## Spelling and Punctuation Game

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### Board Instructions

- **Start** at 1 and move clockwise.
- Each box contains a spelling or punctuation concept.
- Roll the dice to move forward.
- Correctly answer a question at your current position to advance one space.
- Incorrect answers result in no movement.
- The first to reach **FINISH** wins.

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**Spelling and Punctuation Game**

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A game for up to four players

Rules of the game

1. One player must act as the quizmaster and must have a dictionary and thesaurus to hand, as well as a tally sheet.

2. The player who rolls the highest number starts the game.

3. When a player lands on a SPELLING BEE or SYNONYM icon, the quizmaster asks that player a question, using the dictionary or the thesaurus. ‘Spell …’ or ‘Give a synonym for …’ A correct answer scores one point.

4. When a player lands on a PUNCTUATION square, the quizmaster asks that player to give a sentence showing the use of any chosen punctuation mark. One point is awarded for a correct answer.

5. When a player lands on the GRAMMAR square, the quizmaster asks that player to give a sentence illustrating how to use less/fewer, much/many, I and me, we and us, is and are, or was and were. One point per correct answer.

6. When a player lands on a FIGURATIVE LANGUAGE square, the quizmaster asks that player to give an example of simile, metaphor, alliteration, onomatopoeia or personification, using an object in the classroom as their stimulus. One point per correct answer.

7. When a player lands on a BESTSELLER square, that player must suggest in 60 seconds the outline of an idea/plot for a best-selling book. One point per answer that everyone feels is a good one.

8. The winner is the player who has accumulated the most points by the end of the playing time set by the teacher OR the player who lands on the FINISH square exactly.