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28 FINISH 								11 	
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A game for up to four players

Rules of the game



1. One player must act as the quizmaster 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.