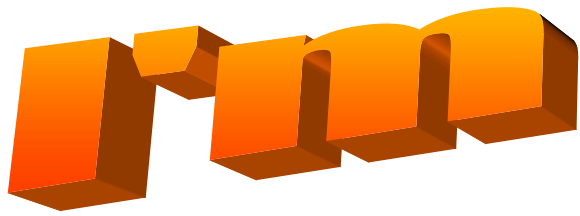


Pronunciation of Final -s, -es Sound Card Game

This card game provides students with the opportunity to practice the correct pronunciation of the final -s/-es on nouns and verbs. The game play has a lot of similarities to the popular game [Uno!](#), so many students will quickly pick up on the rules and procedures.

Preparation:

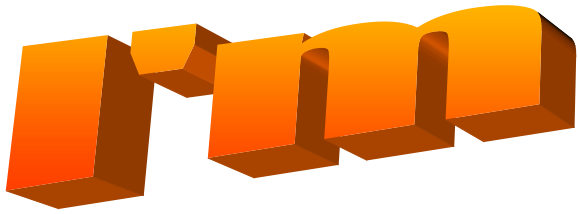
Print, laminate, and cut apart two sets of word cards for every group of 2-6 students. Note: you only need to print one set of the Change! cards for each group. I prefer to play with groups of 4. I find this size group provides the best level of competition while not leaving too much time between turns for students to become bored. I recommend printing the cards on [cardstock](#) so they hold up better through multiple uses (tip: print each game set on a different color of cardstock so you can quickly return cards to the correct set when found on the floor later). I prefer to use [cold lamination](#) for my games because it never peels, even after I cut through it to separate the cards. You will also want to print one reference chart for each group as well. I print this on regular paper. The chart allows students to quickly check the correct pronunciation of the -s/-es endings if there is a dispute among group members while playing.



Pronunciation of Final -s, -es Sound Card Game

Game Play:

1. Give each group of students a set of shuffled cards (remember, one game set of cards includes two of each word card—you need to print two sets of word cards for each game set) and a reference chart.
2. Students deal five cards to each student. Each student looks at his/her own cards, but does not show them to the rest of the group. Remaining cards are placed in a face-down pile in the center of the play area to form a draw pile.
3. The top card of the draw pile is turned face-up and placed next to the draw pile to begin the game.
4. On each player's turn, he/she will take one of three actions:
 - A. He/She will play a word card. The -s/-es pronunciation of the played card must match that of the card showing on the top of the play pile.
 - B. He/She will play a change card & a word card. Change cards allow the player to decide which pronunciation will be required. He/She must then play a card which matches the pronunciation named. Players may only do this if they cannot play a card that matches the current pronunciation AND they have a change card in their hand (there are 8 change cards in the deck).
 - C. He/She is unable to play a card and draws 1 card from the top of the draw pile. If the card is playable, the player may play it. If the card is not playable, it goes into the player's hand.
5. If a player plays a card that does not match the current target pronunciation of the -s/-es ending, another player may challenge him/her. If the challenge is successful, the player who played the card must return the card to his/her hand and draw two cards. (Optional rule: if students are challenging too often, you can say any unsuccessful challenge results in the challenging player having to draw two cards. You will need to gauge your students carefully for this optional rule though. Some students may never challenge another player in order to avoid the penalty.)
6. If the draw pile runs out, shuffle the played cards to form a new pile.
7. The winner is the first person to get rid of all of his/her cards.



Pronunciation of Final –s, -es Sound Card Game

Alternative Game Play:

(practice distinguishing between nouns and verbs—no change cards required; be aware: many of the words can be nouns or verbs, depending on how you use them)

1. Give each group of students a set of shuffled cards (remember, one game set of cards includes two of each word card—you need to print two sets of word cards for each game set) and a reference chart.
2. Students deal five cards to each student. Each student looks at his/her own cards, but does not show them to the rest of the group. Remaining cards are placed in a face-down pile in the center of the play area to form a draw pile.
3. The top card of the draw pile is turned face-up and placed next to the draw pile to begin the game.
4. On each player's turn, he/she will take one of three actions:
 - A. He/She will play a word card. The –s/-es pronunciation of the played card must match that of the card showing on the top of the play pile OR must be the same part of speech (both nouns or both verbs).
 - C. He/She is unable to play a card and draws 1 card from the top of the draw pile. If the card is playable, the player may play it. If the card is not playable, it goes into the player's hand.
5. If a player plays a card that does not match the current target pronunciation of the –s/-es ending or part of speech, another player may challenge him/her. If the challenge is successful, the player who played the card must return the card to his/her hand and draw two cards. (Optional rule: if students are challenging too often, you can say any unsuccessful challenge results in the challenging player having to draw two cards. You will need to gauge your students carefully for this optional rule though. Some students may never challenge another player in order to avoid the penalty.)
6. If the draw pile runs out, shuffle the played cards to form a new pile.
7. The winner is the first person to get rid of all of his/her cards.

The Gaming Grammarian

...because grammar needs games!



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I'm Out!

Boxes



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Busses



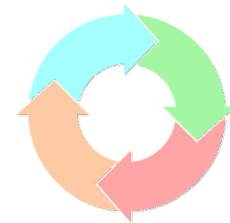
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Causes



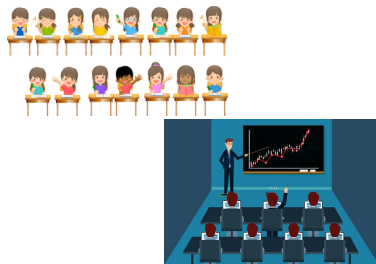
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Changes



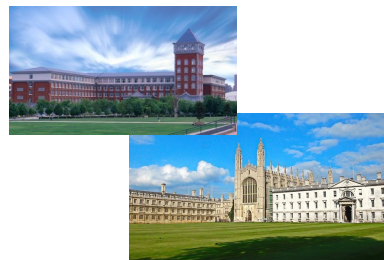
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Classes



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Colleges



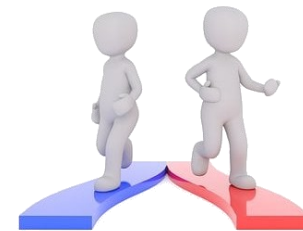
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Lives



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Differences



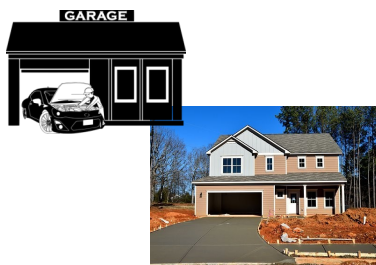
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Foxes



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Garages



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Judges



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Mailboxes



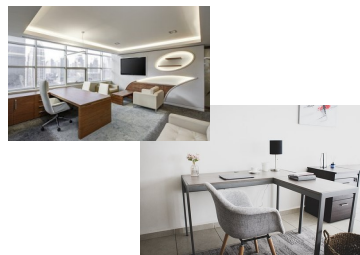
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Misses



I'm Out!

Offices



I'm Out!

Pages



I'm Out!

Pushes



I'm Out!

Roses



I'm Out!

Sabotages



I'm Out!

Sizes



I'm Out!

Sources



I'm Out!

Suitcases



I'm Out!

Teaches



I'm Out!

Watches



I'm Out!

Wishes



I'm Out!

Charges



I'm Out!

Dances



I'm Out!

Exercises



I'm Out!

Backs



I'm Out!

Books



I'm Out!

Cats



I'm Out!

Cloths



I'm Out!

Coughs



I'm Out!

Cups



I'm Out!

Facts



I'm Out!

Fits



I'm Out!

Giraffes



I'm Out!

Hats



I'm Out!

Headaches



I'm Out!

Hopes



I'm Out!

Hosts



I'm Out!

Laughs



I'm Out!

Lets



I'm Out!

Locks



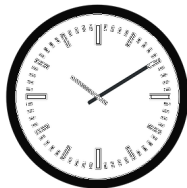
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Looks



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Minutes



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Shops



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Stops



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Tickets



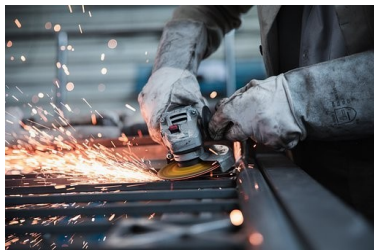
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Tops



I'm Out!

Works



I'm Out!

Elephants



I'm Out!

Drinks



I'm Out!

Students



I'm Out!

Bags



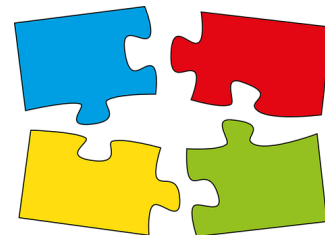
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Bathes



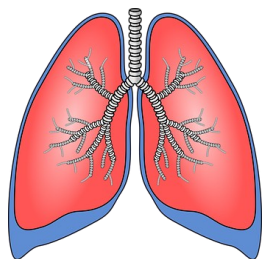
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Belongs



I'm Out!

Breathes



I'm Out!

Cabs



I'm Out!

Calls



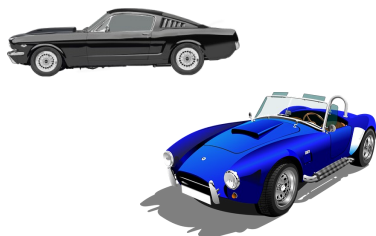
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Cans



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Cars



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Copies



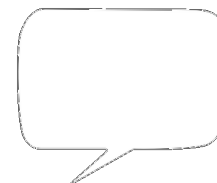
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Cures



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Describes



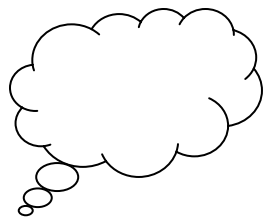
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Dogs



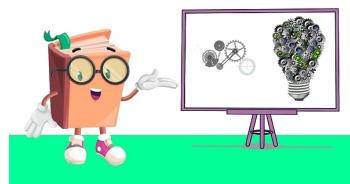
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Dreams



I'm Out!

Explains



I'm Out!

Flowers



I'm Out!

Goes



I'm Out!

Grades



I'm Out!

Guys



I'm Out!

Items



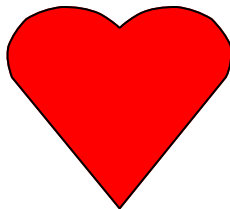
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Sings



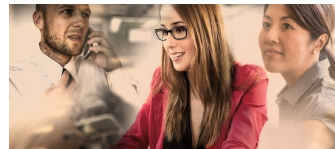
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Loves



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Managers



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Rains



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Trees



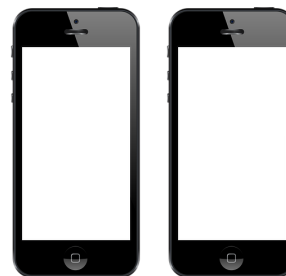
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Words



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Phones



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Computers



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Change!

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Change!

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Pronunciation of Final -s, -es Reference Sheet

Word	/ɪz/ Ends in s, z, sh, zh, ch, j sound	/s/ Ends in voiceless sound	/z/ Ends in vowel or voiced sound
Backs		X	
Bags			X
Bathes			X
Belongs			X
Books		X	
Boxes	X		
Breathes			X
Busses	X		
Buzzes	X		
Cabs			X
Calls			X
Cans			X
Cars			X
Cats		X	
Causes	X		
Changes	X		
Charges	X		
Classes	X		
Cloths		X	

Word	/ɪz/ Ends in s, z, sh, zh, ch, j sound	/s/ Ends in voiceless sound	/z/ Ends in vowel or voiced sound
Colleges	X		
Computers			X
Copies			X
Coughs		X	
Crunches	X		
Cups		X	
Cures			X
Dances	X		
Describes			X
Differences	X		
Dogs			X
Dreams			X
Drinks		X	
Elephants		X	
Exercises	X		
Explains			X
Facts		X	
Fits		X	
Flowers			X

Word	/ɪz/ Ends in s, z, sh, zh, ch, j sound	/s/ Ends in voiceless sound	/z/ Ends in vowel or voiced sound
Foxes	X		
Garages	X		
Giraffes		X	
Goes			X
Grades			X
Guys			X
Hats		X	
Headaches		X	
Hopes		X	
Hosts		X	
Items			X
Judges	X		
Laughs		X	
Lets		X	
Lives			X
Locks		X	
Looks		X	
Mailboxes	X		
Managers			X

