

ACTIVITY GUIDE BUILD-A-SENTENCE PART ONE

The concept of Subject and Predicate:

Begin by showing some simple sentences. Talk about the words subject and predicate. Explain that the subject of the sentence is the "doer," and the predicate is the action being done. In other words, the predicate tells what the doer is doing! Explain that subjects are usually people or objects, and give plenty of examples.

Predicates always include an action word (or words).

Activity 1:

1. Mix some of the subject and predicate sets on the table.
2. Ask the child/children to separate the subject and predicate cards and put them into two separate piles-subject pile and predicate pile.

Activity 2:

Making Logical/Funny Sentences:

1. Sort the cards into subject and predicate piles and place them face up at random.
2. Ask the child/children to make sentences at their turns by choosing cards from each of the piles.
3. Ask them to begin by making logical sentences with the help of the picture clues.
4. As the children become confident at choosing the subject and predicate for themselves, suggest them to try silly/funny sentences.

Important Note: It is not necessary to use all the cards in the pack with very young children. You can select a matching number of subject and predicate cards that best suits the ability level of the children playing.

Activity 3:

1. All cards are placed face down in the middle of the players.
2. Turns are taken clockwise to select and turn any two cards face up. If the two cards make a sentence, then the player reads it and may claim that set. If the two cards do not make a sentence, the player turns them face down again in the same place.
3. Each child takes a turn to select two cards, he/she must try to remember where a matching card can be found.
4. Winner is the player with the most sets of sentence cards at the end.

Activity 4:

1. A dealer is chosen and all the cards are dealt among the players.
2. Each player checks his/her hand to see if he/she has any cards that make a sentence/sentences. These matching pairs are removed and placed in front of each player.
3. Play starts with the player to the left of the dealer and continues in the clockwise direction.
4. The children now attempt to find a "match" for the cards in their hands by either reading a subject card (A rabbit) or describing a predicate card (eats carrots) from other players. The players **MUST** handover the card which is the correct match of the request made.
5. The winner is the player with the most sets of matching pairs of subject and predicate cards at the end of the game.