Practice what you've learned, BOARD GAME.



BOARD GAME - PRACTICE

How to Play:

- 1. Each player puts their counter on the **START** square.
- 2. The youngest player goes first.
- 3. Roll the dice and move your counter that many squares.
- 4. Follow the instructions on the square you land on.
- 5. The first person to reach the **FINISH** square wins!

You must answer the challenge to stay on that space. If you cannot answer correctly, you must go back to the space where you started the turn.

Start ы	Good luck	CHALLENGE 1		
SKIP A TURN	Fill The Gap (Preposition) Your teacher is of you.	GO BACK 2 SPACES	GIVE ADVICE! 1	
•	CHALLENGE 2		Ask your partner a WH Question.	MOVE FORWARD 1 SPACE
CHALLENGE 4	Ask a question with the verb <i>BE.</i>	GIVE ADVICE! 2		CHALLENGE 3
GO BACK 2 SPACES		CHALLENGE 5	Go up to the block above.	SKIP A TURN
	MOVE FORWARD 1 SPACE	Complete the question: Why?	GO BACK 2 SPACES	
CHALLENGE 6	SKIP A TURN	GIVE ADVICE! 3	CHALLENGE 7	→ Finish

Challenges

1. Act It Out!

Pretend you're Martina's dad saying "LOL" after bad news. Make it dramatic!

2. Explain a Meme

Choose a meme you know. Explain it like you're talking to your grandma.

3. Say It Right

Teach the correct pronunciation of "meme" to your group. Use gestures or examples.

4. Draw It!

Draw a meme your parents would NOT understand. Show it to your group.

5. Make a Meme Rule

Invent a classroom rule about memes. Example: "No memes during math!"

6. LOL Detective

Find someone in the group who uses "LOL" in real life. Ask them when and why.

7. Meme of the Day

Choose a "Meme of the Day" and explain why it's funny. Bonus: act it out!

GIVE ADVICE!

1. Give Advice

What should Martina do to help her parents understand memes?

2. Fix the LOL

Her dad says "LOL" after bad news. What could he say instead?

3. Be the Al

Pretend you're the Al. Give Martina one piece of advice using should, could, or might.

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