

# The Question Game

## Objectives

- to develop oral language skills through a question and answer game
- to ensure story comprehension

## Materials

- ARTHUR book or video
- The Question Game activity sheet
- paper clip and pencil

## Directions

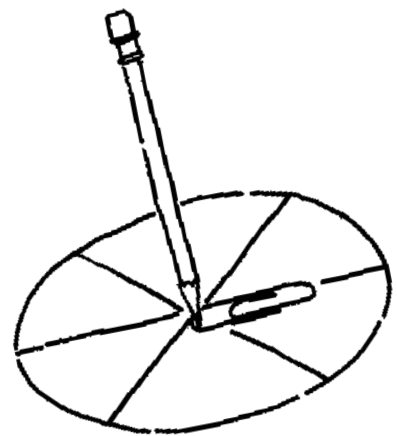
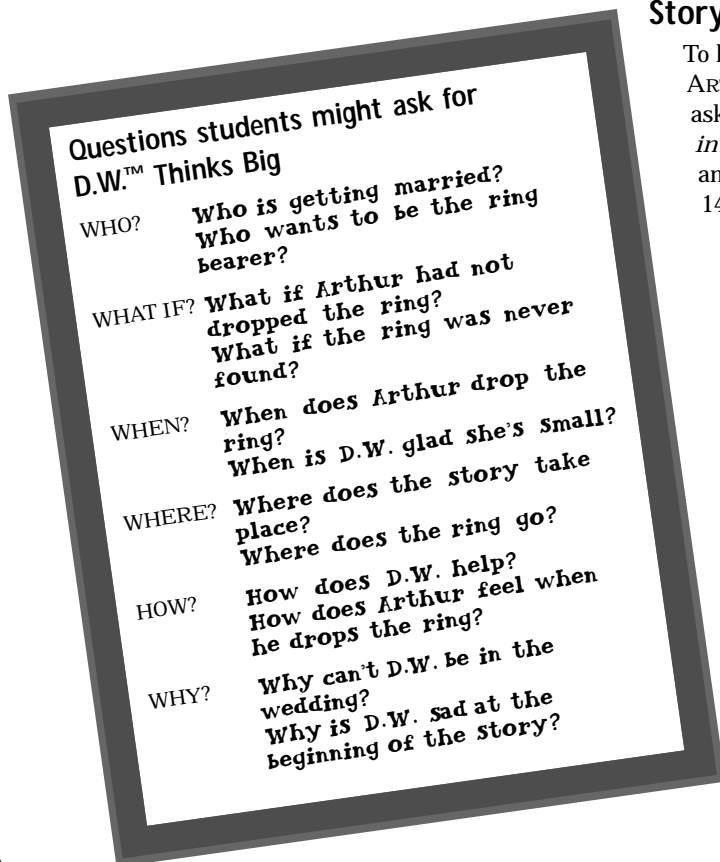
- 1 Using a story familiar to children, model how to create questions about the story using the words who, what if, where, when, why, and how (for example, *Who are the people in the story? Where does the story take place?*). Give students an opportunity to make up questions.
- 2 Read or view an ARTHUR story together.
- 3 Distribute The Question Game activity sheet to each student.
- 4 Demonstrate how to make a paper-clip spinner on the activity sheet. (Hold a paper clip in the center of the game with a pencil point. Spin the clip with your finger to select a question starter.)
- 5 Have pairs of students take turns asking and answering questions.

## Activity Options

- Using a larger game board (redrawn or enlarged on a copier), ask the entire class questions that model higher-level questioning skills.
- For students who need extra practice, play the game again with another story.
- Use the game with ESOL students to help them develop language skills.

## Story-Writing Idea

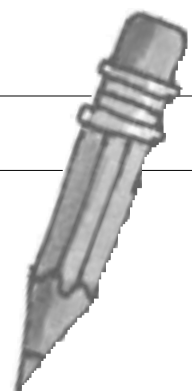
To help students think of ideas for their own ARTHUR stories, have them use the game to ask each other questions such as, *Who will be in your story? Where will the story take place? and When will your story happen?* (See pages 14–24 for other story-writing activities.)



# The Question Game

Name: \_\_\_\_\_

Title: \_\_\_\_\_



## Directions

- 1 Use a paper clip and your pencil point to make a spinner.
- 2 The first player spins and asks a question about the story you read.  
Your question must begin with the word the spinner points to.  
Be sure you know the answer to your question.
- 3 Color in one Arthur™ for each correct answer.  
Take turns until you and your partner have colored in all the Arthurs.

