

## Lower Primary Class

### **TASK – replace common adjectives in oral story telling**

*One of a series of simple activities to help students focus on the providing descriptive information about people, places, animals, their relationships in the stories they tell.*

**This is a lovely game to help students begin to use different words for common superlatives, e.g. good, bad, huge, big ...**

### **YOU WILL NEED**

- a series of vocal picture/word posters – one for each superlative
- a 'secret box' full of story ideas.
- blackboard strips showing commands like: make bigger, jump higher, smells ..., sounds like ....., smaller, shinier ...

**YOU NEED TO set up a story telling corner with all the resources easily accessible.**

### **In the beginning ...**

Read a story, to the whole class.

Read the story a second time:

- every time you get to a noun, pause and engage students in the character or object.

*It works well if you have large pictures that match the story.*

- Elicit an accurate description of the character or object.

### **Introduce the game:**

- Version 1: The Silly Game.  
Students need to add silly actions to the character or object. Think Monty Pythons silly walks. These can be acted out.
- Version 2: The Noisy Game  
Using letters of the alphabet, students add loud animal noises to the story, attached to the incorrect character or object. These can be acted out.
- Version 3. and more:

Use letters from focus words or student names, months of the year, colours ...

Use word lists to find alternative words, For example using FRESH to change the word 'good' you would:

- Fair,
- Respectful
- Expert
- Safe
- Helpful

Or, match a sound, size, smell, and colour to the word to be removed.

### **Once children are familiar with the game:**

1. add a time limit
2. add other restrictions – take turns around the class when asking for words
3. hide one of the boards – make it obvious and part of the game
4. give starting letters/sounds for the words to be used