



Leading Step

Learning... to have **fun!**

Grammar Games: Constructor™

Nouns, Verbs, Objects, Clauses and Phrases... Students learn to recognize and identify various parts of speech in Standard English. The software contains hundreds of sentence structures that, depending on the game controls, can generate millions of unique sentences on which students can practice their grammar knowledge. In fact, they may never get the same sentence twice. This means that students must answer the questions based on the grammar they have learned, not based on their memory of having answered that question before.

Since **understanding parts of a sentence is like putting together pieces of a puzzle**, Constructor actually lets you play two games in one! First, students answer grammar questions to identify the pieces of a sentence. With each correct answer, they win a puzzle piece. Once they have won enough pieces, they get to use those pieces to solve a puzzle. The puzzle in each round gets a bit more challenging, and a student must be able to complete fifteen rounds to become a "Grammar Guru!"

Strengths of Handheld Solutions from Leading Step:

- Individualized Instruction/Differentiation
- Immediate Feedback
- Safe Practice Environment
- Concentration on Particular Skills
- Unlimited Repetition
- Continual Reinforcement of Correct Answers
- Positive Encouragement
- Progress Monitoring

Grammar Games: Constructor Features

CONTROLS:

GAME PLANS: Game plans define what types of sentences are generated and what questions are asked. Some pre-defined game plans come with the application, but an unlimited number of tailored plans can be created to focus on specific areas.

The sentence options and questions cover both **parts of speech** (nouns, verbs, adjectives) as well as **parts of a sentence** (subject, predicate, phrases, clauses).

SENTENCE OPTIONS: Over 55 sentence options control which elements are selected in the sentences that are generated. (For example, choose to allow any pronouns in the sentences or choose only personal or indefinite pronouns.)

Options also control the complexity of the sentences by allowing **compound elements** (subject, predicate) or **other elements** (such as infinitives, gerunds, participles, dependent clauses). Any combination of options can be selected to focus on particular elements within a sentence.

- **QUESTION TYPES:** Nearly 60 question type options allow you to determine which types of questions will be asked about the sentences that are displayed. Questions can be **general** (identifying the nouns in a sentence), or **more specific** (identify common vs. proper nouns, singular vs. plural nouns).
- **Options to Focus the Game:** The combination of **Sentence Options** with **Question Types** allows teachers to focus the game for their students in any number of ways. (For example, if the sentence options allow noun infinitives, the subject of a sentence may be a noun infinitive, so the game will ask students to identify the use of the specified element in that role.) For younger students, a simple sentence with a focus on nouns and pronouns can be used.
- **Extensive Review and Help:** The software offers definitions for every sentence option and question type as well as for the grammar elements themselves. This help is available when defining game plans and when playing the game, to allow students an easy and continual reference to verify their understanding.

PLAYING THE GAME

Select either the **Practice** or **Game Mode**.

In the **Practice Mode**, students get familiar with the various categories and answer the questions presented.

In the **Game Mode**, children win puzzle pieces for each correct answer. Constructor will display a sentence and ask the player various questions about that sentence. For every question answered correctly, the player wins a puzzle piece that can be used to solve the puzzle for that round. Once that puzzle is complete, the player moves on to the next round in the game. With each round, the puzzle becomes a bit more challenging and requires more pieces to solve. After successfully navigating fifteen rounds, the player earns the title of "Grammar Guru"!

GRAMMAR ELEMENT SUPPORT

The Grammar Games: Constructor™ application incorporates the following grammar elements, which fall into two categories:

SENTENCE OPTIONS:

Select which elements to include in the sentences presented in the game. Below is a partial list of options:

- **Nouns:** Possessive; Concrete
- **Pronouns:** Personal; Subjective; Objective; Possessive; Relative; Reflexive/Intensive; Demonstrative; Indefinite; Interrogative
- **Verbs:** Helping; Phrasal
- **Conjunctions:** Coordinating; Subordinating; Correlative
- **Compound Elements:** Subjects; Predicates, etc.
- **Objects:** Direct; Compound Direct; Indirect; Compound Indirect
- **Predicate Nominatives & Adjectives**
- **Infinitives & Infinitive Phrases:** Used as Nouns, Adjectives, Adverbs
- **Gerunds & Gerund Phrases**
- **Participles & Participial Phrases**
- **Clauses: Independent & Dependent**

QUESTION TYPES:

Select from the extensive list of possible topics on which the software will quiz the students during the game. Below is a partial list of options:

- **Nouns:** Possessive Nouns; Common vs. Proper Nouns; Singular vs. Plural Nouns
- **Pronouns:** Personal Pronouns; Subjective Pronouns; Objective Pronouns; Possessive Pronouns; Relative Pronouns; Reflexive or Intensive Pronouns; Demonstrative Pronouns; Indefinite Pronouns; Interrogative Pronouns
- **Verbs:** Helping vs. Main Verbs
- **Adverbs**
- **Words Modified by Adverbs**
- **Adjectives**
- **Words Modified by Adjectives**
- **Prepositional Phrases/Infinitive First**

SYSTEM REQUIREMENTS:

Palm OS 3.5 or higher, color devices recommended.