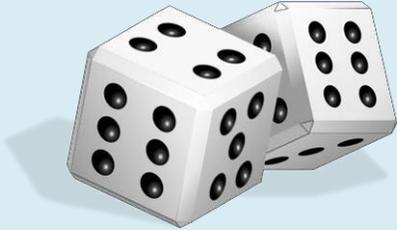


1 Start 	2 	3 Figurative language 	4 Spelling Bee 	5 Bestseller 	6 	7 Synonyms 	8 	9 Figurative language 	10 Spelling Bee 
28 Finish 	  <h1 style="color: #00728f; font-family: sans-serif;">Spelling and punctuation game</h1>								11 
27 Synonyms 									12 
26 									13 Figurative language 
25 Bestseller 									14 Spelling Bee 
24 Figurative language 	2 	22 Spelling Bee 	21 Synonyms 	20 Figurative language 	19 	18 Spelling Bee 	1 	16 Synonyms 	15 Bestseller 

## A game for up to four players

# Rules of the game



1. One player must act as the quiz master and must have a dictionary and thesaurus to hand, as well as a tally sheet.
2. The player who rolls the highest number starts the game.
3. When a player lands on a **spelling bee** or **synonym** icon, the quizmaster asks that player a question, using the dictionary or the thesaurus. 'Spell ...' or 'Give a synonym for ...' **A correct answer scores one point.**
4. When a player lands on a **punctuation** square, the quizmaster asks that player to give a sentence showing the use of any chosen punctuation mark. **One point is awarded for a correct answer.**
5. When a player lands on the **grammar** square, the quizmaster asks that player to give a sentence illustrating how to use less/fewer, much/many, I and me, we and us, is and are, or was and were. **One point per correct answer.**
6. When a player lands on a **figurative language** square, the quizmaster asks that player to give an example of simile, metaphor, alliteration, onomatopoeia or personification, using an object in the classroom as their stimulus. **One point per correct answer.**
7. When a player lands on a **bestseller** square, that player must suggest in 60 seconds the outline of an idea/plot for a best-selling book. **One point per answer that everyone feels is a good one.**
8. The winner is the player who has accumulated the most points by the end of the playing time set by the teacher **or** the player who lands on the finish square exactly.