storytime™

STORY CLUB: GRAMMAR GAME!

In this fun activity, one club member will read out stories – and the other members will replace certain words to change the tale as you go! The words you will replace are *verbs, adjectives* and *adverbs*.

1. When the first story is read out, you should try changing all the **ADJECTIVES** in the story!

WHAT'S AN ADJECTIVE?
Adjectives are words that are used to describe things.

Examples of adjectives are **BIG, SMALL, YELLOW, BRAVE** and **HAPPY.**

Here is a sentence to try it out:
The small, black cat jumped over the old brick wall and ran into the quiet green garden.

Without adjectives
The cat jumped over the wall and ran into the garden.

2. For the second story, you should call out when you hear a **VERB**.
This time come up with another verb to replace it with.

WHAT'S A VERB?
A verb is a 'doing word' that is used to talk about actions.

Examples of verbs are **RUN, JUMP, WALK, TALK** and **THINK!**

Here is a sentence to try it out:
The pirate ran to the ship and shouted to the crew.

Replace the verbs:
The pirate dashed to the ship and yelled to the crew.

3. When the next person reads out the third story, you and your club members should try to spot the **ADVERBS** in it! When you hear an adverb, call it out and replace it with a new one to change the story!

WHAT'S AN ADVERB?
Adverbs are used to describe how, when, where and how often an action is done.

Examples of adverbs are **QUICKLY, SADLY, TODAY, CAREFULLY** and **BRAVELY.**

Here is a sentence to try it out:
The knight rode quickly across the field and bravely faced the dragon.

With the changed adverbs:
The knight rode wobblily across the field and accidentally faced the dragon.

Adverbs can make a story feels very different! Try swapping the adverbs to change the mood of the sentence. You could make it funnier, scarier or sillier – then read it aloud and see how it sounds!

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