10 Reading Comprehension Card Games

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

bright ideas™ from Elaine Richard
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
   - ballet
   - opera
   - concert

2. What's What?
   - giggle
   - roar
   - titter
   - howl

3. What's What?
   - storm
   - lightning
   - thunder
   - hail

4. What's What?
   - music
   - chimes
   - static
   - drums

5. What's What?
   - love
   - joy
   - anger
   - worry

6. What's What?
   - violin
   - bass
   - cello
   - viola

7. What's What?
   - peek
   - stare
   - ogle
   - glance

8. What's What?
   - clock
   - hourglass
   - sundial
   - 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

18 What’s What?
tennis badminton
volleyball ping-pong

19 What’s What?
ankle arch
heel toe

20 What’s What?
grab seize
snatch hold

21 What’s What?
ruler pencils
desk blackboard

22 What’s What?
Dough Eggs
Milk Flour

23 What’s What?
pail mop
vacuum broom

24 What’s What?
soap sink
towel tub
What's What?

taste  see
smell  hear

bus  plane
boat  car

ball  mitt
bases  bat

sun  moon
lamp  candle

floor  ceiling
wall  door

zipper  snap
hook  button

gloves  hat
scarf  boots

needle  thread
spool  pins
runway  baggage
security  gate

keys  lipstick
wallet  comb

top  bottom
left  right

Army  Navy
Air Force  Coast Guard

jar  box
cage  vase

scream  shout
yell  holler

back  front
right side  left side

veal  steak
chicken  pork chop
41. What's What?
   - tickets
   - screen
   - seats
   - popcorn

42. What's What?
   - brakes
   - steering wheel
   - seats
   - ignition

43. What's What?
   - scissors
   - knife
   - saw
   - hatchet

44. What's What?
   - tacos
   - tortillas
   - burritos
   - fajitas

45. What's What?
   - pasta
   - pizza
   - scampi
   - scallopini

46. What's What?
   - fish
   - shells
   - seaweed
   - coral

47. What's What?
   - sunscreen
   - swimsuit
   - umbrella
   - blanket

48. What's What?
   - scooter
   - bicycle
   - roller skates
   - 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

2. What's Not?
   copper   rubber
   bronze   silver

3. What's Not?
   ear      heel
   ankle    knee

4. What's Not?
   bee      butterfly
   ant      hawk

5. What's Not?
   towel    sheet
   dress    notebook

6. What's Not?
   chain    shoelace
   ribbon   rope

7. What's Not?
   concert   chorus
   orchestra   jury

8. What's Not?
   glass    water
   window    mirror
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
What's Not?
elephant canary
lion tiger

What's Not?
brick ice
popsicle snowman

What's Not?
hop skip
clap jump

What's Not?
jar funnel
vase pitcher

What's Not?
raft ferry
canoe log

What's Not?
ink perfume
paint pencil

What's Not?
fork hammer
wrench screwdriver

What's Not?
veal cheddar
steak hamburger
What's Not?

person    group
club      team

fog       smile
tornado   sleet

circle    diamond
house     rectangle

spider    firefly
mosquito  crow

cookies   soup
crackers  chips

shoe      boat
life preserver  cork

sailor    artist
librarian  woman

brick    anchor
sponge  rock
What's Not?

41. tent bicycle
   helicopter train

42. cake decorations
   candles cottage

43. dishwasher slide
   seesaw monkey bars

44. house moon
   ball pearl

45. fish whale
   seaweed cabin

46. fairy tales fables
   biographies tall tales

47. hat gloves
   crown helmet

48. 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)

2. Same/Different
   Sunday      January
   (2)

3. Same/Different
   excited      anxious
   (3)

4. Same/Different
   president      king
   (2)

5. Same/Different
   ankle      wrist
   (1)

6. Same/Different
   toy      game
   (1)

7. Same/Different
   hill      mountain
   (1)

8. Same/Different
   carrot      radish
   (1)

9. Same/Different
   cottage      mansion
   (2)

10. Same/Different
    sometimes      always
        (2)

11. Same/Different
    ladder      stairs
        (1)

12. Same/Different
    harbor      ocean
        (1)
13. Same/Different
   brook       river
   (1)

14. Same/Different
   smoke       steam
   (2)

15. Same/Different
   basketball    soccer
   (1)

16. Same/Different
   silent       calm
   (2)

17. Same/Different
   zookeeper    veterinarian
   (2)

18. Same/Different
   waiter       chef
   (2)

19. Same/Different
   sundial      hourglass
   (2)

20. Same/Different
   photograph   poster
   (2)

21. Same/Different
   collar       scarf
   (1)

22. Same/Different
   escalator    elevator
   (1)

23. Same/Different
   postcard     letter
   (1)

24. Same/Different
   string beans  lettuce
   (2)
25. fence  wall  
   (2)

31. glue  nail  
   (1)

26. banana  peanut  
   (1)

32. orchestra  band  
   (2)

27. bread  toast  
   (1)

33. skiing  ice-skating  
   (2)

28. generous  selfish  
   (3)

34. box  bag  
   (1)

29. telephone  e-mail  
   (1)

35. thermometer  speedometer  
   (2)

30. guitar  cello  
   (2)

36. encyclopedia  dictionary  
   (1)
37 Same/Different
- trumpet
- violin
(2)

38 Same/Different
- smile
- laugh
(2)

39 Same/Different
- lawyer
- judge
(3)

40 Same/Different
- sip
- gulp
(1)

41 Same/Different
- annoyed
- angry
(2)

42 Same/Different
- boat
- raft
(1)

43 Same/Different
- disappointment
- excitement
(2)

44 Same/Different
- computer
- brain
(2)

45 Same/Different
- wonder
- question
(3)

46 Same/Different
- canary
- eagle
(2)

47 Same/Different
- pancake
- cupcake
(2)

48 Same/Different
- vacation
- recess
(1)
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.
13 Cause or Effect?
We are late.
Let’s take a taxi.

14 Cause or Effect?
We called the repairman.
The dishwasher broke.

15 Cause or Effect?
He hurt my feelings.
I felt angry.

16 Cause or Effect?
We felt tired but healthy.
We ran two miles.

17 Cause or Effect?
We were disappointed.
It rained at the picnic.

18 Cause or Effect?
The road was slippery.
Snow was turning to ice.

19 Cause or Effect?
Dinner got cold.
Our guests arrived late.

20 Cause or Effect?
I played tennis all day.
I was too tired to watch TV.

21 Cause or Effect?
It was cold outside.
I wore my jacket.

22 Cause or Effect?
Mother bought new crayons.
We drew pictures all day.

23 Cause or Effect?
We enjoyed the holiday.
Grandmother made a great turkey.

24 Cause or Effect?
He couldn’t believe his luck.
He won first prize!
<table>
<thead>
<tr>
<th>25</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **I left my math book at school.**  
**I couldn’t do my homework.** |  |

<table>
<thead>
<tr>
<th>26</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **They were lost.**  
**They asked the police for directions.** |  |

<table>
<thead>
<tr>
<th>27</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **The dog ate my book report.**  
**I can’t hand in my report.** |  |

<table>
<thead>
<tr>
<th>28</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **She had a stomachache.**  
**She ate candy, popcorn, pizza, and soda.** |  |

<table>
<thead>
<tr>
<th>29</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **He wants to buy a present for his friend.**  
**He’s saving his allowance.** |  |

<table>
<thead>
<tr>
<th>30</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **The elephants were on parade.**  
**The circus is coming.** |  |

<table>
<thead>
<tr>
<th>31</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **The milk spilled.**  
**We mopped the floor.** |  |

<table>
<thead>
<tr>
<th>32</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **We needed to find facts for our research paper.**  
**We went to the library.** |  |

<table>
<thead>
<tr>
<th>33</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **Everyone cheered.**  
**The rocket was successfully launched.** |  |

<table>
<thead>
<tr>
<th>34</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **She looked ecstatic!**  
**She rode her new two-wheeler for the first time.** |  |

<table>
<thead>
<tr>
<th>35</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **There was an eclipse of the sun.**  
**Everything became dark during the day.** |  |

<table>
<thead>
<tr>
<th>36</th>
<th>Cause or Effect?</th>
</tr>
</thead>
</table>
| **Fred is the new boy in our class.**  
**I’ll try to make friends with Fred.** |  |
<table>
<thead>
<tr>
<th>No.</th>
<th>Cause or Effect?</th>
</tr>
</thead>
<tbody>
<tr>
<td>37</td>
<td>She’s not my best friend anymore. She tells all my secrets.</td>
</tr>
<tr>
<td>38</td>
<td>I love the outdoors and sports. I want to go to sleep-away camp next summer.</td>
</tr>
<tr>
<td>39</td>
<td>He got a suntan. He spent the day at the beach.</td>
</tr>
<tr>
<td>40</td>
<td>He was worried. He hadn’t studied for the test.</td>
</tr>
<tr>
<td>41</td>
<td>She was excited! Her uncle gave her a dog.</td>
</tr>
<tr>
<td>42</td>
<td>We called the police. There was an accident down the street.</td>
</tr>
<tr>
<td>43</td>
<td>I like to read before bedtime. Reading is very relaxing.</td>
</tr>
<tr>
<td>44</td>
<td>I want to go out for dinner on my birthday. Restaurants make me feel grown-up.</td>
</tr>
<tr>
<td>45</td>
<td></td>
</tr>
<tr>
<td>46</td>
<td></td>
</tr>
<tr>
<td>47</td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>Popcorn is our favorite treat. We bought popcorn at the movies.</td>
</tr>
</tbody>
</table>
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. Name something that... grows but does not get taller.

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

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

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

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

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

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

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

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

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

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

12. Name something that... is rough but not hard.
<table>
<thead>
<tr>
<th>Number</th>
<th>Perplexed</th>
<th>Perplexed</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>Name something that ... is long but not thin.</td>
<td>Name something that ... can be brushed but not combed.</td>
</tr>
<tr>
<td>14</td>
<td>Name something that ... breaks but is not glass.</td>
<td>Name something that ... can be felt but not seen.</td>
</tr>
<tr>
<td>15</td>
<td>Name something that ... bends but is not rubber.</td>
<td>Name something that ... is expensive but not big.</td>
</tr>
<tr>
<td>16</td>
<td>Name something that ... moves but is not alive.</td>
<td>Name something that ... can be seen but not touched.</td>
</tr>
<tr>
<td>17</td>
<td>Name something that ... can be caught but not thrown.</td>
<td>Name something that ... plays but does not have fun.</td>
</tr>
<tr>
<td>18</td>
<td>Name something that ... is round but does not roll.</td>
<td>Name something that ... runs but cannot walk.</td>
</tr>
</tbody>
</table>
26. Name something that ...  
is heavy but not big.

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

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

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

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

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

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

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

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

36. Name something that ...  
lights up but isn’t a bulb.
Name something that ... is a horse you can ride but can’t feed.

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

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

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

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

Name something that ... can be jumbo or extra large but whose name means “small.”

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

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

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

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

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

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.
1. Don’t Mention It!
   Things that are sticky
   (2)

2. Don’t Mention It!
   Things used for cooking
   (1)

3. Don’t Mention It!
   Things that fly
   (1)

4. Don’t Mention It!
   Things that make music
   (1)

5. Don’t Mention It!
   Things you can eat raw
   (2)

6. Don’t Mention It!
   Setting the table
   (2)

7. Don’t Mention It!
   Grandparents
   (2)

8. Don’t Mention It!
   A soccer game
   (2)

9. Don’t Mention It!
   Things at an amusement park
   (2)

10. Don’t Mention It!
    Things you must keep in the refrigerator
        (2)

11. Don’t Mention It!
    A movie theater
        (3)

12. Don’t Mention It!
    Things that are baked
        (2)
<table>
<thead>
<tr>
<th>Number</th>
<th>Category</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</td>
<td>Things at the beach</td>
<td>(2)</td>
</tr>
<tr>
<td>14</td>
<td>Thanksgiving dinner</td>
<td>(1)</td>
</tr>
<tr>
<td>15</td>
<td>Things in the daytime sky</td>
<td>(2)</td>
</tr>
<tr>
<td>16</td>
<td>Noisy things</td>
<td>(2)</td>
</tr>
<tr>
<td>17</td>
<td>Things made of glass</td>
<td>(2)</td>
</tr>
<tr>
<td>18</td>
<td>Things on a globe</td>
<td>(2)</td>
</tr>
<tr>
<td>19</td>
<td>Things that have sharp points</td>
<td>(3)</td>
</tr>
<tr>
<td>20</td>
<td>Things you write with</td>
<td>(2)</td>
</tr>
<tr>
<td>21</td>
<td>Things you can win</td>
<td>(3)</td>
</tr>
<tr>
<td>22</td>
<td>Summer sports</td>
<td>(2)</td>
</tr>
<tr>
<td>23</td>
<td>Things that are furry</td>
<td>(2)</td>
</tr>
<tr>
<td>24</td>
<td>A classroom</td>
<td>(1)</td>
</tr>
</tbody>
</table>
25. Things that can hang on the wall
31. Things you need tickets for
32. Things with a bell

26. Things that you see in the city
33. Melting ice cream

27. Things you can wear on your feet
34. Apple pie à la mode

28. Things that you see at a farm
35. Things on a bus

29. Things people save
36. Food at a barbecue

30. A bicycle
Don't Mention It!

37 Things that have numbers on them

38 Clothing you wouldn't wear outside the house

39 Things at a party

40 Supermarket jobs

41 A catcher’s mitt

42 A birthday present

43 A canoe

44 A fence

45 Computer keyboard

46 Bacon and eggs

47 Green vegetables

48 Types of hats
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

2. Here’s the Answer!
   June, July, August

3. Here’s the Answer!
   At a picnic

4. Here’s the Answer!
   In the refrigerator

5. Here’s the Answer!
   At school

6. Here’s the Answer!
   A Frisbee™

7. Here’s the Answer!
   Because it is hot

8. Here’s the Answer!
   At a dock

9. Here’s the Answer!
   At dawn

10. Here’s the Answer!
    A thermos

11. Here’s the Answer!
    A lifeguard

12. Here’s the Answer!
    So it will melt
13 A passenger
14 She cried
15 An umpire
16 Grapes
17 An usher
18 A king
19 Toothpaste
20 Every day
21 To the zoo
22 We cheered
23 Because they don't have wings
24 The man in the moon
25. Mustard and ketchup

26. A detective

27. A bird

28. At night

29. Because it’s snowing

30. Because it’s raining

31. Peanut butter and jelly

32. Hot soup

33. We called a locksmith.

34. We missed the bus.

35. A plumber

36. An electrician
37. Here's the Answer!
   A carpenter

38. Here's the Answer!
   A pharmacist

39. Here's the Answer!
   A tailor

40. Here's the Answer!
   A pilot

41. Here's the Answer!
   At a birthday party

42. Here's the Answer!
   A calendar

43. Here's the Answer!
   Markers

44. Here's the Answer!
   An eraser

45. Here's the Answer!
   We stopped at the gas station.

46. Here's the Answer!
   I was so-o-o-o hungry.

47. Here's the Answer!
   We planned a surprise.

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.
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**Do They Mean the Same Thing?**
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.
We eat only healthy foods for snack at home.
We don’t eat junk food for snack at home.

Do They Mean the Same Thing?

Although they are twins, they look very different.
They are fraternal twins, not identical.

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.

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.

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.

Do They Mean the Same Thing?

All the biography books are on the lowest shelf.
There are no biography books on the upper shelves.

Reading Comprehension Card Games © Elaine Richard, Scholastic Teaching Resources
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.

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.

43 Do They Mean the Same Thing?
Jon won the spelling bee in his class.
Jon is the best speller in his class.

44 Do They Mean the Same Thing?
Mike loves to read, especially at bedtime.
Mike loves to read only at bedtime.

45 Do They Mean the Same Thing?
Even my parents went on the Ferris wheel.
My parents even went on the Ferris wheel.

46 Do They Mean the Same Thing?
Just for fun, let’s play tag.
Let’s play tag just for fun.

47 Do They Mean the Same Thing?
Andy only wanted to read about horses.
Andy wanted to read only about horses.

48 Do They Mean the Same Thing?
He doesn’t think Kim took the toy.
He thinks Kim didn’t take the toy.
**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.

2. Sometimes, Always, Never
   It rains when it’s cloudy.

3. Sometimes, Always, Never
   People have freckles.

4. Sometimes, Always, Never
   Keys open locks.

5. Sometimes, Always, Never
   Shoes have zippers.

6. Sometimes, Always, Never
   A suit comes with pants.

7. Sometimes, Always, Never
   A waterfall has a rainbow.

8. Sometimes, Always, Never
   Mothers are women.

9. Sometimes, Always, Never
   Women are mothers.

10. Sometimes, Always, Never
    A dictionary has definitions.

11. Sometimes, Always, Never
    Apples are sweet and red.

12. Sometimes, Always, Never
    Bottles are made of wool.
13 Sometimes, Always, Never
Ice skates have wheels.

14 Sometimes, Always, Never
Limbs grow out of trees.

15 Sometimes, Always, Never
A TV set has a picture tube.

16 Sometimes, Always, Never
A telephone has a busy signal.

17 Sometimes, Always, Never
Fish live underwater.

18 Sometimes, Always, Never
Sandwiches are on bread.

19 Sometimes, Always, Never
Trains run on tracks.

20 Sometimes, Always, Never
Neighbors are friendly.

21 Sometimes, Always, Never
Kindergarten has children.

22 Sometimes, Always, Never
Athletes like competition.

23 Sometimes, Always, Never
Arithmetic uses numbers.

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.

38. Sometimes, Always, Never
The moon cannot be seen during the day.

39. Sometimes, Always, Never
You can learn things from TV.

40. Sometimes, Always, Never
Pasta has sauce on it.

41. Sometimes, Always, Never
Chocolate tastes sour.

42. Sometimes, Always, Never
Fourth graders drive cars.

43. Sometimes, Always, Never
Trains are faster than jet planes.

44. Sometimes, Always, Never
Toy bears can attack people.

45. Sometimes, Always, Never
A broken vase looks the same when mended.

46. Sometimes, Always, Never
Eggs are perfectly round.

47. Sometimes, Always, Never
An elephant is faster than a horse.

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

**Materials**

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

**Players**

2 players, or 2 teams of 2 players each

**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.
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<th>Stop the Flood!</th>
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<td>nowhere</td>
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</tbody>
</table>
Stop the Flood!

F L O O D
Go ahead 1 space.

Go back to 2nd base.

Go back 1 space.

3rd BASE

HOME PLATE (Start/Finish)

1st BASE

Go back to 1st base.

Go back 1 space.
Possible Answers  

**What’s What?**

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?**

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–fire; E–destruction
14. C–study; E–good grades
15. C–election; E–vote
16. C–weather; E–change
17. C–storm; E–flood
18. C–wind; E–flood
19. C–bus; E–transport
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98. C–bus; E–transport
99. C–bus; E–transport
100. C–bus; E–transport

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

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

Here’s the Answer!

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. What do you call the person who shows or takes you to your seat in a theater?
9. Who is the head of a kingdom?
10. Who fixes leaks?
11. What kind of fruit grows in bunches?
12. Where would you go to sleep?
13. What do you use when you want to write on chart paper?
14. Why do roosters crow?
15. Why did you gulp down all my food really quickly?
16. What happened when we locked ourselves out of the house?
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 happened when we found out that the gas tank was almost empty?
23. Where would you “park” a boat?
24. What do you do when your team scored?
25. What condiments do you put on hot dogs or hamburgers?
26. Who builds houses or makes furniture?
27. What kind of sandwich do most kids like?
28. Who flies an airplane?
29. What have dates on it?
30. Who can fix clothes?
31. What color is the face on a full moon?
32. Why can’t pigs fly?
33. What liquid can warm you up on a cold day?
34. What did we do when our team scored?
35. What is the head of a kingdom?
36. Where would you “park” a boat?
37. What do you call the person who calls hurt?
38. What do you call the person who calls out of the house?
39. Why do you call the person who rides on a bus or taxicab?
40. When do you go to sleep?
41. Who can help fix electrical wiring?
42. Why do you go to celebrate and bring a present to someone who just turned a year older?
43. What do you use to write on chart paper?
44. What did we do when we wanted to have a party for someone without him knowing about it?
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. When do you go to sleep?
48. Why couldn’t he come to school today?
Possible Answers

**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.

Possible Answers

**Sometimes, Always, Never?**

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