

LRN2362

Contents:

- Game Board
- 192 Cards
- 6 Pawns
- Die



Answer questions in four different ways!

- * Say it!—Say your answer out loud.
- * Write it!—Write out your answer on scratch paper.
- * Act it out!—Get up and move around to show your answer.
- * Choose it!—Choose your answer from multiple-choice answers.

Wacky Cards are scattered throughout each category.

Be prepared to sing, hop, act goofy—in other words—get wacky!

Object of the Game

Answer questions correctly to move ahead and be the first one to reach the Finish.

Setting Up the Game

1. Shuffle each category of cards and place them on their corresponding color-coded spaces around the board. There are four categories of cards: Say it!, Write it!, Act it out!, and Choose it!
2. Make sure players have scratch paper to write or draw their answers on.
3. Decide whether players will play alone or with partners.

Directions for Play

1. Choose a player to be the keeper of the Answer Key. Each player then chooses a pawn and places it on the Start space. Roll to see who will go first. Player 1 rolls the die, moves the number of spaces shown, and chooses a card from the deck that is the same color as the space he or she is on. Players may share a space.

2. The player reads the question on the card aloud and does what it says. If there is a "SHHH!" symbol on the card, the player should read the card silently and do what it says. The player with the Answer Key checks the answer. If it is a Wacky Card or the player's answer is in question, the other players will take a vote to decide if the answer is correct.

- If the question is answered incorrectly, play passes to the player on the left.
 - If the question is answered correctly, the player may have a bonus roll of the die and move ahead that many spaces. All parts of the question must be answered correctly. More than one player may move forward if the card indicates. The player does not answer another question, and play moves to the player on the left.
3. The first player to reach the Finish space and correctly answer a question chosen by his or her opponents wins. If Finish is reached on a bonus roll, the player must wait until his or her next turn to answer the winning question.

Say it! Answer Key

1. Synonyms for vacant: empty, blank, void, free, unoccupied, uninhabited
2. Antonyms for fearless: afraid, fearful, scared, cowardly, timid, nervous, "chicken," terrified
3. Antonyms for reject: accept, get, gain, acquire, agree to, acknowledge, admit
4. Correct spelling given on game card.
5. Correct spelling given on game card.
6. Correct spelling given on game card.
7. Correct spelling given on game card.
8. Correct spelling given on game card.
9. To go "through the roof" means to lose one's temper.
10. To "bend over backwards" means to try very hard to do something for someone.
11. If money "burns a hole in your pocket," it means that when you have money, you want to spend it.
12. If something is "right up your alley," it is something you are good at and like to do.
13. scrawny: skinny or thin; sentences will vary
14. confident: belief in yourself; boldness; assured; positive
15. enemy: someone who is opposed or hostile against someone else
16. astonished: surprised; sentences will vary
17. tree or bush
18. slept
19. foot
20. farm
21. present
22. past
23. future
24. present
25. assemble
26. history
27. un: unhappy/unfamiliar
28. est: tallest/shortest
29. frog or hog
30. boat
31. blue
32. new
33. too late
34. hand over fist
35. uphill battle
36. plant: place where products are manufactured; flower, tree or shrub; to place a seed or plant in the ground to grow (sentences will vary)
37. swallow: a small bird; to pass down the throat; to surround, as in swallowed by a crowd; a mouthful, as in a swallow of water (sentences will vary)
38. dream: to see images in the mind while sleeping; a goal or aspiration (sentences will vary)
39. scale: part of a covering on a reptile or fish; instrument used to weigh objects; to climb, as to scale a wall (sentences will vary)
40. pot and pan
Similarities: both used to cook; both metal; both round; both have handles; Differences: pot usually larger than pan; pot used for sauces; pan has lower sides; pan has one long handle—pot has two small handles
41. shoes and boots
Similarities: both worn on the feet; both protect the feet; both have soles; both can lace up; Differences: boots are thicker and heavier; boots are taller
42. dog and cat
Similarities: both are pets; both have fur; both mammals; both are four-legged; both have paws; Differences: dogs bark—cats meow; dogs walk on leash; dogs come when called; cats purr; cats are litter-box trained; both eat different foods; dogs can be many different sizes
43. robin and snowy owl
Similarities: both birds; both have feathers; both fly; both build nests; both live in trees; Differences: different colors; owl is larger; both eat different foods; both have different calls; eyes are placed differently; owl can turn head almost 180 degrees
44. Wacky Card: Answers will vary.
45. Wacky Card: Answers will vary.
46. Wacky Card: Answers will vary.
47. Wacky Card: 5 syllables.
48. Wacky Card: Answers will vary.

Write it! Answer Key

1. Synonyms for fragile: breakable, delicate, brittle, weak
 2. Antonyms for dreary: bright, cheerful, joyful, exciting
 3. Synonyms for rowdy: wild, untamed, rude, frantic, reckless, rough, crazy, disorderly, boisterous
 4. Correct spelling given on game card.
 5. Correct spelling given on game card.
 6. Correct spelling given on game card.
 7. Correct spelling given on game card.
 8. released: to set free or let go; sentences will vary
 9. destroyed: ruined; damaged, put an end to
 10. exhausted: very tired; drained; used up
 11. miniature: on a small scale or a smaller version of something; sentences will vary
- Write it! Answer Key**
continued on next page.

Write it! Answers continued

12. Drawings will vary. "Slept like a log" means one slept deeply.
13. Drawings will vary. If something "made your hair stand on end," it scared you.
14. Drawings will vary. "Spilled the beans" means accidentally revealing a secret.
15. Drawings will vary. "Rang a bell" means something triggered a memory.
16. children
17. women
18. cows
19. mice
20. cycle
21. print
22. company
23. settle
24. est: strangest
25. re: replay
26. Unfinished – "un" changes the meaning of the word to its opposite, or not finished
27. Flavorful – "ful" makes the word an adjective meaning "full of flavor"
28. Answers will vary.
29. Answers will vary.
30. Answers will vary.
31. park: large, grassy recreation area; enclosed area for ballgames; to move a car into a certain spot; to leave in a certain place temporarily
32. tip: the pointed end of an object (nose, pencil, mountain, etc.); to tilt or overturn; a helpful hint; money given to a worker for good service
33. stamp: to bring the foot down heavily; a form of postage; a block for printing, such as a rubber stamp
34. seal: aquatic mammal; an engraved stamp for impressing wax
35. plot: a secret plan; the story in a play or novel; to mark a route on a map
36. overdue
37. grate
38. poll
39. steel
40. stakes
41. blanket and lap throw
Similarities: both made of cloth; both soft; both keep you warm; both used to cover you up; Differences: blanket is larger; blanket used on bed–throw on chair or couch; throws usually thicker than blankets; throws can be knitted; throws usually have design
42. pen and pencil
Similarities: both used to write; both cylinder shape; both same length; Differences: pens use ink–pencils use lead; ink is permanent; pencil erases; pencils need to be sharpened; pencils have erasers on end; ink can smear; pencils can be used outside in freezing weather–pens cannot (the ink won't flow)
43. carpeting and throw rug
Similarities: both are floor coverings; both made of fiber; both come in many colors; both soft; both can have designs on them; Differences: carpet cannot be moved–throw rug can; carpets cleaned by machine–throw rugs can go in washer; carpet lasts longer than a throw rug; carpets need a pad underneath–rugs do not
44. Wacky Card: Answers will vary.
45. Wacky Card: Answers will vary.
46. Wacky Card: Answers will vary.
47. Wacky Card: Answers will vary.
48. Wacky Card: Answers will vary.

Act it out! Answer Key

1. Actions will vary. Synonyms for weak: wimpy, delicate, feeble, fragile, frail, strengthless
2. Actions will vary. Synonyms for hungry: starving, famished, empty, ravenous
3. Actions will vary. Synonyms for worried: anxious, troubled, concerned, disturbed, disquieted
4. Actions will vary. Antonyms for bored: interested, participating, excited, concerned, occupied
5. Actions will vary. Synonyms for strong: sturdy, buff, powerful, muscular, firm, durable, well-built
6. Actions will vary. Synonyms for pretty: lovely, gorgeous, delightful, attractive, beautiful
7. Actions will vary. Antonyms for impatient: patient, quiet, calm, content, composed
8. Correct spelling given on game card.
9. Correct spelling given on game card.
10. Correct spelling given on game card.
11. Correct spelling given on game card.
12. Correct spelling given on game card.
13. Correct spelling given on game card.
14. Correct spelling given on game card.
15. Correct spelling given on game card.
16. Correct spelling given on game card.
17. Correct spelling given on game card.
18. Correct spelling given on game card.
19. Correct spelling given on game card.

**Act it out! Answer Key
continued on next page.**

Act it out! Answers continued

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| <p>20. Correct spelling given on game card.</p> <p>21. Actions will vary. "No-brainer" means an answer is so simple, you don't have to think about it.</p> <p>22. Actions will vary. "My lips are sealed" means "I will keep silent about a secret."</p> <p>23. Actions will vary. "In one ear and out the other" means a person is not listening to what is being said to him or her.</p> <p>24. Actions will vary. "Rubbing elbows" means socializing or mingling with people.</p> <p>25. Actions will vary. "Getting cold feet" means becoming afraid to do something.</p> | <p>26. Actions will vary. "Pain in the neck" means something is difficult and frustrating.</p> <p>27. rt: art, cart, heart, shirt, skirt, etc.</p> <p>28. st: chest, dust, fist, list, post, rust, test, vest, wrist, etc.</p> <p>29. nd: band, hand, sand, stand, wand</p> <p>30. shelf, etc.</p> <p>31. desk, mask, etc.</p> <p>32. Answers will vary.</p> <p>33. Answers will vary.</p> <p>34. Answers will vary.</p> <p>35. 3 syllables. Answers will vary.</p> <p>36. 5 syllables. Answers will vary.</p> <p>37. deplorable: very bad</p> <p>38. incredulous: not able to believe something or accept that something is true</p> | <p>39. mingle: to mix together, socialize</p> <p>40. reminisce: to think and talk about the past and things that you remember</p> <p>41. nudge: to give someone or something a small push, often with the elbow</p> <p>42. opaque: not letting light through; not transparent</p> <p>43. gulch: a deep ravine or valley that fills with water when it rains</p> <p>44. Wacky Card: Answers will vary.</p> <p>45. Wacky Card: Answers will vary.</p> <p>46. Wacky Card: Answers will vary.</p> <p>47. Wacky Card: Answers will vary.</p> <p>48. Wacky Card: Answers will vary.</p> |
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Choose it! Answer Key

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|---|--|---|
| <p>1. a</p> <p>2. b</p> <p>3. a</p> <p>4. b</p> <p>5. a</p> <p>6. b</p> <p>7. b</p> <p>8. a</p> <p>9. a</p> <p>10. b</p> <p>11. b</p> <p>12. a</p> <p>13. b</p> <p>14. a</p> <p>15. b</p> <p>16. b</p> <p>17. a</p> | <p>18. b</p> <p>19. a</p> <p>20. a</p> <p>21. b</p> <p>22. b</p> <p>23. b</p> <p>24. a</p> <p>25. b</p> <p>26. a</p> <p>27. c</p> <p>28. c</p> <p>29. b</p> <p>30. b</p> <p>31. a</p> <p>32. present</p> <p>33. past</p> <p>34. future</p> | <p>35. a</p> <p>36. a</p> <p>37. b</p> <p>38. a</p> <p>39. b</p> <p>40. a</p> <p>41. a</p> <p>42. b</p> <p>43. a</p> <p>44. Wacky Card: beautiful, gorgeous. Answers will vary.</p> <p>45. Wacky Card: She sees everything.</p> <p>46. Wacky Card: Answers will vary.</p> <p>47. Wacky Card: Answers will vary.</p> <p>48. Wacky Card: 4 syllables.</p> |
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