

# Punctuation Board Game

Help kids have fun while practicing their punctuation. One hundred sentences are included, each with a missing punctuation mark for the student to fill in. Each time a correct answer is given, the student moves forward to that punctuation mark on the board. If an incorrect answer is given, the student stays where they are until their next turn. But, tell your students to be on the lookout! There are some sad punctuation marks on the board that want to make them sad, too. If they land on one of them, they must immediately move back one space.

## Preparing the Game:

1. Using a file folder as a base, attach the game board to the inside of the file folder, matching the spaces on the board and trimming the pages as necessary to make them meet in the correct places.
2. Cut out the sentence cards. If they are printed on cardstock or printed on paper and laminated, they will hold up longer, but they can be used just as easily if printed on regular copy paper. Each sentence has one punctuation mark missing in the sentence given. Blank cards are included for you to use some of your own sentences if you wish.

## Object of the Game:

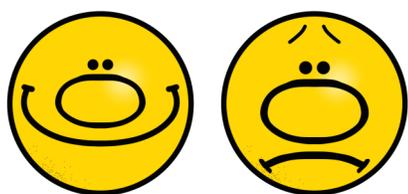
To move from start to the end of the game by correctly telling what punctuation mark is missing in each sentence given on the card drawn on your turn.

## Playing the Game:

1. Mix all the sentence cards together in a pile or stack beside the board
2. Each player places a marker in the starting space. Markers from other games, dried beans, buttons, etc. can be used. Be sure the size of the marker is not a choking hazard for young players.
3. The youngest player goes first. The player draws a card and reads the sentence. The player then tells what punctuation mark is missing in the sentence. A designated person checks the players answer against the Answer Key. Each

sentence on the sentence cards is numbered to match the number of the same sentence in the Answer Key. If the player is correct, the player moves a marker to the first available space with that punctuation mark on it. If the player lands on a happy punctuation mark, their turn ends. If, however, the player lands on a sad punctuation mark, they must immediately move back one space. If the player gets the answer wrong, their play ends. The final space includes one of each of the punctuation marks.

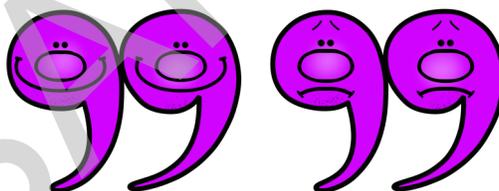
4. Play passes to the left, and the second player completes their turn.
5. Play continues in this way until all the sentence cards have been drawn. If the game is not over after all the sentence cards have been drawn, everyone puts their sentence cards back in the pile. Then mix the cards together to use again.
6. The player who first reaches the space with the happy punctuation marks together at the end of the game is the winner.



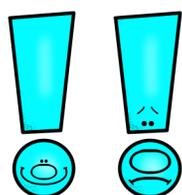
Happy and sad periods



Happy and sad commas



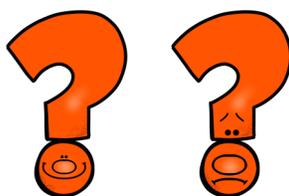
Happy and sad quotation marks



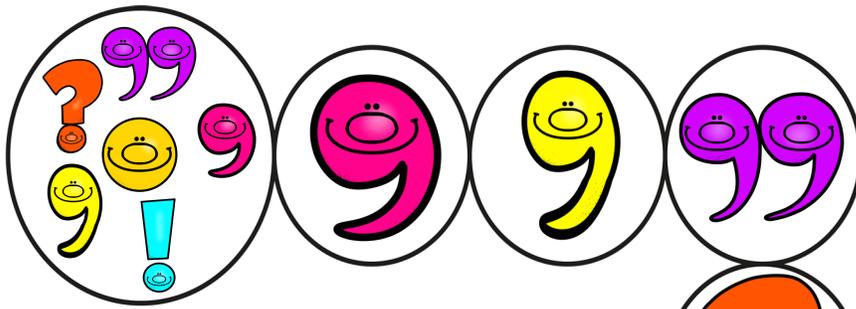
Happy and sad exclamation points



Happy and sad apostrophes



Happy and sad question marks



  
A question mark is used at the end of a sentence that asks a question.



 Quotation marks are used around something that someone is saying.

START

 An exclamation point is used at the end of a sentence that shows strong feeling.

 A period is used:

1. at the end of a sentence that tells something
2. after abbreviations of titles, such as Dr. or Mrs.
3. after abbreviations for the months, like Nov.
4. After initials, such as Mark L. Smith



 A comma is used:

1. between the day and the year when you are writing a date
2. between words in a series, like red, blue, and green

 An apostrophe is used to show that letters have been left out when a contraction is formed, such as *that's* for *that is*, and *can't* for *cannot*.

1. Mom asked Caleb, Where are you going?	2. Mom asked Isaac, Darian, and Sam, "Where are you going"
3. Mom asked Isaac Darian, and Sam, "Where are you going?"	4. The balloons are red, white green, and blue.
5. She was born on May 3 2010.	6. He likes to play baseball football, and soccer.
7. She didnt know the answer.	8. How much does that cost
9. Stop	10. He cant see over the fence.
11. My rabbit likes lettuce celery, and carrots.	12. How do you get to the library