

SIMILE SHENANIGANS

A game of creating, sharing, and discovering similes and metaphors

- ❖ This game is recommended for Level B and C students (11 years old and up).
- ❖ It is a fun game of creating and sharing similes and metaphors that will provide hours of inspiration from famous authors of children's literature.
- ❖ If you don't have hours in the classroom to play, don't worry. Play for 10–20 minutes in class a few times. Then, encourage parents to download the game and continue playing with their children at home.

SIMILE SHENANIGANS

TO PREPARE

Print, in color, the cards on the following pages (card stock is preferred). Cut them out. Place them face down in a stack. In a class, you probably won't even use an entire page of cards per game, so you don't have to print all the pages at once. Choose a page you like, or print several and choose individual cards for a variety of difficulty levels.

Cards are color-coded:

- o red border = the easiest
- o the blue border = medium difficulty
- o purple border = the most difficult

If you do not copy the game in color, you may wish to label each card with its difficulty level.

Note: The last page of cards is blank so teachers and students may add their own similes from the literature they are reading.

- ❖ If you are playing with a small group at home, make a "pocket" in which you can place a card so that the bottom edge with the answer is covered. The simplest way to do this is to simply cut off the side of an envelope. The side fold will become the bottom of the pocket.
- Choose one person to be the reader. In a class this will be the teacher. In other settings, players take turns being the reader each round. (Note: If a student supplies a simile, he must be the reader when it is used.)
- ❖ IMPORTANT: In a class, divide the players into 3–5 teams.
- ❖ Give each player (or team), including the reader, a pencil and 3x5 note cards, one for each round you will play.

TO PLAY

The reader picks up the first card and reads the beginning of the simile in the white box. He looks at the author's answer (at bottom), but does not reveal it. Then he places the card in the pocket so that players can see the white box but not the answer box.

(In a class, the teacher should instead write the beginning of the simile—the white box—on a whiteboard.)

- Teams try to finish the simile by writing their idea on a note card. The reader writes the author's answer (from the blue box) on his note card.
- Everyone passes their cards to the reader, who then shuffles and reads all the possible answers. (In a class, he/she should write the answers on the whiteboard.)
- ❖ If two or more answers are the same, the reader only needs to write that answer on the board once, but reading them all is helpful for players to see how popular that answer is.
- ❖ Be sure no one reveals which answers were provided by whom.
- Now each player or team (except the reader) must try to guess which of the possible answers is the one the author actually wrote. The reader must keep track of who guesses which. (Write initials or team names by the answers on the board.)
- ❖ After everyone has guessed, points are awarded as follows:
 - *Players/teams who guessed the **correct answer** from the choices on the board **receive 1 point.**
 - *Players receive **2 points for each time someone** <u>else</u> guessed the answer they provided.
 - *If players/teams actually wrote the correct answer on their card, they receive 3 points in addition to points they may have received from the above.

SCORE SHEETS

To make score keeping simpler, blank score sheets that you may copy for each team are on the following page. For each game, each team will need its own score sheet. It includes enough space for nine rounds, but in a class setting, you will most likely not have enough time to play all nine.

SCORE SHEET

Round	If you guessed the correct answer— 1 point	Number of teams that chose your answer— 2 points <u>each</u>	If you wrote the correct answer on your card—3 points	Total for each round
1				
2				
3				
4				
5				
6				
7				
8				
9				

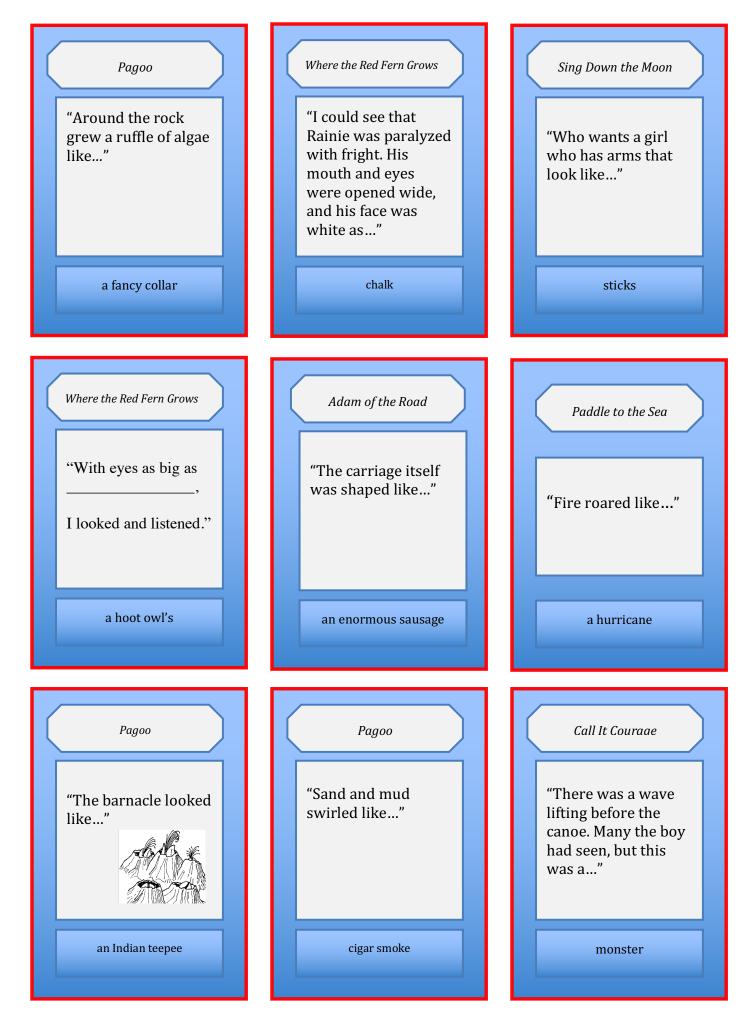
Grand Total	Points:	
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SCORE SHEET

Team:

Round	If you guessed the correct answer— 1 point	Number of teams that chose your answer— 2 points <u>each</u>	If you wrote the correct answer on your card—3 points	Total for each round
1				
2				
3				
4				
5				
6				
7				
8				
9				

Crand	Total	Points:	
Grand	i otai	Points:	



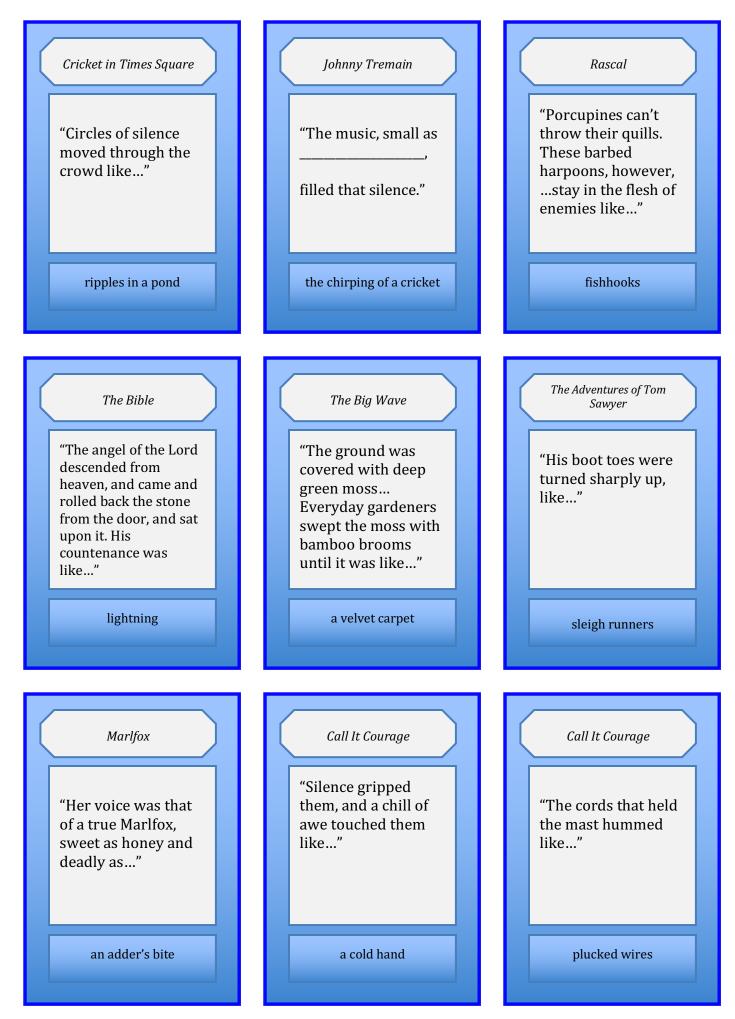
The red-bordered cards on this page are the easiest difficulty level.



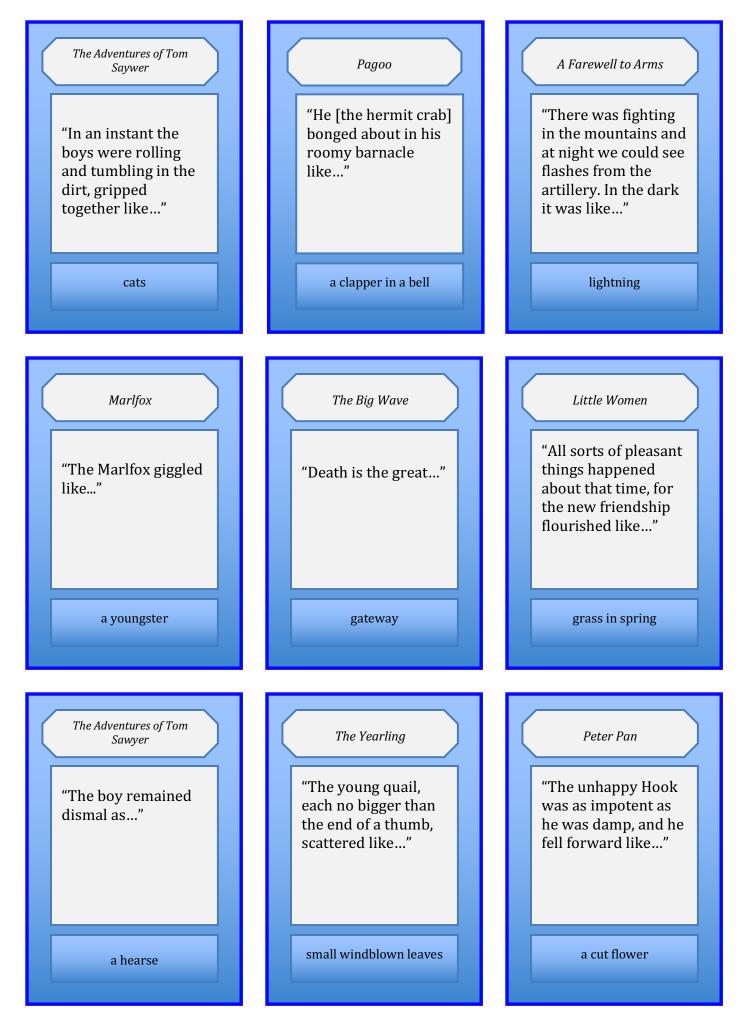
The red-bordered cards on this page are the easiest difficulty level.

Alice in Wonderland Island of the Blue Dolphins Call It Couraae "The lagoon was "All I know is "I remember the day untroubled as a the Aleut ship came something comes at me like..." Upon its black face to our island. At first it seemed like..." the stars lay tracks of fire." a jack-in-the-box a small shell afloat mirror on the sea Old Yeller Gone with the Wind Paddle to the Sea "One time he "the sun so bright on brought home a "From Lake Superior horned toad that got his blond hair that it northward the so mad he swelled seemed like..." evergreen trees out round and flat wore..." as..." hoods and coats of white a Mexican tortilla a cap of shining silver Alice in Wonderland Anne of Green Gables The Trumpet of the Swan "In the stainless "It was opened by "The mist rises southwest sky, a another footman in slowly like..." great crystal white the livery, with a star was shining like round face, and large ..." eyes like..." a lamp of guidance a frog steam from a kettle

The blue-bordered cards on this page are of medium difficulty level.



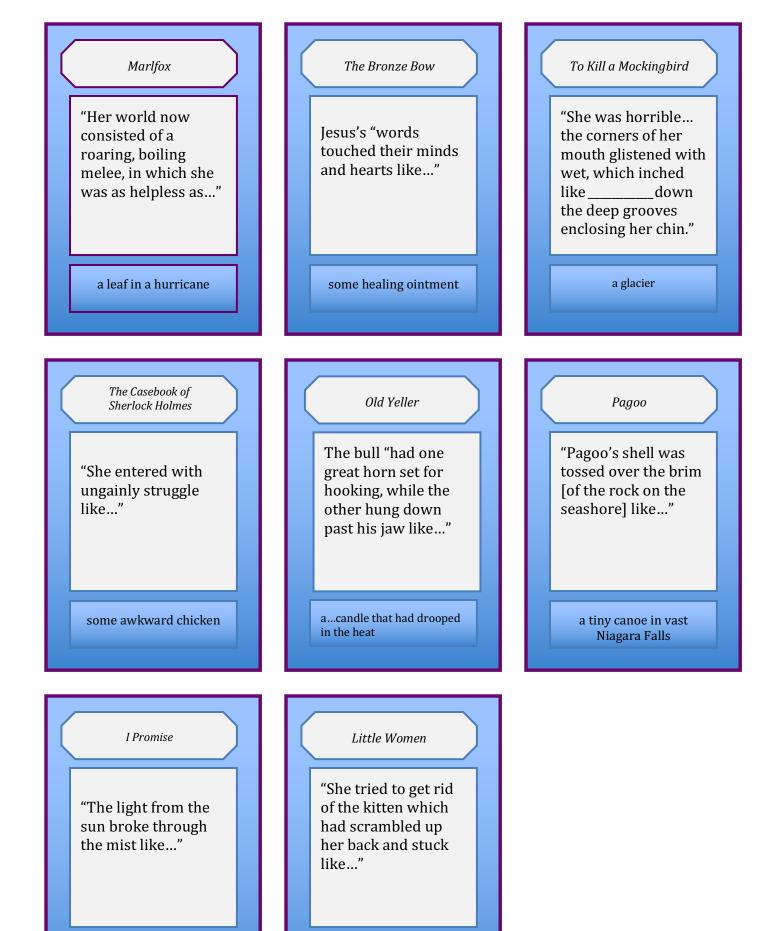
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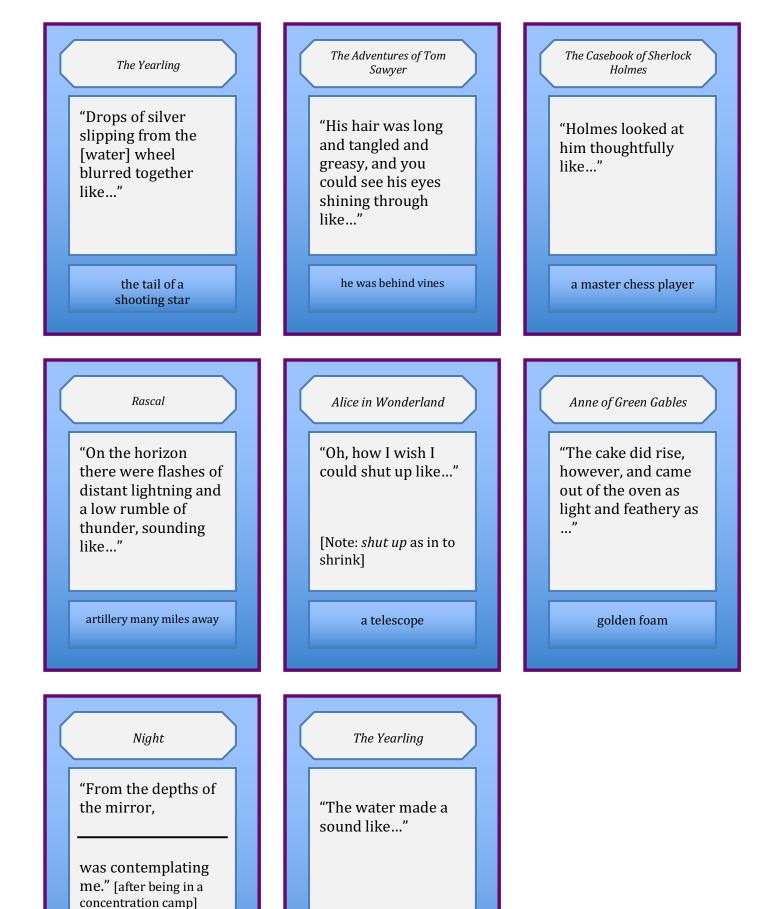
The blue-bordered cards on this page are of medium difficulty level.



a burr just out of reach

thin streamers made

of silver glitter



kittens lapping

a corpse

