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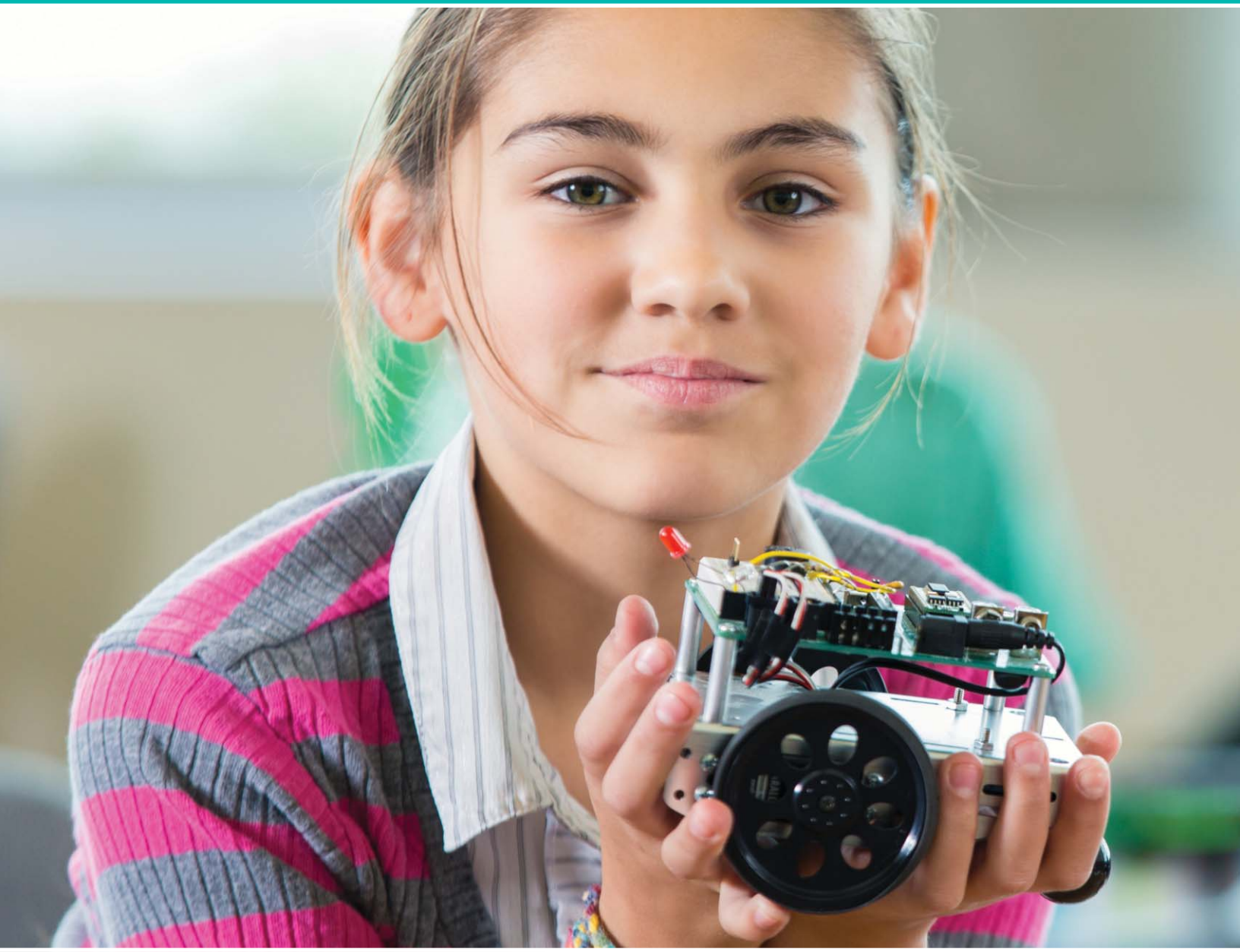

idea packet

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Parts of Speech Jeopardy!

Are You Ready for…

Parts Of Speech Jeopardy!

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Goals and Objectives

The ***goal*** of "Parts of Speech Jeopardy!" is to help students learn The Parts of Speech in an entertaining way. In this way, students will enjoy learning the Parts of Speech of different words in a sentence and therefore be able to use better grammar in their everyday lives.

The ***Objective*** of the entire lesson is to help students master the Parts of Speech while having fun.

Florida Standards

Cluster 1: Conventions of Standard English-

LAFS.910.L.1.1 - Demonstrate command of the conventions of Standard English grammar and usage when writing or speaking. a. Use parallel structure. b. Use various types of phrases (noun, verb, adjectival, adverbial, participial, prepositional, and absolute) and clauses (independent, dependent; noun, relative, adverbial) to convey specific meanings and add variety and interest to writing or presentations. Cognitive Complexity: Level 3: Strategic Thinking & Complex Reasoning

Cluster 2: Presentation of Knowledge and Ideas

LAFS.910.SL.2.6- Adapt speech to a variety of contexts and tasks, demonstrating command of formal English when indicated or appropriate (See grades 9–10 Language standards 1 and 3 on page 54 for specific expectations) Cognitive Complexity: Level 2: Basic Application of Skills & Concepts.

Course Outline and Overview

Course Outline:

This game/ lesson is best suited for a Language Arts Class. It can be adapted and utilized with students from Elementary School age all the way through High School. Students will learn the Basics of Grammar, parts of speech and use of articles, and sentence structure, which are essential for students to learn in order to complete the necessary coursework for English/ Language Arts in Miami Dade County Public Schools.

Course Overview:

This course examines the fundamental concepts and techniques for teaching and facilitating the learning of sentence structure to include the Parts of Speech. An effective Teacher must understand the basic parts of a sentence, preferably be a Language Arts Instructor. In addition, the class examines the interaction and combination of words to create sentences which will enable them later to effective paragraph writing.

Students will develop a self-critical perspective on sentence structure. This game will hopefully be fun for students and help them to explore/ reflect on sentence structure while they are enjoying themselves. Each student has their own "personal baggage" that they bring to class. Maybe this game will help students who never really had a good grasp of the Parts of Speech in a sentence. This game will serve to be a good review, while giving special consideration to the challenges of providing English Language Instruction that reflects the rich diversity of American society. We begin this task with the assumption that the students participating probably do not know all of the Parts of Speech. As the game progresses, the instructor will be able to recognize which students have a good grasp of the subject area and therefore he/she can begin grouping students accordingly (possible creating diverse groups) At the end of the "game," students will be able to 1) identify and be able to choose the correct Parts of Speech in a sentence. 2) formulate and evaluate alternative sentences of their own; and 3) learn verbally how to recognize the different Parts of Speech in sentences of varying complexity.

Lesson Plan

The Parts of Speech Jeopardy Game is played quickly and is easy to set up! It can be a fast paced game, or slower, depends on the class.

The class is divided into two groups.

One student is chosen to be the “score keeper,” and does not play the game (being score keeper is an important and necessary part of the game).

There is a “buzzer,” “bell ringer,” or other “noise maker” for the first students from each group line can press or hit when he/she knows the answer to the question. Students must state the answer in the form of a question: For example, “What is a Noun?”

The Teacher (or a student) writes a sentence (large print, easy to read) on a board (or projects to a promethean board).

The sentence is not shown until the game begins.

With the first two students from each line ready to begin, the sentence is revealed with one word from the sentence underlined.

The Teacher (or a student) plays the Jeopardy Theme Song while waiting for students to answer.

The first student to hit the buzzer scores a point for their Team.

Calling Out by other students disqualifies that Team for that question (other Team gets the point!).

The amount of points to win is determined by the Teacher- Students can earn 1 or two points for every correct answer they supply, or if the Teacher wants to give each student who participates a candy or treat for every correct answer, that is another option.

At the end of the “game,” the team with the most points wins!!! The Teacher can provide a reward for the winning team- anything from candy (always works), to a “Free Homework Pass,” or cute school supplies, having their Team Picture, or an announcement made, or “lunch with the Teacher,” the possibilities for rewards are almost endless!

Some possible rewards:

Students have so many different interests, and sometimes all it takes is praise. Many thrive on praise alone.

However, treats can serve as a reward as well. This can include anything from doing an activity in the classroom students like- computer time, play a game, visit the library, sit with a friend, or even a note or call to parents, stickers, books trinkets, extra credit, or even lunch with the Teacher.

Resource List

Some Possible sources for supplies:

www.orientaltrading.com specializes in novelties, party supplies and even other treats kids love.

Grocery Store – Chips, cookies, etc

3. The Internet – various sites (go to Google..search for rewards for kids, websites abound!

4. Teacher Made- homework pass, lunch with teacher or friend, pass for free time

Materials Needed

1. White Board/ Promethean Board (for displaying the sentence)
2. 2 buzzers/ bells/ noise makers/ etc. (for students to indicate they know the correct response)
3. Board or Large Paper (for scorekeeping)
4. Markers/ Pens/ Pencils(not really recommended, but will work) (for keeping score)
5. Microphone/ voice amplifier (not necessary, but good for effects)
6. Jeopardy music

Supplies and Prices:

1. Buzzers/ or Noise Makers- $
2. Markers - $5.00
3. Treats/ Candies/ School Supplies- $ 5.00 - $10.00

Adapting To Your Classroom:

This wonderful/ easy Parts of Speech Jeopardy Game can be adapted to virtually any classroom, almost to any subject.

Teacher/ Students follow the same format…

A question/problem/ sentence is written large enough for students to see. Students are divided into groups to play.

Students state their answer in the form of a question.

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APPLY FOR AN IMPACT II ADAPTER GRANT!

M-DCPS teachers, media specialists, counselors or assistant principals may request funds to implement an IMPACT II idea, teaching strategy or project from the Idea EXPO workshops and/or curriculum ideas profiled annually in the ***Ideas with IMPACT*** catalogs from 1990 to the current year, 2016-17. Most catalogs can be viewed at The Education Fund website at www.educationfund.org.

- Open to all K-12 M-DCPS teachers, counselors, media specialists
- Quick and easy reporting requirements
- Grants range from $150 - $400
- Grant recipients recognized at an Awards Reception

To apply, you must contact the teacher who developed the idea before submitting your application. Contact can be made by attending a workshop given by the disseminator, communicating via email or telephone, by visiting the disseminator in their classroom, or by having the disseminator visit your classroom.

Project funds are to be spent within the current school year or an extension may be requested. An expense report with receipts is required by Friday, May 5, 2017.

APPLICATION DEADLINE:
Monday, December 12, 2016

Apply online at www.educationfund.org

For more information, contact:
Edwina Lau, Program Director
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