot, making inferences, sequencing, logical reasoning, drawing conclusions, cause and effect, and much more. Honing these skills leads to better comprehension, which is the cornerstone of successful reading, understanding, and studying skills.

Setting Up the Games

Most of the games require nothing more than the cards provided. Simply photocopy the game cards on cardstock, cut them apart, and store them in a plastic zipper bag along with a copy of the game instructions. Label the bag with the name of the game and store the bag in a filing box for easy access.

For a slightly more competitive twist, we also provide two generic game boards that can be used with any of the card games. Let students decide which game board to use for a particular game. (You might even invite students to create their own game boards.) Photocopy the game boards on regular copy paper then glue the pages to the inside of a manila folder, carefully aligning both sides of the game board. You could also photocopy the game board on cardstock and tape the two sides together. Consider laminating the game boards or covering them with clear plastic to keep them clean and sturdy for repeated use.



Playing the Games

The games in this book are designed for two to four players. A few can also be played at the board in a whole-class setting or in teams. You may want to establish some simple rules when you first introduce the games to avoid potential conflicts later on. For example, a quick solution to the question of who goes first is to have the youngest player always go first in a game, then play can move in a clockwise direction. A more traditional method would be to have players throw a number cube (or die) and the player with the highest number goes first. Then play continues in a clockwise direction.

Students might also play a game as “solitaire.” In this case, the player writes the answers on a sheet of paper and hands it to you when he or she is finished. This could serve as an assessment tool to give you insight into the student’s understanding.

Consider making the games part of the reading center or offering them as a choice during free time. You might also select a game to play with small reading groups, supervising the game to ensure appropriate answers. (Most of the games are open-ended and don’t require exact answers. We provide possible answers for most games at the back of this book. You can photocopy the answer keys and give them to players to use for reference. Remind students that these are only possible answers. Accept any reasonable answers as long as players can justify them.)

Perhaps more effective than any of these options is to play the games in a one-on-one setting with an adult and a student, especially if the student needs extra help in any of the reading skills. A parent, teacher, or tutor can model more precise or interesting answers than peers might. Consider sending home copies of the games so students can play them with their families—another great way to strengthen the home–school connection.

However you decide to use the games in this book, they’re sure to provide lots of fun and learning. Enjoy!

What's What?

Given four words, players name the category in which they belong. In some cases, there may be more than one correct answer.

Objective

To help students understand main idea and generalization, and use expressive language to describe categories

Players

1 to 4 players (Single players can write their answers on a sheet of paper.)

You'll Need

- What's What? cards (pages 8–13)

Optional Materials

- Game board (choose one from pages 64–67)
- Game markers (buttons or coins work well)
- Number cube (die)

How to Play

1. Shuffle the "What's What?" cards and stack them facedown between the players.
2. Players take turns picking a card from the pile. On each turn, a player reads aloud the four words on the card and decides in which category the words belong. For example, if the words on the card are *desk, bed, chair, table*, a correct answer might be *furniture*.
3. If the player answers correctly, he keeps the card. If not, the next player can try to guess the answer. If she answers correctly, she keeps the card and takes another turn.
4. Continue taking turns until no cards are left. Players then count how many cards they've collected. The player with the most cards at the end of the game wins.

Playing With a Game Board

Each player places a marker on START. Play the game as described above. If a player answers correctly, he rolls the number cube to see how many spaces to move along the board. If the player doesn't answer correctly, he cannot move. Place used cards in a discard pile. The next player takes a turn. The first player to reach FINISH wins.

1

What's What?

play

opera

ballet

concert

5

What's What?

love

anger

joy

worry

2

What's What?

giggle

titter

roar

howl

6

What's What?

violin

cello

bass

viola

3

What's What?

storm

thunder

lightning

hail

7

What's What?

peek

ogle

stare

glance

4

What's What?

music

static

chimes

drums

8

What's What?

clock

sundial

hourglass

watch

9

What's What?

elbow

knee

hip

shoulder

13

What's What?

actor

professor

chemist

athlete

10

What's What?

dog

cat

canary

gerbil

14

What's What?

liter

pint

gallon

quart

11

What's What?

dictionary

thesaurus

encyclopedia

Internet

15

What's What?

ounce

pound

ton

gram

12

What's What?

teeth

palate

gums

tongue

16

What's What?

telephone

smoke signal

telegram

computer

17

What's What?

weak frail
infirm feeble

21

What's What?

ruler pencils
desk blackboard

18

What's What?

tennis badminton
volleyball ping-pong

22

What's What?

Dough Eggs
Milk Flour

19

What's What?

ankle arch
heel toe

23

What's What?

pail mop
vacuum broom

20

What's What?

grab seize
snatch hold

24

What's What?

soap sink
towel tub

25

What's What?

taste

see

smell

hear

29

What's What?

bus

plane

boat

car

26

What's What?

ball

mitt

bases

bat

30

What's What?

sun

moon

lamp

candle

27

What's What?

floor

ceiling

wall

door

31

What's What?

zipper

snap

hook

button

28

What's What?

gloves

hat

scarf

boots

32

What's What?

needle

thread

spool

pins

33

What's What?

runway baggage
security gate

37

What's What?

keys lipstick
wallet comb

34

What's What?

top bottom
left right

38

What's What?

Army Navy
Air Force Coast Guard

35

What's What?

jar box
cage vase

39

What's What?

scream shout
yell holler

36

What's What?

back front
right side left side

40

What's What?

veal steak
chicken pork chop

41

What's What?

tickets
seats

screen
popcorn

45

What's What?

pasta
scampi

pizza
scallopini

42

What's What?

brakes
seats

steering wheel
ignition

46

What's What?

fish
seaweed

shells
coral

43

What's What?

scissors
saw

knife
hatchet

47

What's What?

sunscreen
umbrella

swimsuit
blanket

44

What's What?

tacos
burritos

tortillas
fajitas

48

What's What?

scooter
roller skates

bicycle
tricycle

What's Not?

Players decide which word (out of four words) on a card does not belong and why.

Objective

To help students differentiate between like and unlike objects, and use expressive language to explain logic

Players

1 to 4 players (Single players can write their answers on a sheet of paper.)

You'll Need

- What's Not? cards (pages 15–20)

Optional Materials

- Game board (choose one from pages 64–67)
- Game markers (buttons or coins work well)
- Number cube (die)

How to Play

1. Shuffle the "What's Not?" cards and stack them facedown between the players.
2. Players take turns picking a card from the pile. On each turn, a player reads aloud the four words on the card and decides which three words belong together. She then explains why the fourth word doesn't belong. For example, if the words on the card are *pie, cookies, cake, ice cream*, a correct answer might be *ice cream* because even though all the words are desserts, ice cream is the only one that is not baked.
3. If the player answers correctly, she keeps the card. If not, the next player can try to guess the answer. If he answers correctly, he keeps the card and takes another turn.
4. Continue taking turns until no cards are left. Players then count how many cards they've collected. The player with the most cards at the end of the game wins.

Playing With a Game Board

Each player places a marker on START. Play the game as described above. If a player answers correctly, she rolls the number cube to see how many spaces to move along the board. If the player doesn't answer correctly, she cannot move. Place used cards in a discard pile. The next player takes a turn. The first player to reach FINISH wins.

1

What's Not?

west east
south both

5

What's Not?

towel sheet
dress notebook

2

What's Not?

copper rubber
bronze silver

6

What's Not?

chain shoelace
ribbon rope

3

What's Not?

ear heel
ankle knee

7

What's Not?

concert chorus
orchestra jury

4

What's Not?

bee butterfly
ant hawk

8

What's Not?

glass water
window mirror

9

What's Not?

bike coffeemaker
blender toaster

13

What's Not?

pen book
newspaper magazine

10

What's Not?

juice soda
coffee crayon

14

What's Not?

crayon pencil
chalk door

11

What's Not?

forty sixth
tenth fourth

15

What's Not?

bat mitt
sponge ball

12

What's Not?

harbor bay
river island

16

What's Not?

desk table
bowl bed

17

What's Not?

Mars Earth
Venus Metro

21

What's Not?

Tuesday Birthday
Wednesday Saturday

18

What's Not?

belt bracelet
necklace ring

22

What's Not?

bus coat
car airplane

19

What's Not?

flu sprain
measles chicken pox

23

What's Not?

yo-yo doll
ball green

20

What's Not?

peas squash
bananas carrots

24

What's Not?

dog cat
squirrel gerbil

25

What's Not?

elephant canary
lion tiger

29

What's Not?

brick ice
popsicle snowman

26

What's Not?

hop skip
clap jump

30

What's Not?

jar funnel
vase pitcher

27

What's Not?

raft ferry
canoe log

31

What's Not?

ink perfume
paint pencil

28

What's Not?

fork hammer
wrench screwdriver

32

What's Not?

veal cheddar
steak hamburger

33

What's Not?

person group
club team

37

What's Not?

fog smile
tornado sleet

34

What's Not?

circle diamond
house rectangle

38

What's Not?

spider firefly
mosquito crow

35

What's Not?

cookies soup
crackers chips

39

What's Not?

shoe boat
life preserver cork

36

What's Not?

sailor artist
librarian woman

40

What's Not?

brick anchor
sponge rock

41

What's Not?

tent bicycle
helicopter train

45

What's Not?

fish whale
seaweed cabin

42

What's Not?

cake decorations
candles cottage

46

What's Not?

fairy tales fables
biographies tall tales

43

What's Not?

dishwasher slide
seesaw monkey bars

47

What's Not?

hat gloves
crown helmet

44

What's Not?

house moon
ball pearl

48

What's Not?

daffodil tulip
tree orchid

Same/Different

Players decide how two words on a card are the same and/or different.

Objective

To give students practice in comparing and contrasting two words

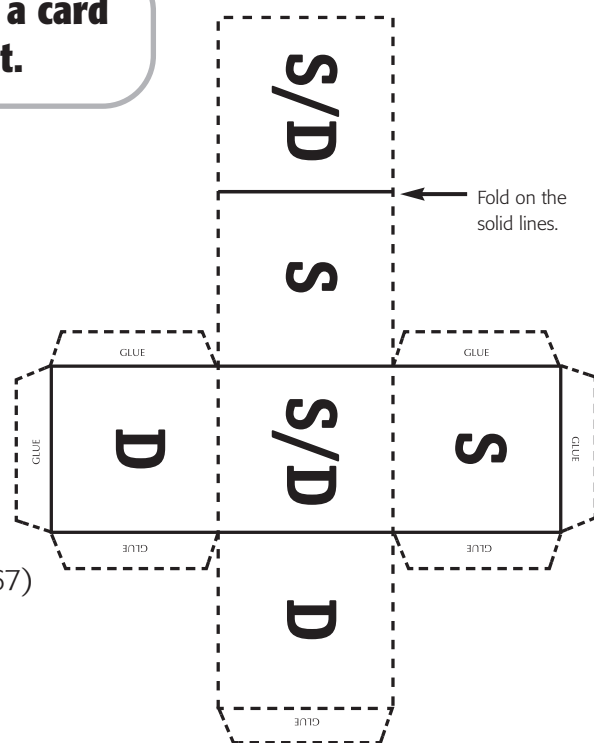
Players

2 to 4 players

You'll Need

- Same/Different cards (pages 22–25)
- Game board (choose one from pages 64–67)
- Game markers (buttons or coins)
- Same/Different cube* (right)

* You can also write S, D, and S/D on small stickers and place them on a regular die.



How to Play

1. Shuffle the "Same/Different" cards and stack them facedown next to the game board. Each player places a marker on START.
2. On each turn, a player picks a card and rolls the cube. If the player rolls an "S" she explains how the two words on the card are alike. If she rolls a "D" she explains how the words are different. If she rolls an "S/D" she explains how the words are the same and different. For instance, say the words are *sun* and *lamp*. The words are the same in that they both give light. They are different in that one is in the sky and the other is in a house.
3. If the player had rolled an "S" or "D" and answers correctly, she may move the number of spaces written on the card. If she had rolled an "S/D" and answers correctly, she moves twice the number of spaces on the card. If the player doesn't answer correctly, she doesn't move. The next player takes a turn.
4. The first player to reach FINISH wins.

1

Same/Different

wool satin

(2)

7

Same/Different

hill mountain

(1)

2

Same/Different

Sunday January

(2)

8

Same/Different

carrot radish

(1)

3

Same/Different

excited anxious

(3)

9

Same/Different

cottage mansion

(2)

4

Same/Different

president king

(2)

10

Same/Different

sometimes always

(2)

5

Same/Different

ankle wrist

(1)

11

Same/Different

ladder stairs

(1)

6

Same/Different

toy game

(1)

12

Same/Different

harbor ocean

(1)

13

Same/Different

brook river

(1)

19

Same/Different

sundial hourglass

(2)

14

Same/Different

smoke steam

(2)

20

Same/Different

photograph poster

(2)

15

Same/Different

basketball soccer

(1)

21

Same/Different

collar scarf

(1)

16

Same/Different

silent calm

(2)

22

Same/Different

escalator elevator

(1)

17

Same/Different

zookeeper veterinarian

(2)

23

Same/Different

postcard letter

(1)

18

Same/Different

waiter chef

(2)

24

Same/Different

string beans lettuce

(2)

25

Same/Different

fence wall

(2)

31

Same/Different

glue nail

(1)

26

Same/Different

banana peanut

(1)

32

Same/Different

orchestra band

(2)

27

Same/Different

bread toast

(1)

33

Same/Different

skiing ice-skating

(2)

28

Same/Different

generous selfish

(3)

34

Same/Different

box bag

(1)

29

Same/Different

telephone e-mail

(1)

35

Same/Different

thermometer speedometer

(2)

30

Same/Different

guitar cello

(2)

36

Same/Different

encyclopedia dictionary

(1)

37

Same/Different

trumpet violin

(2)

43

Same/Different

disappointment excitement

(2)

38

Same/Different

smile laugh

(2)

44

Same/Different

computer brain

(2)

39

Same/Different

lawyer judge

(3)

45

Same/Different

wonder question

(3)

40

Same/Different

sip gulp

(1)

46

Same/Different

canary eagle

(2)

41

Same/Different

annoyed angry

(2)

47

Same/Different

pancake cupcake

(2)

42

Same/Different

boat raft

(1)

48

Same/Different

vacation recess

(1)

Cause or Effect?

Players decide which of two statements on each card is the cause and which is the effect.

Objective

To develop logical reasoning, sequencing, and understanding of plot

Players

2 to 4 players

You'll Need

- Cause or Effect? cards (pages 27–30)

Optional Materials

- Game board (choose one from pages 64–67)
- Game markers (buttons or coins work well)
- Number cube (die)

How to Play

1. Shuffle the "Cause or Effect?" cards and stack them facedown between the players.
2. Players take turns picking a card from the pile. On each turn, a player reads the two statements on the card aloud. The player decides which statement is the cause and which is the effect. For example, say the card reads: *The lights went out. There was a power failure.* The second sentence is the cause and the first sentence is the effect. (HINT: If you can say *because* in front of one choice, that statement is the cause.)
3. If the player answers correctly, he keeps the card. If not, he puts the card in a discard pile. The next player takes a turn.
4. Continue taking turns until no cards are left. Players then count how many cards they've collected. The player with the most cards at the end of the game wins.

Playing With a Game Board

Each player places a marker on START. Play the game as described above. If a player answers correctly, he rolls the number cube to see how many spaces to move along the board. If the player doesn't answer correctly, he cannot move. Place used cards in a discard pile. The next player takes a turn. The first player to reach FINISH wins.

1

Cause or Effect?

achieve

try

7

Cause or Effect?

illness

virus

2

Cause or Effect?

destruction

fire

8

Cause or Effect?

celebration

anniversary

3

Cause or Effect?

teamwork

victory

9

Cause or Effect?

vote

election

4

Cause or Effect?

carelessness

accident

10

Cause or Effect?

good grades

studying

5

Cause or Effect?

flood

rain

11

Cause or Effect?

fireplace

warmth

6

Cause or Effect?

laughter

jokes

12

Cause or Effect?

sunrise

daylight

13

Cause or Effect?

We are late.
Let's take a taxi.

19

Cause or Effect?

Dinner got cold.
Our guests arrived late.

14

Cause or Effect?

We called the repairman.
The dishwasher broke.

20

Cause or Effect?

I played tennis all day.
I was too tired to watch TV.

15

Cause or Effect?

He hurt my feelings.
I felt angry.

21

Cause or Effect?

It was cold outside.
I wore my jacket.

16

Cause or Effect?

We felt tired but healthy.
We ran two miles.

22

Cause or Effect?

Mother bought new crayons.
We drew pictures all day.

17

Cause or Effect?

We were disappointed.
It rained at the picnic.

23

Cause or Effect?

We enjoyed the holiday.
Grandmother made a great turkey.

18

Cause or Effect?

The road was slippery.
Snow was turning to ice.

24

Cause or Effect?

He couldn't believe his luck.
He won first prize!

25

Cause or Effect?

I left my math book at school.

I couldn't do my homework.

31

Cause or Effect?

The milk spilled.

We mopped the floor.

26

Cause or Effect?

They were lost.

They asked the police
for directions.

32

Cause or Effect?

We needed to find facts
for our research paper.

We went to the library.

27

Cause or Effect?

The dog ate my book report.

I can't hand in my report.

33

Cause or Effect?

Everyone cheered.

The rocket was
successfully launched.

28

Cause or Effect?

She had a stomachache.

She ate candy, popcorn,
pizza, and soda.

34

Cause or Effect?

She looked ecstatic!

She rode her new two-wheeler
for the first time.

29

Cause or Effect?

He wants to buy a present
for his friend.

He's saving his allowance.

35

Cause or Effect?

There was an eclipse of the sun.

Everything became dark
during the day.

30

Cause or Effect?

The elephants were on parade.

The circus is coming.

36

Cause or Effect?

Fred is the new boy in our class.

I'll try to make friends with Fred.

37

Cause or Effect?

The baby woke up and cried.
The telephone rang loudly.

43

Cause or Effect?

She's not my best friend anymore.
She tells all my secrets.

38

Cause or Effect?

He got a suntan.
He spent the day at the beach.

44

Cause or Effect?

I love the outdoors and sports.
I want to go to sleep-away
camp next summer.

39

Cause or Effect?

He was worried.
He hadn't studied for the test.

45

Cause or Effect?

I like to read before bedtime.
Reading is very relaxing.

40

Cause or Effect?

She was excited!
Her uncle gave her a dog.

46

Cause or Effect?

I want to go out for dinner
on my birthday.
Restaurants make me feel grown-up.

41

Cause or Effect?

We called the police.
There was an accident
down the street.

47

Cause or Effect?

I came home late.
Mother was very worried.

42

Cause or Effect?

The storyline was really funny.
We enjoyed the movie.

48

Cause or Effect?

Popcorn is our favorite treat.
We bought popcorn at the movies.

Perplexed

Players try to name something that a card describes.

Objective

To broaden students' understanding of rich language and metaphor in reading; to encourage creative thinking that goes beyond the concrete; to enhance the use of more colorful language in speaking and writing

Players

1 or more players (Single players can write their answers on a sheet of paper. This game can also be played in a whole-class setting, with the teacher writing responses on the board.)

You'll Need

- Perplexed cards (pages 32–35)

Optional Materials

- Game board (choose one from pages 64–67)
- Game markers (buttons or coins work well)
- Number cube (die)

How to Play

1. Shuffle the "Perplexed" cards and stack them facedown between the players.
2. Players take turns picking a card from the pile. On each turn, a player reads the statement on the card aloud. The player tries to name what the statement describes.
3. If the player's answer makes sense, she keeps the card. If not, the next player can try to come up with a better answer. If he does, he keeps the card and takes another turn.
4. Continue taking turns until no cards are left. Players then count how many cards they've collected. The player with the most cards at the end of the game wins.

Playing With a Game Board

Each player places a marker on START. Play the game as described above. If a player answers correctly, she rolls the number cube to see how many spaces to move along the board. If the player doesn't answer correctly, she cannot move. Place used cards in a discard pile. The next player takes a turn. The first player to reach FINISH wins.

1

Perplexed

Name something that ...
grows but does not get taller.

7

Perplexed

Name something that ...
can be heard but cannot be seen.

2

Perplexed

Name something that ...
closes but does not lock.

8

Perplexed

Name something that ...
is a liquid that you cannot drink.

3

Perplexed

Name something that ...
flies but does not walk.

9

Perplexed

Name something that ...
is tough but not hard.

4

Perplexed

Name something that ...
melts but is not frozen.

10

Perplexed

Name something that ...
can be heard but not spoken.

5

Perplexed

Name something that ...
has bark but has no bite.

11

Perplexed

Name something that ...
floats but is not light.

6

Perplexed

Name something that ...
smells good but would not taste good.

12

Perplexed

Name something that ...
is rough but not hard.

13

Perplexed

Name something that ...
is long but not thin.

19

Perplexed

Name something that ...
can be brushed but not combed.

14

Perplexed

Name something that ...
breaks but is not glass.

20

Perplexed

Name something that ...
can be felt but not seen.

15

Perplexed

Name something that ...
bends but is not rubber.

21

Perplexed

Name something that ...
is expensive but not big.

16

Perplexed

Name something that ...
moves but is not alive.

22

Perplexed

Name something that ...
can be seen but not touched.

17

Perplexed

Name something that ...
can be caught but not thrown.

23

Perplexed

Name something that ...
plays but does not have fun.

18

Perplexed

Name something that ...
is round but does not roll.

24

Perplexed

Name something that ...
runs but cannot walk.

25

Perplexed

Name something that ...
is big but not heavy.

31

Perplexed

Name something that ...
**cannot count but makes
you a year older.**

26

Perplexed

Name something that ...
is heavy but not big.

32

Perplexed

Name something that ...
has two hands but no feet.

27

Perplexed

Name something that ...
is sharp but not pointed.

33

Perplexed

Name something that ...
has wrinkles but cannot be ironed.

28

Perplexed

Name something that ...
tastes sweet but is not sugar.

34

Perplexed

Name something that ...
hurts but does not bruise.

29

Perplexed

Name something that ...
**has four suits but you wouldn't
hang them in a closet.**

35

Perplexed

Name something that ...
growls but is not an animal.

30

Perplexed

Name something that ...
whistles but is not a person.

36

Perplexed

Name something that ...
lights up but isn't a bulb.

37

Perplexed

Name something that ...
**is a horse you can ride
but can't feed.**

43

Perplexed

Name something that ...
**goes into your mouth
but is not swallowed.**

38

Perplexed

Name something that ...
is a bird but can't fly.

44

Perplexed

Name something that ...
has feet but no hands.

39

Perplexed

Name something that ...
**is time off from school
that isn't vacation.**

45

Perplexed

Name something that ...
has teeth but cannot bite.

40

Perplexed

Name something that ...
has waves but isn't the ocean.

46

Perplexed

Name something that ...
jumps but does not run.

41

Perplexed

Name something that ...
**is something you need to know
before you give the right answer.**

47

Perplexed

Name something that ...
**you play with but are not
friends with.**

42

Perplexed

Name something that ...
**can be jumbo or extra large but
whose name means "small."**

48

Perplexed

Name something that ...
grows down, not up.

Don't Mention It!

Players take turns giving each other clues about the words or phrase on the card—without saying any of the words.

Objective

To give students practice in making inferences, drawing conclusions, and using expressive language

Players

2 to 4 players (best for two players)

You'll Need

- Don't Mention It! cards (pages 37–40)
- Game board (choose one from pages 64–67)
- Game markers (buttons or coins work well)

How to Play

1. Shuffle the "Don't Mention It!" cards and stack them facedown next to the game board. Players place their markers on START.
2. Players take turns being the "clue giver" and the "guesser." (If there are more than two players, the "guesser" is the person to the right of the "clue giver.") The "clue giver" picks up a card, reads it silently, and places it facedown on a discard pile. He then gives the "guesser" clues—without using the words on the card—to help her guess the word or phrase on the card. Clues may describe, give examples, and so on.
3. If the "guesser" guesses correctly, the "clue giver" moves the number of spaces written on the card. If not, the "clue giver" doesn't move and the next player takes a turn.
4. The first player to reach FINISH wins.

<p>1 Don't Mention It!</p> <p>Things that are sticky</p> <p>(2)</p>	<p>7 Don't Mention It!</p> <p>Grandparents</p> <p>(2)</p>
<p>2 Don't Mention It!</p> <p>Things used for cooking</p> <p>(1)</p>	<p>8 Don't Mention It!</p> <p>A soccer game</p> <p>(2)</p>
<p>3 Don't Mention It!</p> <p>Things that fly</p> <p>(1)</p>	<p>9 Don't Mention It!</p> <p>Things at an amusement park</p> <p>(2)</p>
<p>4 Don't Mention It!</p> <p>Things that make music</p> <p>(1)</p>	<p>10 Don't Mention It!</p> <p>Things you must keep in the refrigerator</p> <p>(2)</p>
<p>5 Don't Mention It!</p> <p>Things you can eat raw</p> <p>(2)</p>	<p>11 Don't Mention It!</p> <p>A movie theater</p> <p>(3)</p>
<p>6 Don't Mention It!</p> <p>Setting the table</p> <p>(2)</p>	<p>12 Don't Mention It!</p> <p>Things that are baked</p> <p>(2)</p>

13

Don't Mention It!

Things at the beach

(2)

19

Don't Mention It!

Things that have sharp points

(3)

14

Don't Mention It!

Thanksgiving dinner

(1)

20

Don't Mention It!

Things you write with

(2)

15

Don't Mention It!

Things in the daytime sky

(2)

21

Don't Mention It!

Things you can win

(3)

16

Don't Mention It!

Noisy things

(2)

22

Don't Mention It!

Summer sports

(2)

17

Don't Mention It!

Things made of glass

(2)

23

Don't Mention It!

Things that are furry

(2)

18

Don't Mention It!

Things on a globe

(2)

24

Don't Mention It!

A classroom

(1)

25

Don't Mention It!

Things that can hang on the wall

(3)

31

Don't Mention It!

Things you need tickets for

(3)

26

Don't Mention It!

Things that you see in the city

(2)

32

Don't Mention It!

Things with a bell

(2)

27

Don't Mention It!

Things you can wear on your feet

(2)

33

Don't Mention It!

Melting ice cream

(2)

28

Don't Mention It!

Things that you see at a farm

(2)

34

Don't Mention It!

Apple pie à la mode

(3)

29

Don't Mention It!

Things people save

(3)

35

Don't Mention It!

Things on a bus

(2)

30

Don't Mention It!

A bicycle

(2)

36

Don't Mention It!

Food at a barbecue

(1)

37

Don't Mention It!

Things that have numbers on them

(3)

43

Don't Mention It!

A canoe

(2)

38

Don't Mention It!

Clothing you wouldn't wear
outside the house

(3)

44

Don't Mention It!

A fence

(2)

39

Don't Mention It!

Things at a party

(1)

45

Don't Mention It!

Computer keyboard

(2)

40

Don't Mention It!

Supermarket jobs

(2)

46

Don't Mention It!

Bacon and eggs

(2)

41

Don't Mention It!

A catcher's mitt

(2)

47

Don't Mention It!

Green vegetables

(2)

42

Don't Mention It!

A birthday present

(1)

48

Don't Mention It!

Types of hats

(2)

Here's the Answer! (What's the Question?)

Players think of a question that is appropriate to the answer given on each card.

Objective

To encourage plot development by giving students practice in making assumptions, creating situations, and describing solutions

Players

2 to 4 players

You'll Need

- Here's the Answer! cards (pages 42–45)

Optional Materials

- Game board (choose one from pages 64–67)
- Game markers (buttons or coins work well)
- Number cube (die)

How to Play

1. Shuffle the "Here's the Answer!" cards and stack them facedown between the players.
2. Players take turns picking a card from the pile. On each turn, a player reads the answer on the card aloud. She then thinks of a question that can be answered by the words on the card. For example, say the card reads: *A present*. An appropriate question could be: *What do you get on your birthday?*
3. If the others agree that the question is appropriate, the player can keep the card. If the others disagree, she puts the card in a discard pile. The next player takes a turn.
4. Continue taking turns until no cards are left. Players then count how many cards they've collected. The player with the most cards at the end of the game wins.

Playing With a Game Board

Each player places a marker on START. Play the game as described above. If a player answers correctly, she rolls the number cube to see how many spaces to move along the board. If the player doesn't answer correctly, she cannot move. Place used cards in a discard pile. The next player takes a turn. The first player to reach FINISH wins.

1

Here's the Answer!

To see better

7

Here's the Answer!

Because it is hot

2

Here's the Answer!

June, July, August

8

Here's the Answer!

At a dock

3

Here's the Answer!

At a picnic

9

Here's the Answer!

At dawn

4

Here's the Answer!

In the refrigerator

10

Here's the Answer!

A thermos

5

Here's the Answer!

At school

11

Here's the Answer!

A lifeguard

6

Here's the Answer!

A Frisbee™

12

Here's the Answer!

So it will melt

13

Here's the Answer!

A passenger

19

Here's the Answer!

Toothpaste

14

Here's the Answer!

She cried

20

Here's the Answer!

Every day

15

Here's the Answer!

An umpire

21

Here's the Answer!

To the zoo

16

Here's the Answer!

Grapes

22

Here's the Answer!

We cheered

17

Here's the Answer!

An usher

23

Here's the Answer!

Because they don't have wings

18

Here's the Answer!

A king

24

Here's the Answer!

The man in the moon

25

Here's the Answer!

Mustard and ketchup

31

Here's the Answer!

Peanut butter and jelly

26

Here's the Answer!

A detective

32

Here's the Answer!

Hot soup

27

Here's the Answer!

A bird

33

Here's the Answer!

We called a locksmith.

28

Here's the Answer!

At night

34

Here's the Answer!

We missed the bus.

29

Here's the Answer!

Because it's snowing

35

Here's the Answer!

A plumber

30

Here's the Answer!

Because it's raining

36

Here's the Answer!

An electrician

37

Here's the Answer!

A carpenter

43

Here's the Answer!

Markers

38

Here's the Answer!

A pharmacist

44

Here's the Answer!

An eraser

39

Here's the Answer!

A tailor

45

Here's the Answer!

We stopped at the gas station.

40

Here's the Answer!

A pilot

46

Here's the Answer!

I was so-o-o-o hungry.

41

Here's the Answer!

At a birthday party

47

Here's the Answer!

We planned a surprise.

42

Here's the Answer!

A calendar

48

Here's the Answer!

He had a bad cold.

Do They Mean the Same Thing?

Players decide whether or not the two sentences on a card have the same meaning, and why they think so.

Objective

To increase accuracy and inference in reading comprehension

Players

1 to 4 players (Single players can write their answers on a sheet of paper.)

You'll Need

- Do They Mean the Same Thing? cards (pages 47–52)

How to Play

1. Shuffle the “Do They Mean the Same Thing?” cards and stack them facedown between the players.
2. Players take turns picking a card from the pile. On each turn, a player reads the two sentences on the card aloud. The player then decides whether or not the two sentences mean the same thing. For example, these two sentences mean the same:

He finished in first place.

He won the race.

These next two sentences do NOT:

Only he went to the dentist. (No one else went to the dentist.)

He only went to the dentist. (He didn't go anywhere else.)

(HINT: Watch out for placement of words—like *just*, *even*, and *only*—in a sentence.)

3. If the player answers correctly, he keeps the card. If not, he puts the card in a discard pile. The next player takes a turn.
4. Continue taking turns until no cards are left. Players then count how many cards they've collected. The player with the most cards at the end of the game wins.

1 Do They Mean the Same Thing?

Only Joe loves spinach.

Joe loves only spinach.

5 Do They Mean the Same Thing?

Tom found his glasses
on his books.

On his books, Tom
found his glasses.

2 Do They Mean the Same Thing?

Grandma just went to the movies.

Just grandma went to the movies.

6 Do They Mean the Same Thing?

Jim is slightly taller than Bobby.

Bobby is almost as tall as Jim.

3 Do They Mean the Same Thing?

Most people like potato chips
as much as pretzels.

Pretzels are as popular as
potato chips.

7 Do They Mean the Same Thing?

Mary just fell asleep at 10 P.M.

Just Mary fell asleep at 10 P.M.

4 Do They Mean the Same Thing?

Mrs. Brown just helped Trisha.

Just Mrs. Brown helped Trisha.

8 Do They Mean the Same Thing?

Even Sally likes bowling.

Sally even likes bowling.

9 Do They Mean the Same Thing?

**Daniel turned nine
years old yesterday.**

**Daniel celebrated his ninth
birthday yesterday.**

13 Do They Mean the Same Thing?

The new baby resembled her mother.

The new baby looked like her mother.

10 Do They Mean the Same Thing?

**Hot dogs are the favorite
food at ballparks.**

Everyone buys hot dogs at ballparks.

14 Do They Mean the Same Thing?

**After his shower, Bill went
directly to bed.**

**Bill took a shower right
before going to bed.**

11 Do They Mean the Same Thing?

**The score was 21 to 7 in
favor of the Giants.**

The Giants were losing by 14 points.

15 Do They Mean the Same Thing?

**Katie writes in her diary
only on Saturdays.**

**Katie only writes in her
diary on Saturdays.**

12 Do They Mean the Same Thing?

**The Knicks tied the score at the
end of the second quarter.**

The score was tied at halftime.

16 Do They Mean the Same Thing?

**When Sam is at bat,
he usually gets a hit.**

**Sam gets a hit most of the
time he's at bat.**

17 Do They Mean the Same Thing?

Jake just came home for dinner.

Jake came home just for dinner.

21 Do They Mean the Same Thing?

We eat only healthy foods
for snack at home.

We don't eat junk food
for snack at home.

18 Do They Mean the Same Thing?

A school break is coming up
in two weeks.

In two weeks we'll have
some time off from school.

22 Do They Mean the Same Thing?

Although they are twins,
they look very different.

They are fraternal twins,
not identical.

19 Do They Mean the Same Thing?

Mom left a note saying
she'd be back soon.

Mom's note said
she wouldn't be long.

23 Do They Mean the Same Thing?

Dad is enthusiastic about
softball games.

Dad gets excited at softball games.

20 Do They Mean the Same Thing?

Most kids get to school by bus.

A few kids get to school by
walking, biking, or riding in a car.

24 Do They Mean the Same Thing?

All the biography books
are on the lowest shelf.

There are no biography books
on the upper shelves.

25 Do They Mean the Same Thing?

Dad's only brother is Uncle John.

Dad is Uncle John's only brother.

29 Do They Mean the Same Thing?

Keisha had so many books, she couldn't even carry her bag.

Keisha had so many books, even Dad couldn't carry her bag.

26 Do They Mean the Same Thing?

Michelle feels comfortable only when she's wearing pants.

When Michelle wears dresses, she feels uncomfortable.

30 Do They Mean the Same Thing?

The ambulance sped to the hospital, sirens screaming.

Sirens blaring, the ambulance drove to the hospital.

27 Do They Mean the Same Thing?

Some people are afraid only of snakes.

Only some people are afraid of snakes.

31 Do They Mean the Same Thing?

Danny even read the newest Harry Potter book.

Even Danny read the newest Harry Potter book.

28 Do They Mean the Same Thing?

If you leave ice cream out of the freezer, it will melt.

Melted ice cream has been left out of the freezer.

32 Do They Mean the Same Thing?

The cats drink only milk.

Only the cats drink milk.

33 Do They Mean the Same Thing?

Just Amelia hugged her
teddy bear.

Amelia just hugged her
teddy bear.

37 Do They Mean the Same Thing?

Ken works in the garden
only on weekends.

Ken works only in the
garden on weekends.

34 Do They Mean the Same Thing?

We didn't have time to eat
dinner before the show started.

We couldn't eat earlier
so we ate after the show.

38 Do They Mean the Same Thing?

Even in the kitchen,
Mark is a pro.

Mark is a pro even
in the kitchen.

35 Do They Mean the Same Thing?

Jenny even stayed
overnight after the party.

Even Jenny stayed overnight
after the party.

39 Do They Mean the Same Thing?

Jane just keeps
asking questions.

Just Jane keeps
asking questions.

36 Do They Mean the Same Thing?

Just as I came in the door,
the phone rang.

The phone rang
just as I came in the door.

40 Do They Mean the Same Thing?

Jen's collection had the
most stamps in it.

Jen had the most stamps
in her collection.

41 Do They Mean the Same Thing?

Andrea was the only one brave
enough to jump into the deep end.

Only Andrea was brave enough
to jump into the deep end.

45 Do They Mean the Same Thing?

Even my parents went
on the Ferris wheel.

My parents even went
on the Ferris wheel.

42 Do They Mean the Same Thing?

Susan didn't even want
to see that movie.

Even Susan didn't want
to see that movie.

46 Do They Mean the Same Thing?

Just for fun, let's play tag.

Let's play tag just for fun.

43 Do They Mean the Same Thing?

Jon won the spelling bee
in his class.

Jon is the best speller in his class.

47 Do They Mean the Same Thing?

Andy only wanted
to read about horses.

Andy wanted to read
only about horses.

44 Do They Mean the Same Thing?

Mike loves to read,
especially at bedtime.

Mike loves to read only at bedtime.

48 Do They Mean the Same Thing?

He doesn't think Kim
took the toy.

He thinks Kim didn't
take the toy.

Sometimes, Always, Never

Players decide if the sentence on a card is sometimes, always, or never true.

Objective

To help students discriminate between what is true, partially true, and false; to understand absurdities

Players

2 to 4 players

You'll Need

- Sometimes, Always, Never cards (pages 54–57)

Optional Materials

- Game board (choose one from pages 64–67)
- Game markers (buttons or coins work well)
- Number cube (die)

How to Play

1. Shuffle the “Sometimes, Always, Never” cards and stack them facedown between the players.
2. Players take turns picking a card from the pile. On each turn, a player reads the sentence on the card aloud. The player then says whether the sentence is true sometimes, all of the time, or never.
3. If the player answers correctly, he keeps the card. If not, he puts the card in a discard pile. The next player takes a turn.
4. Continue taking turns until no cards are left. Players then count how many cards they've collected. The player with the most cards at the end of the game wins.

Playing With a Game Board

Each player places a marker on START. Play the game as described above. If a player answers correctly, he rolls the number cube to see how many spaces to move along the board. If the player doesn't answer correctly, he cannot move. Place used cards in a discard pile. The next player takes a turn. The first player to reach FINISH wins.

1 Sometimes, Always, Never

Ferris wheels rotate.

7 Sometimes, Always, Never

A waterfall has a rainbow.

2 Sometimes, Always, Never

It rains when it's cloudy.

8 Sometimes, Always, Never

Mothers are women.

3 Sometimes, Always, Never

People have freckles.

9 Sometimes, Always, Never

Women are mothers.

4 Sometimes, Always, Never

Keys open locks.

10 Sometimes, Always, Never

A dictionary has definitions.

5 Sometimes, Always, Never

Shoes have zippers.

11 Sometimes, Always, Never

Apples are sweet and red.

6 Sometimes, Always, Never

A suit comes with pants.

12 Sometimes, Always, Never

Bottles are made of wool.

13 Sometimes, Always, Never

Ice skates have wheels.

19 Sometimes, Always, Never

Trains run on tracks.

14 Sometimes, Always, Never

Limbs grow out of trees.

20 Sometimes, Always, Never

Neighbors are friendly.

15 Sometimes, Always, Never

A TV set has a picture tube.

21 Sometimes, Always, Never

Kindergarten has children.

16 Sometimes, Always, Never

**A telephone has
a busy signal.**

22 Sometimes, Always, Never

Athletes like competition.

17 Sometimes, Always, Never

Fish live underwater.

23 Sometimes, Always, Never

Arithmetic uses numbers.

18 Sometimes, Always, Never

Sandwiches are on bread.

24 Sometimes, Always, Never

**Schools are closed
on Mondays.**

25

Sometimes, Always, Never

Clocks have numbers.

31

Sometimes, Always, Never

Brothers are boys.

26

Sometimes, Always, Never

You wear socks over boots.

32

Sometimes, Always, Never

You can see the sun
in the daytime.

27

Sometimes, Always, Never

You put on your coat
before your shirt.

33

Sometimes, Always, Never

A sweater goes on
over your head.

28

Sometimes, Always, Never

Cousins are relatives.

34

Sometimes, Always, Never

The army has sailors.

29

Sometimes, Always, Never

Grouches are happy.

35

Sometimes, Always, Never

You can play ball
on the beach.

30

Sometimes, Always, Never

Girls have brothers.

36

Sometimes, Always, Never

Girls jump rope.

37

Sometimes, Always, Never

Maps show you where countries are.

43

Sometimes, Always, Never

Trains are faster than jet planes.

38

Sometimes, Always, Never

The moon cannot be seen during the day.

44

Sometimes, Always, Never

Toy bears can attack people.

39

Sometimes, Always, Never

You can learn things from TV.

45

Sometimes, Always, Never

A broken vase looks the same when mended.

40

Sometimes, Always, Never

Pasta has sauce on it.

46

Sometimes, Always, Never

Eggs are perfectly round.

41

Sometimes, Always, Never

Chocolate tastes sour.

47

Sometimes, Always, Never

An elephant is faster than a horse.

42

Sometimes, Always, Never

Fourth graders drive cars.

48

Sometimes, Always, Never

Calendars tell the time of day.

Stop the Flood!

Players read aloud the word on a card quickly and accurately.

Objective

To help students develop automaticity in reading single words (without the help of context clues) easily and smoothly

Players

2 players, or 2 teams of 2 players each

Materials

- Stop the Flood! cards (pages 59–61)
- Game board (pages 62–63)

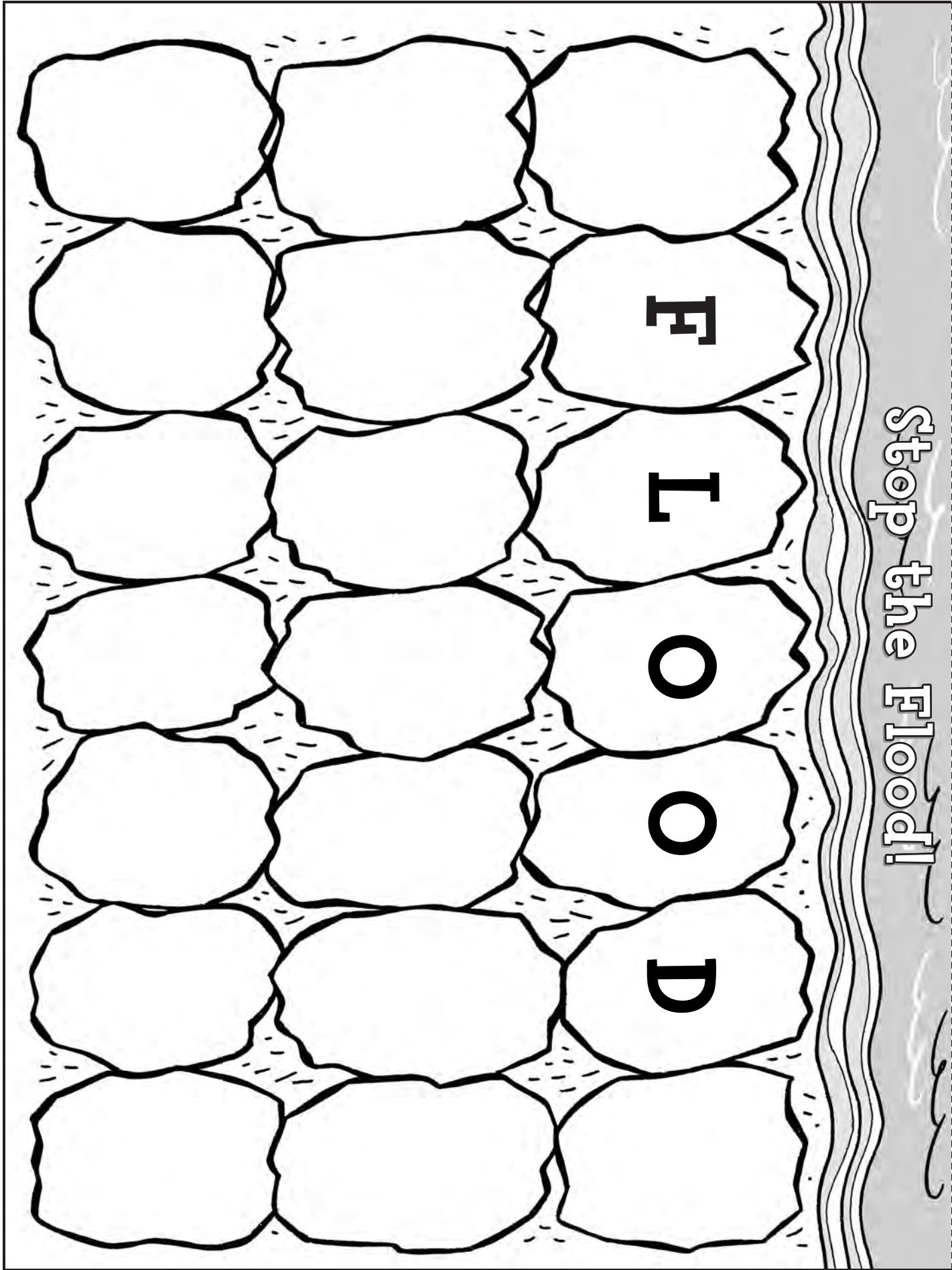
How to Play

- 1.** Shuffle the “Stop the Flood!” cards and stack them facedown next to the game board. Each player picks a side of the game board.
- 2.** On each turn, a player picks a card and immediately reads the word aloud.
- 3.** If the player reads the word correctly, he puts the card (boulder) on his side of the game board (dam) to prevent the FLOOD. If he reads the word incorrectly, he returns the card anywhere in the stack.
If the player picks a card with a letter on it, he must place the card on the corresponding letter on his side of the board. If he picks a letter card and that letter is already covered on his side of the board, he can return the card anywhere in the stack. The next player takes a turn.
- 4.** Players continue taking turns reading the cards and placing them on the dam. The player who fills up all the boulders on his side of the board before placing the last letter of “FLOOD” wins.

<p>Stop the Flood!</p> <p>answer</p>	<p>Stop the Flood!</p> <p>when</p>	<p>Stop the Flood!</p> <p>though</p>
<p>Stop the Flood!</p> <p>around</p>	<p>Stop the Flood!</p> <p>where</p>	<p>Stop the Flood!</p> <p>which</p>
<p>Stop the Flood!</p> <p>every</p>	<p>Stop the Flood!</p> <p>bread</p>	<p>Stop the Flood!</p> <p>witch</p>
<p>Stop the Flood!</p> <p>even</p>	<p>Stop the Flood!</p> <p>beard</p>	<p>Stop the Flood!</p> <p>does</p>
<p>Stop the Flood!</p> <p>enough</p>	<p>Stop the Flood!</p> <p>board</p>	<p>Stop the Flood!</p> <p>goes</p>
<p>Stop the Flood!</p> <p>ever</p>	<p>Stop the Flood!</p> <p>broad</p>	<p>Stop the Flood!</p> <p>already</p>

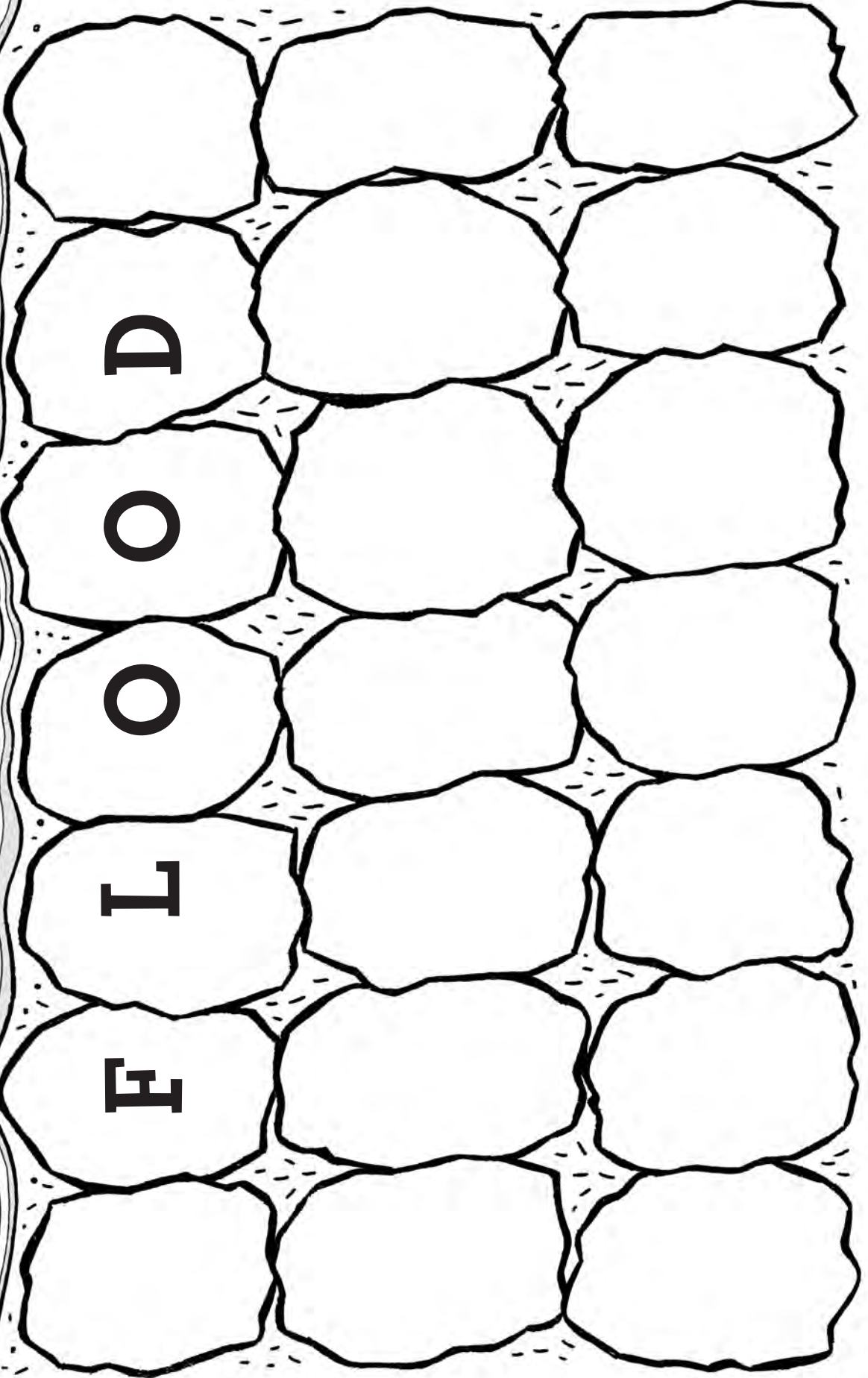
Stop the Flood! again	Stop the Flood! thought	Stop the Flood! believe
Stop the Flood! there	Stop the Flood! rough	Stop the Flood! earthly
Stop the Flood! three	Stop the Flood! caught	Stop the Flood! early
Stop the Flood! their	Stop the Flood! cough	Stop the Flood! however
Stop the Flood! doesn't	Stop the Flood! no one	Stop the Flood! shouldn't
Stop the Flood! together	Stop the Flood! because	Stop the Flood! wouldn't

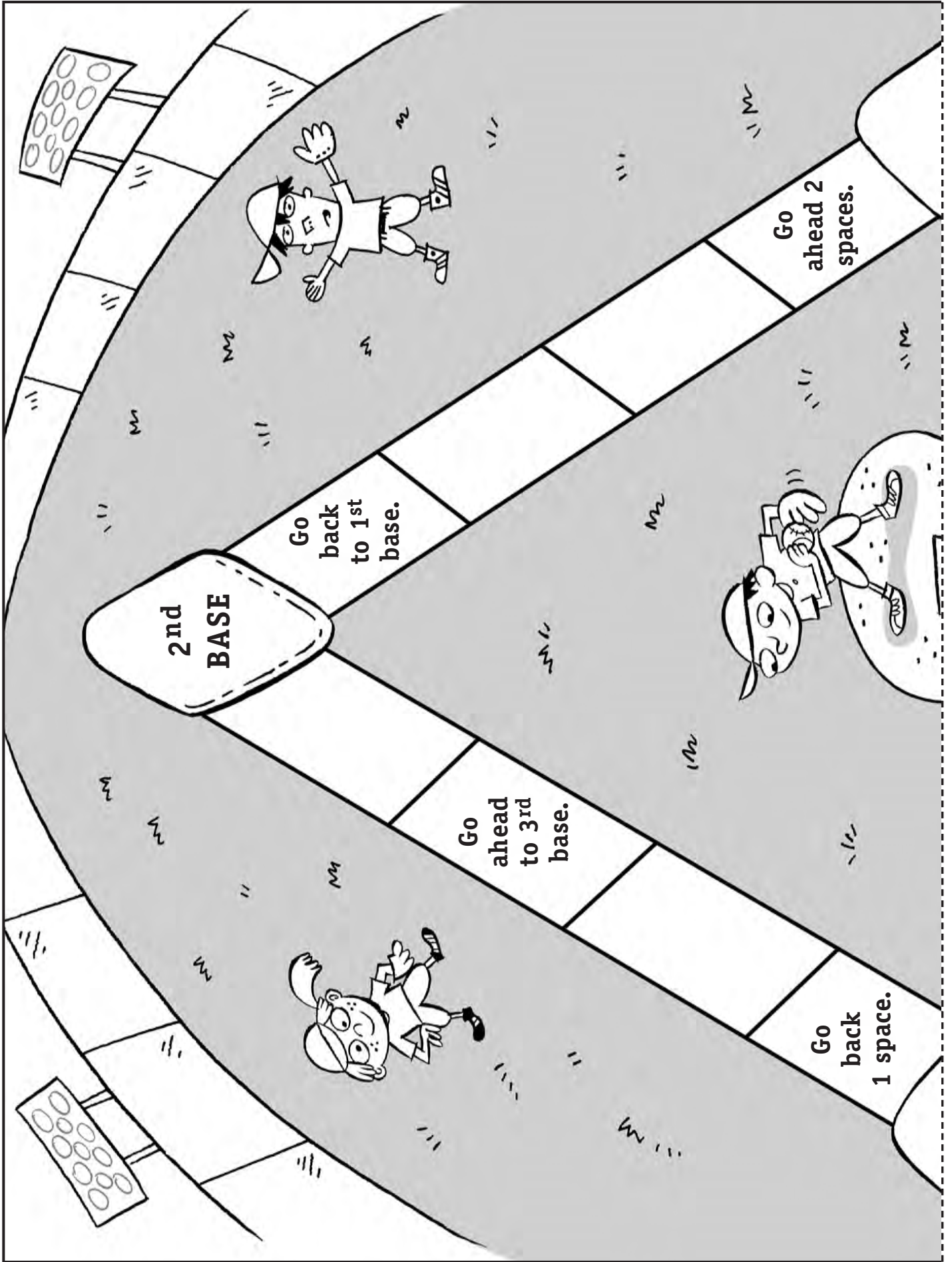
Stop the Flood! someone	Stop the Flood! everywhere	Stop the Flood! D
Stop the Flood! couldn't	Stop the Flood! thorough	Stop the Flood! F
Stop the Flood! guest	Stop the Flood! F	Stop the Flood! L
Stop the Flood! guess	Stop the Flood! L	Stop the Flood! O
Stop the Flood! taught	Stop the Flood! O	Stop the Flood! O
Stop the Flood! nowhere	Stop the Flood! O	Stop the Flood! D



Stop the Flood!

Stop the Flood!





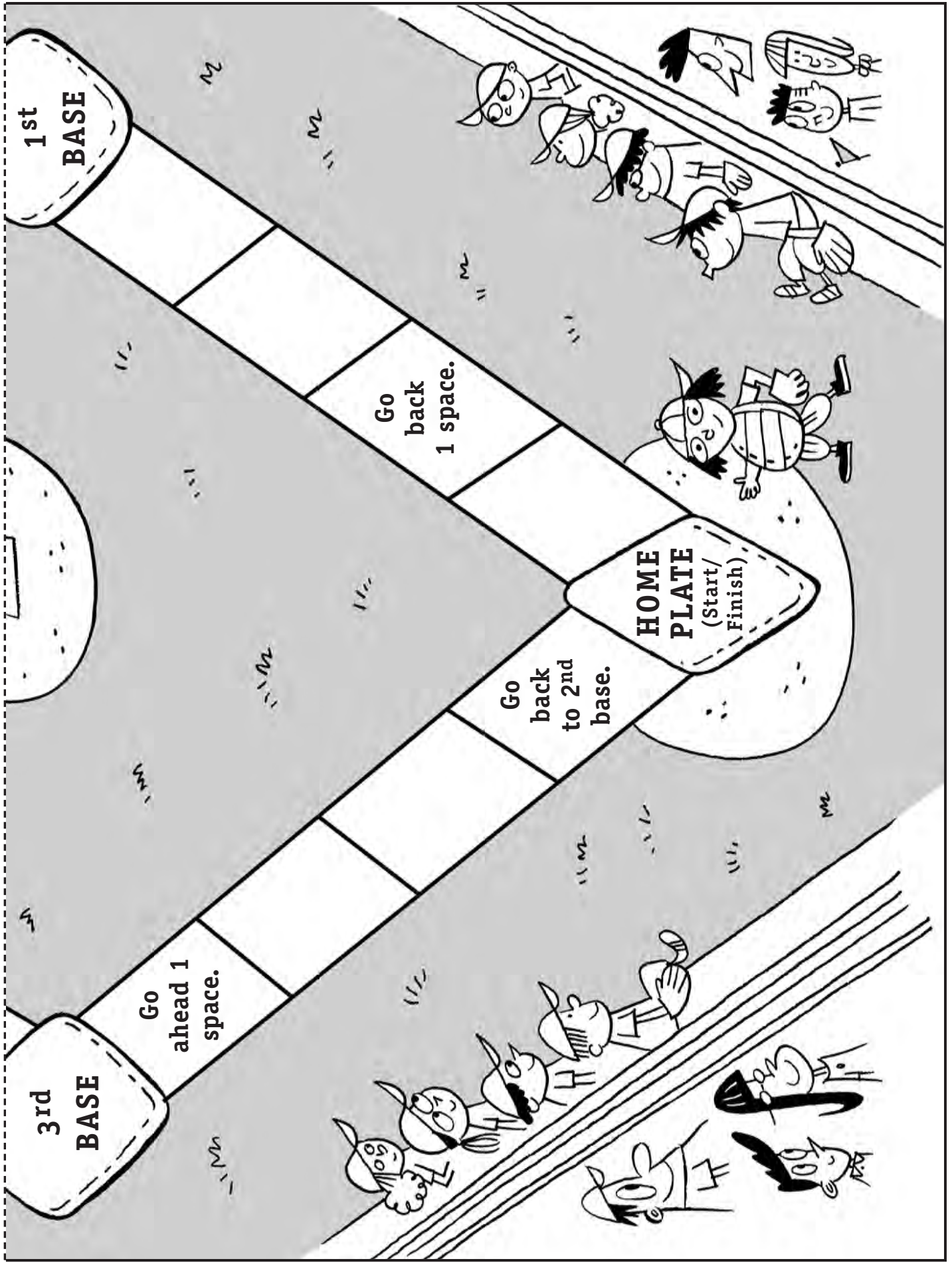
**2nd
BASE**

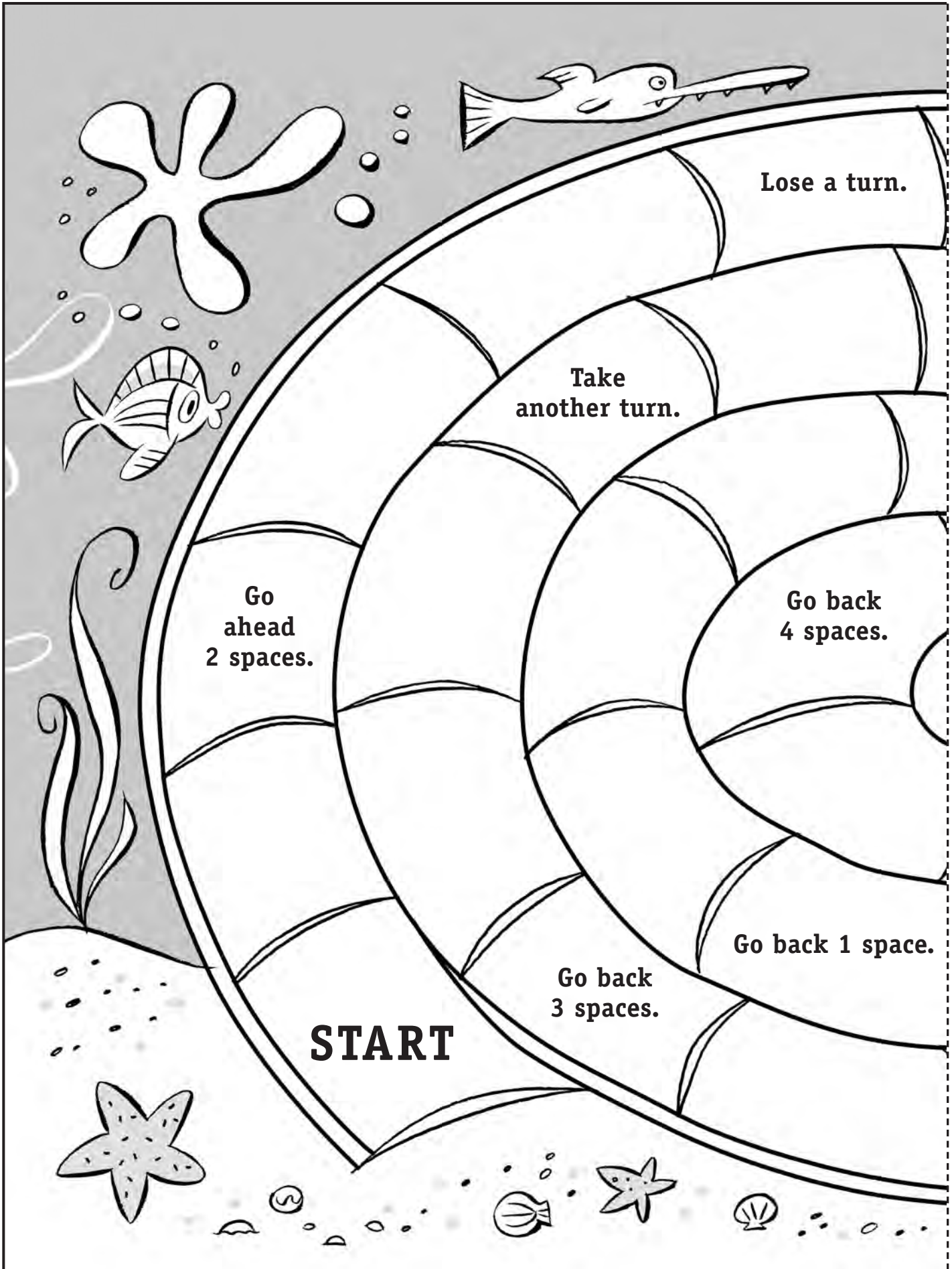
**Go
back
to 1st
base.**

**Go
ahead
to 3rd
base.**

**Go
back
1 space.**

**Go
ahead 2
spaces.**





Lose a turn.

Take another turn.

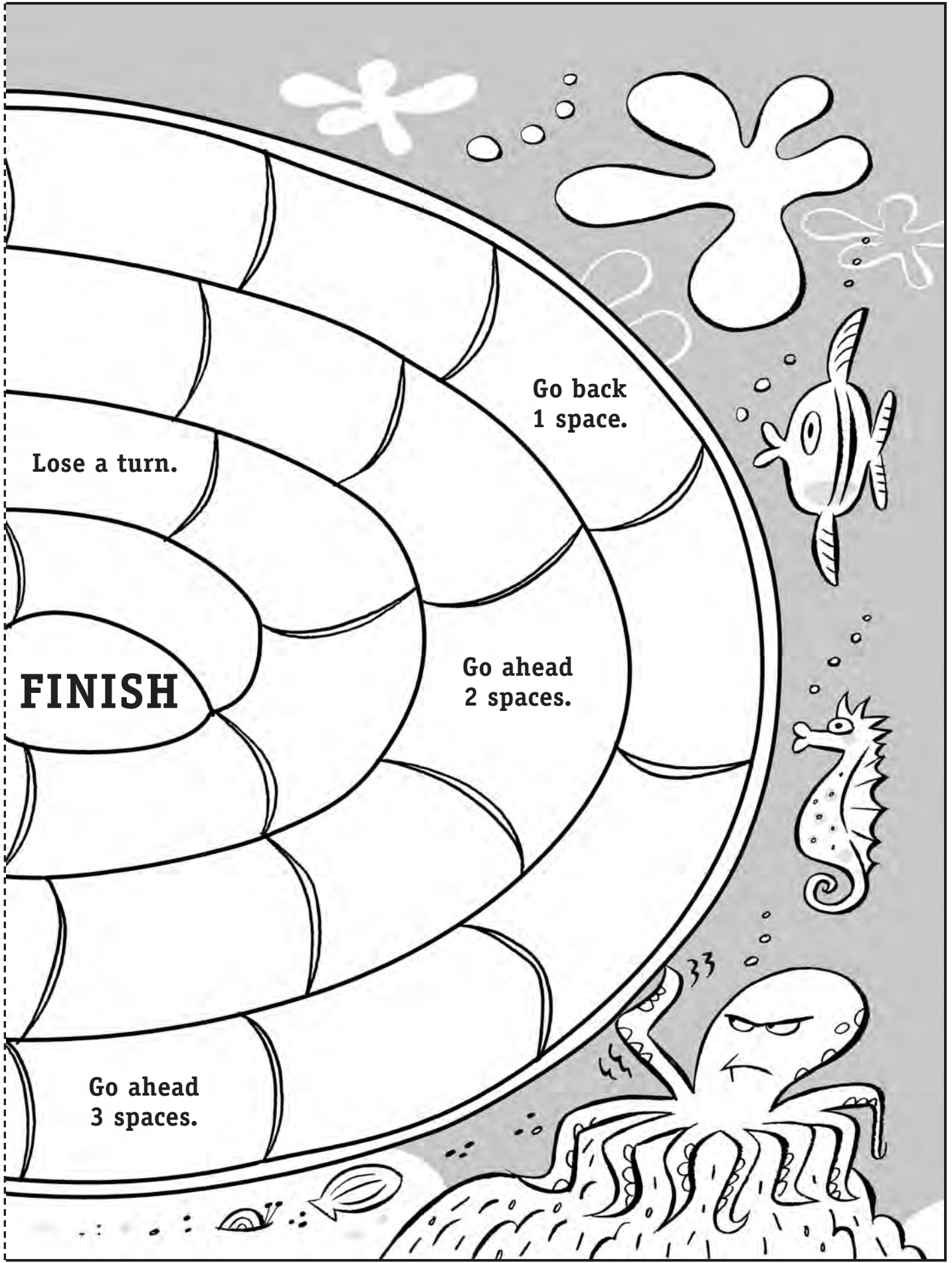
Go ahead 2 spaces.

Go back 4 spaces.

Go back 1 space.

Go back 3 spaces.

START



FINISH

Lose a turn.

**Go back
1 space.**

**Go ahead
2 spaces.**

**Go ahead
3 spaces.**

Possible Answers

What's What?

(page 7)

1. Performing arts
2. Synonyms for *laugh*
3. Weather
4. Sound
5. Emotions
6. Musical instruments
7. Synonyms for *look*
8. Things that tell time
9. Parts of the body
10. Pets
11. Resources (for research)
12. Parts of the mouth
13. Professions or jobs
14. Liquid measurements
15. Weights
16. Modes of communication
17. Antonyms of *strong*
18. Ball games
19. Parts of the foot
20. What hands do
21. Things in a classroom
22. Baking ingredients
23. Things for cleaning
24. Things in a bathroom
25. Senses
26. Baseball
27. Parts of a house or room
28. Winter wear
29. Modes of transportation
30. Things that give light
31. Clothes fasteners
32. Sewing materials
33. Airport
34. Direction words
35. Containers
36. Sides or directions
37. Things in a woman's purse
38. Military
39. Synonyms for *speak loudly*
40. Meat
41. Movie theater
42. Parts of a car
43. Sharp tools
44. Mexican foods
45. Italian foods
46. Things in the ocean
47. Things to bring to the beach
48. Things on wheels

Possible Answers

What's Not?

(page 14)

1. Both; not a compass direction
2. Rubber; not a metal
3. Ear; not a part of the leg
4. Hawk; not an insect
5. Notebook; not made of cloth
6. Chain; not something you can tie
7. Jury; not related to music
8. Water; not made of glass
9. Bike; not a kitchen appliance
10. Crayon; not something to drink
11. Forty; not an ordinal number
12. Island; not a body of water
13. Pen; not something you read
14. Door; not something you write with
15. Sponge; not something you use to play baseball
16. Bowl; not furniture
17. Metro; not a planet
18. Belt; not jewelry
19. Sprain; not a disease
20. Bananas; not vegetables
21. Birthday; not a day of the week
22. Coat; not transportation
23. Green; not a toy
24. Squirrel; not a pet
25. Canary; not a wild animal
26. Clap; not moving with legs
27. Log; not a type of boat
28. Fork; not a construction tool
29. Brick; not frozen
30. Funnel; does not hold water
31. Perfume; not something you use with paper
32. Cheddar; not meat
33. Person; not a collection of people
34. House; not a shape
35. Soup; not a crunchy snack
36. Woman; not a profession
37. Smile; not a weather phenomenon
38. Spider; does not fly
39. Shoe; does not float
40. Sponge; does not sink
41. Tent; not transportation
42. Cottage; not related to birthday
43. Dishwasher; not playground equipment
44. House; not round
45. Cabin; not found in the ocean
46. Biographies; not fiction
47. Gloves; not something you'd wear on your head
48. Tree; not a flower

Possible Answers

Same/Different (page 21)

1. S—they are types of cloth; D—wool is rough, satin is smooth
2. S—they are in a calendar; D—Sunday is a day of the week, January is a month
3. S—they are emotions; D—excited is generally a positive emotion, anxious is usually negative
4. S—they are heads of countries; D—a president is elected by people, a king inherits the throne
5. S—they are joints in the body; D—ankle is in the foot, wrist is in the hand
6. S—they are related to play; D—a toy is a thing you play with, a game doesn't have to be a thing
7. S—they are landforms; D—a hill is much lower than a mountain
8. S—they are root vegetables; D—a carrot is sweet, a radish is tangy
9. S—they are houses; D—a cottage is smaller, less luxurious than a mansion
10. S—they say how often something happens; D—sometimes doesn't happen all the time, unlike always
11. S—they are something you would climb; D—a ladder has rungs, stairs have steps
12. S—they are bodies of water; D—a harbor is much smaller than an ocean
13. S—they are bodies of water; D—a brook is smaller than a river
14. S—they are gaseous; D—smoke comes from fire, steam comes from heated water
15. S—they are ball games; D—basketball is played with the hands, soccer is played with the feet and head
16. S—they can mean quiet; D—silent is related to lack of sound, calm is related to feeling
17. S—they work with animals; D—a zookeeper takes care of animals in a zoo, a veterinarian is an animal doctor
18. S—they work in a restaurant; D—a waiter serves food, a chef cooks the food
19. S—they tell time; D—a sundial uses the sun and shadows, an hourglass uses sand
20. S—they show pictures; D—a photograph is taken by a camera, a poster is usually a large picture you hang on a wall
21. S—they cover the neck; D—a collar is part of a shirt, a scarf is something you wrap around your neck
22. S—they transport people up and down; D—an escalator is like moving stairs, an elevator is like a moving box or room
23. S—they are used for correspondence; D—a postcard has a picture on one side and can be used for short notes, while a letter can be longer
24. S—they are vegetables; D—string beans are like long pods, lettuce are leaves
25. S—they are barriers; D—a fence surrounds property, a wall helps hold up a house
26. S—they can be snacks; D—banana is soft, peanut is crunchy
27. S—they are used for sandwiches; D—bread is soft, toast is crunchy bread
28. S—they are characteristics of people; D—generous is a positive trait where a person is kind and openhanded, while selfish is a negative trait where a person thinks only of him- or herself
29. S—they are ways to communicate; D—people speak on the telephone and write when they use e-mail
30. S—they are stringed instruments; D—a guitar is played with fingers and sometimes a pick, a cello is played both with fingers and a bow
31. S—they are used to fasten things; D—glue is used mostly on paper, a nail is used on wood
32. S—they have people playing musical instruments; D—an orchestra is generally bigger than a band
33. S—they are winter sports; D—skiing is done on a snow-covered mountain, ice-skating is on a frozen pond or ice rink
34. S—they are containers; D—a box is firm and generally keeps its shape, a bag is generally soft and can take the shape of what's inside
35. S—they are measuring instruments; D—a thermometer measures temperature, a speedometer measures speed
36. S—they are reference books; D—an encyclopedia gives more details about something, a dictionary gives definitions
37. S—they are musical instruments; D—a trumpet is a wind instrument, a violin is a string instrument
38. S—they express happiness; D—a smile is quiet, a laugh is louder
39. S—they work in a courtroom; D—a lawyer either defends or prosecutes a person, a judge decides questions brought into a court of law
40. S—they describe how a liquid is swallowed; D—to sip is to drink a little at a time, to gulp is to drink a large amount at once
41. S—they describe negative feelings; D—annoyed is bothered or irritated by something, angry is a much stronger feeling than annoyed
42. S—they are water transportation; D—a boat generally has sides that come up from the bottom, a raft is completely flat
43. S—they are emotions; D—disappointment is something you feel when you don't get what you want, excitement is something you feel when you're expecting something good
44. S—they process information; D—a computer is made by humans, the brain is inside humans
45. S—they relate to thinking about or getting information about something; D—to wonder is to be curious about something, to question is to ask about something
46. S—they are birds; D—a canary is a tame and small bird, an eagle is a wild, large bird
47. S—they are types of food; D—a pancake is usually eaten for breakfast, a cupcake is usually eaten for a snack
48. S—they are breaks; D—vacation usually takes several days, recess takes several minutes

Possible Answers **Cause or Effect?** (page 26)

1. C—try; E—achieve
2. C—fire; E—destruction
3. C—teamwork; E—victory
4. C—carelessness; E—accident
5. C—rain; E—flood
6. C—jokes; E—laughter
7. C—virus; E—illness
8. C—anniversary; E—celebration
9. C—election; E—vote
10. C—studying; E—good grades
11. C—fireplace; E—warmth
12. C—sunrise; E—daylight
13. C—We are late.
E—Let’s take a taxi.
14. C—The dishwasher broke.
E—We called the repairman.
15. C—He hurt my feelings.
E—I felt angry.
16. C—We ran two miles.
E—We felt tired but healthy.
17. C—It rained at the picnic.
E—We were disappointed.
18. C—Snow was turning to ice.
E—The road was slippery.
19. C—Our guests arrived late.
E—Dinner got cold.
20. C—I played tennis all day.
E—I was too tired to watch TV.
21. C—It was cold outside.
E—I wore my jacket.
22. C—Mother bought new crayons.
E—We drew pictures all day.
23. C—Grandmother made a great turkey.
E—We enjoyed the holiday.
24. C—He won first prize!
E—He couldn’t believe his luck.
25. C—I left my math book at school.
E—I couldn’t do my homework.
26. C—They were lost.
E—They asked the police for directions.
27. C—The dog ate my book report.
E—I can’t hand in my report.
28. C—She ate candy, popcorn, pizza, and soda.
E—She had a stomachache.
29. C—He wants to buy a present for his friend.
E—He’s saving his allowance.
30. C—The circus is coming.
E—The elephants were on parade.
31. C—The milk spilled.
E—We mopped the floor.
32. C—We needed to find facts for our research paper.
E—We went to the library.
33. C—The rocket was successfully launched.
E—Everyone cheered.
34. C—She rode her new two-wheeler for the first time.
E—She looked ecstatic!
35. C—There was an eclipse of the sun.
E—Everything became dark during the day.
36. C—Fred is the new boy in our class.
E—I’ll try to make friends with Fred.
37. C—The telephone rang loudly.
E—The baby woke up and cried.
38. C—He spent the day at the beach.
E—He got a suntan.
39. C—He hadn’t studied for the test.
E—He was worried.
40. C—Her uncle gave her a dog.
E—She was excited!
41. C—There was an accident down the street.
E—We called the police.
42. C—The storyline was really funny.
E—We enjoyed the movie.
43. C—She tells all my secrets.
E—She’s not my best friend anymore.
44. C—I love the outdoors and sports.
E—I want to go to sleep-away camp next summer.
45. C—Reading is very relaxing.
E—I like to read before bedtime.
46. C—Restaurants make me feel grown-up.
E—I want to go out for dinner on my birthday.
47. C—I came home late.
E—Mother was very worried.
48. C—Popcorn is our favorite treat.
E—We bought popcorn at the movies.

Possible Answers **Perplexed** (page 31)

1. hair, nails, friendship
2. book, envelope, a play
3. airplane, kite, balloon
4. candle, butter
5. tree
6. perfume, flower
7. wind, echo, sound
8. gasoline, perfume
9. meat, rubber
10. chimes, wind, thunder
11. ship, coconut
12. sandpaper, Velcro
13. highway, time
14. computer, car
15. river, reed, road
16. wind-up toy, car
17. a cold
18. moon, sun
19. teeth
20. air, wind
21. diamond ring, cell phone
22. sun, cloud
23. tape recorder, radio
24. machine, engine
25. large balloon
26. brick
27. cheddar cheese, musical note, wit
28. honey, syrup
29. deck of cards
30. train, tea kettle
31. birthday
32. clock, watch
33. face
34. headache, stomachache, feelings
35. stomach
36. candle
37. sawhorse, rocking horse
38. ostrich, penguin
39. recess, weekends
40. hair, sound
41. question
42. shrimp
43. bubble gum, thermometer
44. yardstick
45. comb
46. kangaroo, frog
47. video games, toys
48. plant roots

Possible Answers **Don't Mention It!** (page 36)

1. gum, glue, paste
2. frying pan, pot, pan
3. bird, bee, butterfly
4. piano, CD, singer
5. carrot, banana, celery
6. placemats, plates, forks, knives
7. Mom or Dad's mother and father
8. goalie, ball, no hands
9. roller coaster, Ferris wheel, merry-go-round
10. milk, eggs, yogurt
11. screen, popcorn, film, marquis
12. bread, cake, cookies, pie
13. sand, seashells, ocean, starfish
14. turkey, yams, mashed potatoes, sweet potato pie
15. sun, clouds
16. rattle, whistle, telephone, car horns
17. window, bottle
18. countries, oceans, compass rose
19. needles, pins, nails
20. pen, pencil, marker
21. a game, lottery, medal
22. baseball, volleyball, swimming
23. bear, squirrel, cat
24. tables, chairs, blackboard, teacher
25. paintings, pictures
26. tall buildings, buses, taxis, theaters
27. shoes, sandals, socks
28. barn, cows, chickens, hay, apple trees
29. money, souvenirs
30. something you ride with two wheels
31. movies, amusement-park rides, plays, sporting events
32. bicycle, trolley, church
33. favorite frozen treat that's been left out in the sun
34. favorite baked dessert with fruit inside and served with a scoop of ice cream
35. driver, passengers, seats
36. hamburgers, hot dogs, ribs, chicken
37. clock, telephone, calendar, calculator
38. bathrobe, pajamas
39. pointy hats, balloons, confetti, streamers
40. cashier, delivery person, stockperson, butcher
41. for catching baseball, especially behind home plate
42. something you get on a special once-a-year occasion
43. dugout boat, especially used by Native Americans
44. something that separates your yard from your neighbor's yard
45. something you type on, especially to do homework or surf the Internet
46. two things you eat for breakfast
47. lettuce, peas, broccoli
48. baseball cap, beret, fez, fedora

Possible Answers **Here's the Answer!** (page 41)

1. Why might you wear eyeglasses?
2. What are the summer months?
3. Where would you eat sandwiches while sitting on a blanket at the park?
4. Where would you put milk or eggs so they wouldn't spoil?
5. Where do you learn reading, math, and science?
6. What do you call a round disc that you can throw back and forth with friends?
7. Why did you turn on the air conditioner?
8. Where would you "park" a boat?
9. When do roosters crow?
10. Where would you keep soup to keep it hot for lunch?
11. What do you call the person who makes sure people are safe in a swimming pool?
12. Why would you leave an ice cube under the hot sun?
13. What do you call a person who rides on a bus or taxicab?
14. What did she do when she fell and got hurt?
15. What do you call the person who calls balls and strikes in a baseball game?
16. What kind of fruit grows in bunches?
17. What do you call the person who shows or takes you to your seat in a theater?
18. Who is the head of a kingdom?
19. What do you put on your toothbrush to clean your teeth?
20. How often do you sleep?
21. Where can you go to see lions, tigers, bears, and other wild animals?
22. What did we do when our team scored?
23. Why can't pigs fly?
24. What do you call the "face" on a full moon?
25. What condiments do you put on hot dogs or hamburgers?
26. What do you call a person who looks for clues to solve mysteries?
27. What flies and lives in a nest?
28. When do you go to sleep?
29. Why are the kids planning to build a snowman?
30. Why are you wearing galoshes and carrying an umbrella?
31. What type of sandwich do most kids like?
32. What liquid can warm you up on a cold day?
33. What happened when we locked ourselves out of the house?
34. What happened when we arrived at the bus stop too late?
35. Who fixes leaks?
36. Who can help fix electrical wiring?
37. Who builds houses or makes furniture?
38. Who works in a drug store?
39. Who can fix clothes?
40. Who flies an airplane?
41. Where do you go to celebrate and bring a present to someone who just turned a year older?
42. What has dates on it?
43. What do you use to write on chart paper?
44. What do you use when you want to remove mistakes on your paper?
45. What happened when we found out that the gas tank was almost empty?
46. Why did I gulp down all my food really quickly?
47. What did we do when we wanted to have a party for someone without him knowing about it?
48. Why couldn't he come to school today?

Do They Mean the Same Thing?

1. Not the same. The first sentence means Joe is the only one who loves spinach, while the second sentence means Joe doesn't love anything else but spinach.
2. Not the same. The first sentence means Grandma went to the movies a little while ago, while the second sentence means Grandma was the only one who went to the movies.
3. Same
4. Not the same. The first sentence means Mrs. Brown didn't help anyone else, while the second sentence means only Mrs. Brown helped Trisha.
- 5, 6. Same
7. Not the same. The first sentence means Mary fell asleep a short time ago, while the second sentence means Mary was the only one to fall asleep at 10 P.M.
8. Not the same. The first sentence means everyone including Sally likes bowling, while the second sentence could mean Sally likes many things including bowling.
9. Same
10. Not the same. Just because hot dogs are the favorite food at ballparks doesn't mean that everyone buys hot dogs at ballparks.
11. Not the same. The first sentence means that the Giants are leading the game, while the second sentence means the Giants are losing.
- 12, 13, 14. Same
15. Not the same. The first sentence means Katie doesn't write in her diary on any other day but Saturday, while the second sentence means Katie doesn't do anything but write in her diary on Saturdays.
16. Same
17. Not the same. The first sentence means Jake came home just a short time ago for dinner, while the second sentence means Jake came home only to eat dinner.
- 18, 19, 20, 21, 22, 23, 24, 25, 26. Same
27. Not the same. The first sentence means that some people are not afraid of anything other than snakes, while the second sentence means that not all people are afraid of snakes.
28. Same
29. Not the same. The first sentence says that Keisha can't carry her own bag, while the second sentence says that even Dad can't carry Keisha's bag.
30. Not the same. The first sentence says the ambulance was speeding, while the second sentence could mean that the ambulance was driving at normal speeds.
31. Not the same. The first sentence implies that Danny reads a lot of books including the newest Harry Potter book, while the second sentence implies that other people including Danny have read the newest book.
32. Not the same. The first sentence means the cats don't drink anything except milk, while the second sentence means that no one other than the cats drink milk.
33. Not the same. The first sentence means that no one else but Amelia hugged her teddy bear, while the second sentence means that Amelia hugged her teddy bear a few minutes ago, or that she didn't hug any other toys.
34. Same
35. Not the same. The first sentence means that Jenny not only came to the party but stayed over, while the second sentence means that Jenny and others stayed overnight after the party.
36. Same
37. Not the same. The first sentence means that Ken doesn't work in the garden except on weekends, while the second sentence means that Ken doesn't do any other work except gardening on weekends.
38. Same
39. Not the same. The first sentence means that Jane keeps on asking questions, while the second sentence means that no one except Jane asks questions.
- 40, 41. Same
42. Not the same. The first sentence means that Susan didn't want to do several things including see the movie, while the second sentence means that several people, including Susan, didn't want to see the movie.
43. Same
44. Not the same. The first sentence implies that Mike loves to read anytime but especially at bedtime, while the second sentence says that the only time Mike loves to read is at bedtime.
45. Not the same. The first sentence means that several people including my parents went on the Ferris wheel, while the second sentence means that my parents went on many rides including the Ferris wheel.
- 46, 47, 48. Same

Sometimes, Always, Never?

- | | | | |
|---------------|---------------|---------------|---------------|
| 1. Sometimes | 13. Never | 25. Sometimes | 37. Sometimes |
| 2. Sometimes | 14. Sometimes | 26. Never | 38. Sometimes |
| 3. Sometimes | 15. Sometimes | 27. Never | 39. Sometimes |
| 4. Sometimes | 16. Sometimes | 28. Always | 40. Sometimes |
| 5. Sometimes | 17. Always | 29. Never | 41. Never |
| 6. Sometimes | 18. Always | 30. Sometimes | 42. Never |
| 7. Sometimes | 19. Always | 31. Always | 43. Never |
| 8. Always | 20. Sometimes | 32. Sometimes | 44. Never |
| 9. Sometimes | 21. Always | 33. Sometimes | 45. Sometimes |
| 10. Always | 22. Sometimes | 34. Never | 46. Sometimes |
| 11. Sometimes | 23. Always | 35. Sometimes | 47. Never |
| 12. Never | 24. Sometimes | 36. Sometimes | 48. Never |