**Sharpen Your Clause!**

**Game**

**How to play:**

* You may want to enlarge this sheet to A3 when photocopying.
* Cut up the cue cards below, shuffle them and put them in a pile face down on the desk.
* Make up an opening sentence - the sentence must have a sub-ordinate clause in it. For example, *Smiling brightly, Sally jumped off the bouncy castle.*
* Taking it in turns, a pupil takes a cue card from the pile and reads the instruction on it.
* The pupil then changes the sentence by following the instruction from the cue card. Make the sentences as silly as possible to make the game more fun!
* If the pupil is successful in changing the sentence correctly, they earn a point. If they are unsuccessful, the cue card can be passed to the next pupil for a bonus point.
* At the end of an agreed number of rounds, the pupil with the most points is the winner.

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| **change a noun** | **change a verb** | **change a clause** |
| **add a clause** | **move a clause** | **add an adjective** |
| **change an adjective** | **change a noun** | **change a verb** |
| **change a clause** | **add a clause** | **move a clause** |
| **add an adjective** | **change an adjective** | **change a noun** |
| **change a verb** | **change a clause** | **add a clause** |
| **move a clause** | **add an adjective** | **move an adjective** |
| **add an adverbial phrase** | **add an adverbial phrase** | **add an adverbial phrase** |