

Consequences

Person \_\_\_\_\_ met

Person \_\_\_\_\_ at

Place \_\_\_\_\_

on \_\_\_\_\_ (date)

and bought a \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

And then what happened?

\_\_\_\_\_

\_\_\_\_\_

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Person \_\_\_\_\_ met

Person \_\_\_\_\_ at

Place \_\_\_\_\_

on \_\_\_\_\_ (date)

and bought a \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

And then what happened?

\_\_\_\_\_

\_\_\_\_\_

# Capital letters consequences game



## You need:

At least three students but four or five would be better.  
A game card for each person, printed on easy-to-fold paper.

## Instructions:

Hand out these pieces of paper, one per student, and explain the following:

Everyone needs to fill out the first line, fold it over to hide the writing and pass it on to the person on their left.

They should then complete the next line, fold it over again to hide the writing and pass it on again.

Do this until they have completed the last part (And then what happened?) and then pass them on again and ask them to unfold the papers to see what the story is.

## Embedded literacy:

During this activity, the students need to use capital letters for:

I  
People  
Places  
Months and days  
Start of sentence  
Abbreviations  
Companies and organisations  
Titles of books, films, etc.

I'm going to use this as summative assessment at the end of a half hour workshop on capital letters, to see how much students have remembered.

Students can mark or comment upon the completed story they receive.