



Grammar Chipper Chat[®]

Contents

Introduction.....	2
Materials.....	3
Basic Game Play	3
Game Variations.....	4



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Introduction

Travel deep into the grammar jungle and come out a winner with *Grammar Chipper Chat*®! This exciting magnetic chip game explores 16 of the grammatical structures found in the *CELF*® and the *TOLD*® assessments. Each grammar area has 20–30 color-coded question cards (400 cards total!) with a sentence prompt on one side and picture(s) on the other side. The student fills in the missing word on the question side using the pictures as cues. *Grammar Chipper Chat*® addresses the following grammatical structures:

- Changing Nouns to Adjectives
- Changing Verbs to Nouns
- Comparatives/Superlatives*
- Copula (Is/Are, Was/Were)
- Future Tense
- Irregular Past Tense Verbs
- Irregular Plurals
- Noun-Verb Agreement
- Possessive Nouns
- Possessive Pronouns
- Prepositions
- Progressive Verbs
- Regular Past Tense Verbs
- Regular Plurals
- Subjective Pronouns
- Third Person Singular

*Note: You may choose to target either comparatives or superlatives. To elicit comparatives use either “but” or “than” to combine the first two sentences omitting the last word. For example, “A man is tall **but** a giraffe is ____.” Child says, “Taller.” To elicit superlatives, read the first two sentences giving the comparative and have the student complete the superlative sentence. For example, “A man is tall. A giraffe is taller. A tree is the ____.” Child says, “Tallest.”

Game Boards

Each of the 60 *Grammar Chipper Chat*® boards (30 double-sided boards) has a photo of an animal with the animal name spelled out in the spaces. These engaging game boards provide countless opportunities for your students to practice the grammatical structures they are learning by creating sentences about their animal. Let the syntax safari begin!

Materials

Grammar Chipper Chat® includes:

- 60 Game Board Scenes (30 Double-Sided Boards)
- 400 Color-Coded Cards
- Foam Die
- 100 Magnetic Chips
- Magnetic Wand

Basic Game Play

Object of the Game – Cover all 18 circles with the magnetic chips. Then, collect the chips with the magic magnetic wand!

How to Play Grammar Chipper Chat®

1. Players choose their own unique animal game board.
2. Teacher chooses the cards that include the grammatical structures he/she wishes to target.
3. First player chooses a card and reads/listens to the question. If a player needs a hint, show the picture side of the card.
4. After a player answers, have him/her roll the die and place the same number of chips on his/her game board.
5. Play continues in turn.
6. At the teacher's option, when fewer than three circles are left, the player must roll a number equal to or less than the number of circles remaining on his/her game board to receive chips.
7. Since each student answers a question before he/she rolls, everyone gets to practice. The first player to cover all the circles with chips is the winner! Then, all the players get to pick up their chips with the magnetic wand.

Game Variations

Chiparoo – Each student chooses a game board and covers all the spaces on the board with chips. When a student correctly answers a question, they remove one chip from the board with the wand. The student who empties his/her board first is the winner!


Syntax Safari – Use just the game boards and have your students create sentences using the animal name and the grammatical structure you are targeting. Students earn a chip for each correct sentence.

Correct a Sentence – Say one of the sentences on the card using incorrect grammar (e.g., I put socks on my foot) and have the students correct it. Students earn a chip for each sentence they correct.

Irregular Past Tense Verbs

I get my lunch in the cafeteria.

Two days ago, I ___ my lunch in the cafeteria. (got)



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23

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56



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