

Granny's Candies®



Vocabulary and Figurative Language Activity Book



Use with the
Granny's Candies®
Board Game!

What does this phrase mean?

raining cats and dogs

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1

Name a word similar to this one.

funny

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50

What does this phrase mean?

flat as a pancake

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44

What do these words mean?

knows nose

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47

What do these words mean?

address address
(AD-res) (a-DRES)

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2

What does this sentence mean?

The car is a lemon.

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22

Name a word opposite of this one.

under

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19

Give two meanings for this word.

spring

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30

Created by
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Introduction

Granny's Candies® Vocabulary and Figurative Language is a language game for children Grades 2-6. This Activity Book and Card Set 2 focuses on Vocabulary and Figurative Language in a motivating and challenging way.

Granny's Candies® Card Set 2 targets eight semantic areas including:

- Name a word similar to this one.
(*Synonyms*)
- Name a word opposite of this one.
(*Antonyms*)
- Give two meanings for this word.
(*Homonyms*)
- What do these words mean?
(*Homophones*)
- What do these words mean?
(*Heteronyms*)
- What does this phrase mean?
(*Idioms*)
- What does this phrase mean?
(*Similes*)
- What does this sentence mean?
(*Metaphors*)

Each skill has lesson plans, question cards, and activity sheets. Each lesson has a handy “check-off” format, allowing the teacher to easily track student progress for each skill. There are 84 questions per area, totaling 672 questions.

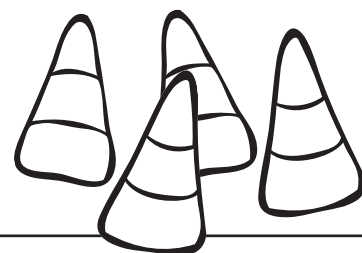
If you prefer, use the Combo Lesson on page 18 as an informal quick assessment to determine target areas where your students need help. You may also use the Combo Lesson as an informal assessment to determine progress and mastery of the language skills after teaching them.

The activity sheets reinforce the lessons targeted in the classroom or therapy session. They are also ideal for incorporating vocabulary and figurative language skills into language lessons. Send the reproducible worksheets home for fun, extra practice, and carryover!

The open-ended game sheets on pages 52-56 offer motivating and exciting playing options. Students will love to play *Candy Cut and Paste*, *Gobble Up Game Board*, *Tasty Tic-Tac-Toe*, *Cookie Checkers*, *Taffy Tug-O-War*, and *Sweet Spinner* while improving their vocabulary and figurative language skills.

Granny's Candies® Vocabulary and Figurative Language includes the following:

- 672 vocabulary and figurative language skill cards (84 cards with eight skill areas).
- Reproducible activity book with Lessons, Activities, and Games.
- Printable CD-ROM.
- Card divider box.
- Eight plastic baggies for card storage.



How to Play Instructions

Granny's Candies® Vocabulary and Figurative Language is for any number of players.

Object of the Game:

To be the player with the most “candy” tokens at the end of the game.

Getting Ready to Play:

(Use the game board, “candy” tokens, and die from the original *Granny's Candies®* to play.)

1. Separate all of the *Granny's Candies® Card Set 2* language cards into individual decks by area.
2. Place the game board on a table or the floor.
3. Fill the candy jars on the board with “candy” tokens.
4. Choose the cards that the player(s) will use to play the game. For example, all players may work on Synonyms, or each player may work on a different vocabulary and figurative language area.
5. Place each card set into the card divider box. Use all cards in a deck, or choose specific questions based on students' skill level.

How to Play:

1. Decide who goes first.
2. First player takes a card from the appropriate section of the divider box and reads/listens to the question. Player then answers the question aloud. Suggested answers are included on pages 2-17.
3. Player rolls the die and takes that number of “candy” tokens from any candy jar.
4. Play continues in turn.
5. Game ends when all “candy” tokens have been removed from the board, or when time expires. Player with the most “candy” tokens wins!

Game Variations:

- Give each player the same number of tokens. Player rolls the die and puts that many “candy” tokens in the jars after answering each question. The first player to put all of his/her “candy” tokens in the candy jars wins!
- Use the open-ended games (pages 52-56) during individual or group sessions for more fun with games.
- Use the *Granny's Candies® Card Set 2* cards without the game board to work on vocabulary and figurative language skills. Students read and/or answer one card per turn. If the student answers correctly, he/she keeps the card. At the end of the session, students add up their cards. Most cards wins!

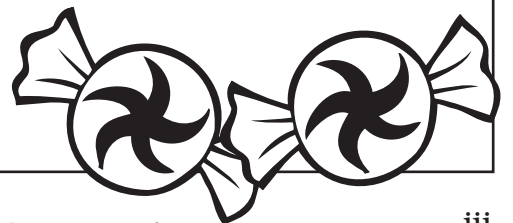


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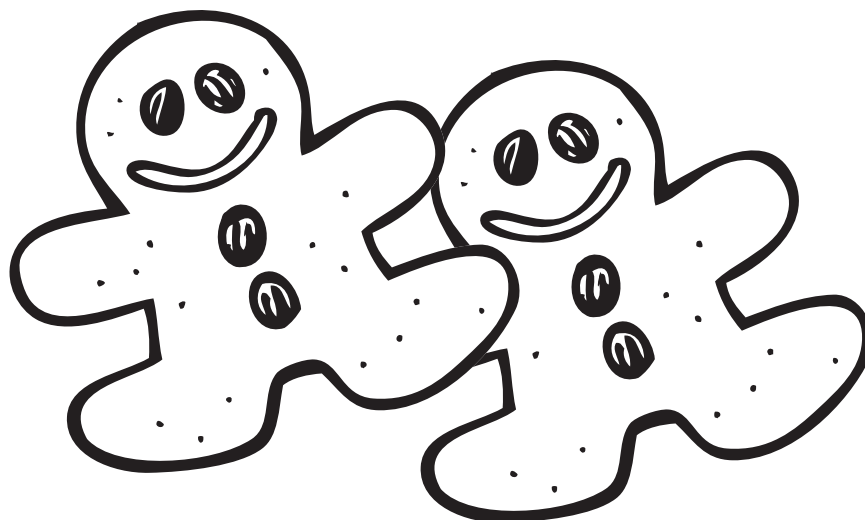


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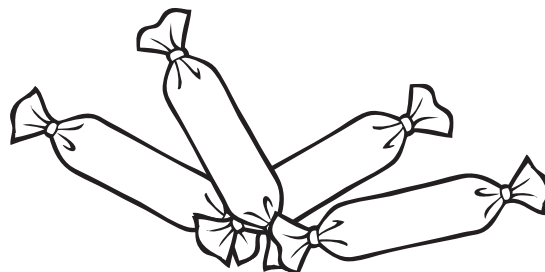
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Name a Word Similar to This One.

Directions: The teacher reads aloud an item from the list below (See page iii for “How to Play Instructions”). First player answers the question aloud and rolls the die. He/She takes the number of candies from the jar indicated on the die. Play continues in turn. Suggested answers are in parentheses.

- | | |
|---|--|
| ☐ 1. happy (<i>joyful, glad</i>) | ☐ 24. strong (<i>powerful, mighty, muscular</i>) |
| ☐ 2. scared (<i>afraid, fearful, frightened, terrified</i>) | ☐ 25. halt (<i>stop, cease, discontinue</i>) |
| ☐ 3. house (<i>home, residence, dwelling</i>) | ☐ 26. job (<i>chore, task, assignment, duty</i>) |
| ☐ 4. throw (<i>toss, fling, pitch, sling</i>) | ☐ 27. pebble (<i>stone, small rock</i>) |
| ☐ 5. group (<i>bunch, cluster, crew, gathering</i>) | ☐ 28. look (<i>see, watch, observe</i>) |
| ☐ 6. wet (<i>drenched, soaked, soggy</i>) | ☐ 29. song (<i>tune, melody</i>) |
| ☐ 7. angry (<i>mad, irate, indignant, wrathful</i>) | ☐ 30. guard (<i>defend, protect, shield</i>) |
| ☐ 8. small (<i>little, petite, tiny</i>) | ☐ 31. pretty (<i>beautiful, attractive, lovely</i>) |
| ☐ 9. simple (<i>easy, effortless</i>) | ☐ 32. below (<i>under, beneath</i>) |
| ☐ 10. excellent (<i>magnificent, superb, terrific</i>) | ☐ 33. immediately (<i>now, at once, right away</i>) |
| ☐ 11. strange (<i>bizarre, weird, peculiar</i>) | ☐ 34. pull (<i>tug, drag, haul</i>) |
| ☐ 12. car (<i>automobile, vehicle</i>) | ☐ 35. annoy (<i>bother, provoke, irritate</i>) |
| ☐ 13. sad (<i>unhappy, melancholy, mournful</i>) | ☐ 36. soil (<i>earth, dirt</i>) |
| ☐ 14. couch (<i>sofa, settee</i>) | ☐ 37. push (<i>shove, propel, drive</i>) |
| ☐ 15. difficult (<i>hard, effortful</i>) | ☐ 38. buy (<i>purchase, acquire</i>) |
| ☐ 16. finish (<i>end, complete, conclude</i>) | ☐ 39. cold (<i>chilly, cool, frigid</i>) |
| ☐ 17. careful (<i>cautious, guarded, wary</i>) | ☐ 40. part (<i>piece, portion, section, segment</i>) |
| ☐ 18. harm (<i>hurt, damage, impair</i>) | ☐ 41. rip (<i>tear, split</i>) |
| ☐ 19. wealthy (<i>rich, affluent</i>) | ☐ 42. middle (<i>center, medial, median</i>) |
| ☐ 20. start (<i>begin, commence, genesis</i>) | ☐ 43. thought (<i>idea, notion</i>) |
| ☐ 21. scream (<i>shout, yell</i>) | ☐ 44. serious (<i>somber, solemn, grave</i>) |
| ☐ 22. big (<i>large, huge, enormous</i>) | ☐ 45. swap (<i>exchange, switch, substitute</i>) |
| ☐ 23. thin (<i>slim, slender, lean</i>) | ☐ 46. spin (<i>twirl, gyrate, rotate</i>) |