

The Joker

Types of Sentences Review Game

Materials

Decks of cards (You can buy them at the dollar store! We found two packs for a dollar there.)

Types of Sentences Review Game PowerPoint - Contains slides with different types of sentences – provided in our package

Answer Sheets for students -provided in our Package

Object

Students will earn points by correctly identifying sentences (presented in a PowerPoint) as simple, compound, complex, or compound complex.

Game Set Up

1. Print the answer sheets and make copies for the number of students in your class.
2. You can either play this game in small groups or as a whole class. If you play in groups, you will need a deck of cards per group. If you play as a whole class, you will probably need two or three decks of cards, depending on how many students are in your class. We use one deck per row of students.
3. Pull up the PowerPoint on your computer so that it shows on your screen or whiteboard.

Directions for Play in Small Groups

1. Divide your class into groups of four or five students.
2. Have each group face each other with a deck of cards in the middle.
3. At the bottom of the answer sheet, the following point system for each card is written.
 - Numbered cards = that number of points
 - Ace =fourteen points
 - King= thirteen points
 - Queen = twelve points
 - Jack = eleven points
 - Jokers = Double or nothing
4. Place the deck of cards face down in the center of the group of students.
5. Each student draws a card; the highest card starts the game. The first player draws another card to determine how much the first sentence will be worth for him/her. For example, if the player draws a two, the sentence that the teacher presents will be worth two points for that player. Then, the second player draws a card to determine how many points he/she could earn. Players should show their opponent(s) the card that they drew. We have students place their cards face up on their desks.
6. Note: If a player draws a joker, he/she must draw the next card on the deck. The sentence is now worth double the amount on the second card. If the student correctly identifies the sentence type, he/she earns the double point value. If he/she misidentifies the type of sentence, he/she loses all of his/her points so far in the game and must start over at zero. (This is why we titled this game "The Joker.")

7. At this point, the teacher shows the first sentence in the PowerPoint to the class. Each player discreetly circles the type of sentence that they believe it to be on his/her provided answer sheet. Stress that they should not allow the others in their group to see their answer. To earn the amount of points represented by the card, the student must correctly identify the type of sentence presented on the slide (ex. simple, compound, complex, compound/complex). Teachers can set a timer to provide one minute for students to make their choices. Once the time is up, pens or highlighters should be put down. We tell our students to highlight their answers or use a pen to discourage them from changing their answers after the correct one has been given.
8. The teacher will show explanation slide next in the PowerPoint. This slide will not yet give the answer but will identify the clauses in the sentence and the type of each clause. This way, students will pay attention to the explanation instead of just the answer. Also, if students are struggling, you can use this slide as a "hint".
9. The next slide will give the answer. Students should show each other their answer sheets and then record the amount of points earned in the "Points Earned" section of the answer sheet. If no points are earned, a student can write 0 for that round.
10. Once the last sentence on the PowerPoint is completed, the game is over. (There are 110 slides in the PowerPoint!) The student in each group with the most points is the winner.
11. You may wish to award prizes for winners. 😊

Directions for Play as Whole Class

1. Give each student a scoreboard and an answer sheet. At the bottom of the scoreboard, the following point system for each card is written.
 - Numbered cards = that number of points
 - Ace = fourteen points
 - King = thirteen points
 - Queen = twelve points
 - Jack = eleven points
 - Jokers = Double or nothing
2. A deck of cards will be needed for each row of students. So, if you have three rows, you will need three decks of cards.
3. Starting at one end of the row, each student will take the top card and pass the deck down the row. The student at the end of the row can let the deck sit on his/her desk until the next round.
4. After drawing a card from the deck, students should place their cards face up on their desks so that everyone can see how many points each student can earn.
5. Note: If a player draws a joker, he/she must draw the next card on the deck. The sentence is now worth double the amount on the second card. If the student correctly identifies the sentence type, he/she earns the double point value. If he/she misidentifies the type of sentence, he/she loses all of his/her points so far in the game and must start over at zero. (This is why we titled this game "The Joker.")
6. At this point, the teacher shows the first sentence in the PowerPoint to the class. Each player discreetly circles the type of sentence that he/she believes it to be on his/her provided answer sheet. Stress that they should not allow the others to see their answer. To earn the amount of points represented by the card, the student must correctly identify the type of sentence presented on the slide (ex. simple, compound, complex, compound/complex). Teachers can set a timer to provide one minute for students to make their choices. Once the time is up, pencils should be put down.
7. The teacher will show explanation slide next in the PowerPoint. This slide will not yet give the answer but will identify the clauses in the sentence and the type of each clause. This way, students will pay attention to the

explanation instead of just the answer. Also, if students are struggling, the teacher can use this slide as a “hint”.

8. The next slide will give the answer. If the students got the answer right, they should award themselves points earned from the cards. If wrong, they do not earn points. Remember, if a student had a joker, he/she would earn twice the points of the next card drawn if he/she got the question right, and lose all of the points that he/she had earned so far if he/she got the question wrong.
9. At this point, the deck is passed down the row the opposite way (starting from the desk of the student who had it last). Again, each student takes a card from the top of the deck and passes it. This card should be placed on top of the last card drawn. The second sentence is then shown on the PowerPoint and students make their choice on the answer sheet. Points are awarded accordingly. Play continues in this fashion. You may need to take up cards from each row at some point and shuffle them so that you continue to have cards for play.
10. Once the last sentence on the PowerPoint is completed, the game is over. (There are 110 slides in the PowerPoint, so you really could play this game over several days.) The student in each row with the most points is the winner.
11. You may wish to award prizes for winners. 😊

Our answer sheet is provided on the next pages. If you are purchasing our [types of sentences review game](#), students will use this answer sheet. If you are creating your own PowerPoint with sentences, you can use this one as a guide to make your own. 😊 Enjoy!

Number	Circle your Answer				Points Earned
1	Simple	Compound	Complex	Compound Complex	
2	Simple	Compound	Complex	Compound Complex	
3	Simple	Compound	Complex	Compound Complex	
4	Simple	Compound	Complex	Compound Complex	
5	Simple	Compound	Complex	Compound Complex	
6	Simple	Compound	Complex	Compound Complex	
7	Simple	Compound	Complex	Compound Complex	
8	Simple	Compound	Complex	Compound Complex	
9	Simple	Compound	Complex	Compound Complex	
10	Simple	Compound	Complex	Compound Complex	
11	Simple	Compound	Complex	Compound Complex	
12	Simple	Compound	Complex	Compound Complex	
13	Simple	Compound	Complex	Compound Complex	
14	Simple	Compound	Complex	Compound Complex	
15	Simple	Compound	Complex	Compound Complex	
16	Simple	Compound	Complex	Compound Complex	
17	Simple	Compound	Complex	Compound Complex	
18	Simple	Compound	Complex	Compound Complex	
19	Simple	Compound	Complex	Compound Complex	
20	Simple	Compound	Complex	Compound Complex	
21	Simple	Compound	Complex	Compound Complex	
22	Simple	Compound	Complex	Compound Complex	
23	Simple	Compound	Complex	Compound Complex	
24	Simple	Compound	Complex	Compound Complex	

Number	Circle your Answer				Points Earned
25	Simple	Compound	Complex	Compound Complex	
26	Simple	Compound	Complex	Compound Complex	
27	Simple	Compound	Complex	Compound Complex	
28	Simple	Compound	Complex	Compound Complex	
29	Simple	Compound	Complex	Compound Complex	
30	Simple	Compound	Complex	Compound Complex	
31	Simple	Compound	Complex	Compound Complex	
32	Simple	Compound	Complex	Compound Complex	
33	Simple	Compound	Complex	Compound Complex	
34	Simple	Compound	Complex	Compound Complex	
35	Simple	Compound	Complex	Compound Complex	
36	Simple	Compound	Complex	Compound Complex	
Total Number of Points Earned					

POINT SYSTEM

- Numbered cards = number of points shown on cards
- Ace =fourteen points
- King= thirteen points
- Queen = twelve points
- Jack = eleven points
- Jokers = Double or nothing! (Draw next card. You earn double that card if you answer correctly. You lose all points earned so far if you answer incorrectly.)