

A Wildly Exciting Language Arts Simulation

There are several elements to this 36-week Grammasaurs program. The first component is the simulation. This part makes the learning fun and purposeful. The simulation will provide unusual opportunities for your students to utilize the knowledge gained in improvisational situations.

As with all long-term retention, there needs to be the element of practice, which is the second piece of the Grammasaurs program. Research has proven that repetition, over a period of time, is the best method for our brains to retain information. The practice portion is in the form of four problems provided three days a week, either on an overhead or in hard copy form.

The third segment is weekly practice at home to reinforce the skills taught in the classroom. This additional practice is necessary preparation for the assessment, the final section. Assessments provide the feedback that teachers, parents, and students need in order to demonstrate and document mastery of these skills.

Simulation Summary:

While on a journey through the solar system, you stumble upon a planet inhabited by prehistoric creatures known in the modern world as dinosaurs. Upon investigating this phenomenon, a prehistoric insect stings you on your modern-day gluteus maximus. This sting has a most peculiar effect of transforming you into a dinosaur. You discover that you are neither herbivore, nor carnivore; you are a Grammasaur, and your sustenance relies on words and anything related to grammar and punctuation.

Three times a week, you will receive your **meals** in the form of four problems related to language skills. The fourth problem will be an atypical challenge like an analogy or word puzzle, while the other three require knowledge of the basic skills. A weekly vitamin **supplement** (known as homework in the earthly world) goes home for additional practice, while an **assessment**, very similar to the weekly homework, is presented once a month.

Situations and Destiny Activities are the highlight of the Grammasaurs program. There are 36 "situations" that crop up once a week. An example of what a situation would look like:

You come across a herd of Stegosaurus grazing on some plants. Due to limited brain matter, the herd is not able to move out of your way and eat at the same time. You need to complete one of the Destiny Activities in order to clear the path for your continued journey. If your group is able to successfully complete this task for 1-2 full minutes, you will be awarded 3 Destiny Points each!

Depending on what is best for each class, a **Destiny Activity** is selected, explained, and carried out. This enables a group of students to earn **Destiny Points** (bonus points) to help when needed. There are over 40 **Destiny Activities** to choose from throughout the year. These Destiny Activities are similar to improvisational theater-type of activities. Students work in groups of 3-8, depending on the task.

NOTE: There will be laughter.

Example of a Destiny Activity:

Alphabetical Conversation

How to play: The team (5 people) forms a line at the front of the room. The teacher signals the start by saying the name of a student and what letter of the alphabet to begin with. The player initiates a conversation with a sentence, beginning with the letter selected. For example, if the teacher decides on the letter "A," the player might begin with, "Any news about the results of your test?" The next person will begin their sentence that goes with the conversation with the next letter in sequence. "Been waiting for the teacher to announce the grades, but nothing yet!" The next team member might respond with, "Can't you guess what your grade might be?" and so on. The team is forming a conversation with an alphabetical sequence, and the sentences need to go together to make sense. If they make it around the alphabet in 2 minutes, they earn 3 destiny points each.

Teachers are able to mix and match the "situations" with Destiny Activities.

What is the purpose of the points? Each Grammasaur keeps track of their progress on a Grammasaurs' Scoring Sheet. The goal of obtaining ultimate Grammasaurs' health is achieved by having a weekly average of 75% or higher. By the end of each nine-week round, all Grammasaurs must have an averaged individual total score of 75% or higher in order to prevent extinction. The Grammasaur's individual scoring sheet looks like this:

Grammasaurs' Scoring Sheet

Grammasaurs Round _____	Days			Homework	Assessment	Destiny Points	Total Points	Weekly Average	
	1	2	3						
Week 1									
Week 2									
Week 3									
Week 4									
Week 5									
Week 6									
Week 7									
Week 8									
End of Round									

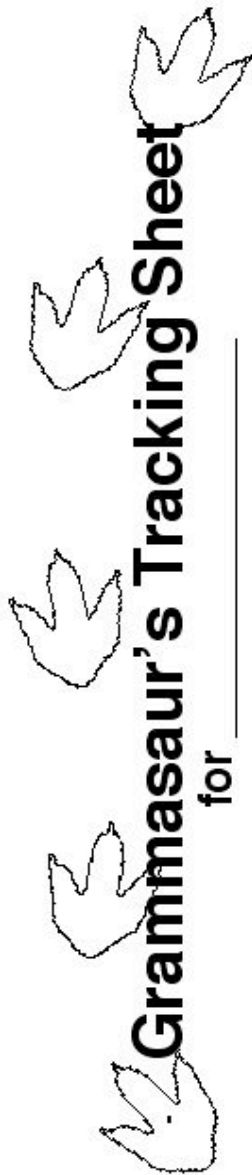
What happens if a Grammasaur is unsuccessful in meeting his/her daily requirements?

Nothing as dangerous as the Grammasaur's dinosaur cousins' fate of extinction. However, there is the possibility of not reaching the goal of 75% success rate. The result is up to the teacher in the form of a reward, a grade, or an alternative solution. There are options throughout the program to help with students' success rates. Some possible options for the students: 1) successfully complete a "Supplemental Vitamin" (also known as homework) at home and return on the specified day that the teacher sets up 2) hope that nutritional needs are maintained for the remainder of the "round of play" to offset one bad day. 3) do a **really**

good job (meaning a score above 75%) on the assessments that will be provided. 4) hope for an awesome "Destiny Card." 5) The teacher has leverage with the Destiny Points, which might be necessary for some students to be successful.

The ultimate goal of Grammasaurs is for the students to have fun while learning their grammar, punctuation, and language skills. An additional benefit is that most of the program's clerical work and responsibility for learning falls on the students' shoulders, while the teacher can focus more on the teaching end.

To help with keeping track of which of skills are mastered and which skills still need practice and/or clarification, mistakes are tallied on the Tracking Sheet. Three tallies in any box signifies a concept not yet fully understood. Grammasaurs are scholarly creatures and know that seeking support will lead them to being successful.



Grammasaur's Tracking Sheet

 for _____

Grammasaurs! Round _____	Adjectives	Adverbs	Analogies	Capitalization	Colons / Semicolons	Commas	Conjunctions	Direct Objects	Nouns	Parallel Structure	Plurals	Predicates	Prepositions	Pronouns	Quotation Marks	Subjects	Verbs	Verbs of Being	Vocabulary	Other
Week 1																				
Week 2																				
Week 3																				
Week 4																				
Week 5																				
Week 6																				
Week 7																				
Week 8																				
Week 9																				

All Grammasaurs are responsible for tracking their grammar and punctuation mistakes on a daily basis. This is imperative to their language acquisition survival ability in the wild. Each mistake that is made needs to be (honestly) tallied daily. Verbitores are honorable creatures by nature, so "to thine own self be true." If more than three tally marks show up in any one column, the error is no longer careless, and the Grammasaur is responsible for seeking support. Remember that this is a personal Tracking Sheet and will help any Grammasaur from making the similar mistakes later.



Grammar & Punctuation Topics include:

Adjectives, Adverbs, Articles, Capitalization, Conjunctions, Direct Objects, Helping Verbs, Interjections, Nouns, Objects of a Preposition, Parallel structure, Participles, Predicates, Pronouns, Prepositions, Prepositional Phrases, Subjects, Verbs, Verbs of Being, and Word Usage with lay/lie, who/whom, stationary/stationery.

Meals:

Meals are provided three times a week for Grammasurs' weekly sustenance. In the first quarter, their meals will have definitions and helpful hints about what is necessary for accuracy.

The Vitamin Supplement: AKA Homework and Assessment:

Homework provides additional reinforcement of the skills to be mastered, and focuses on 4-5 skills over three weeks. After three consecutive homework assignments, the students will complete an assessment. Students will have a strong foundation with their language, grammar, and punctuation skills.

If you have any questions, please contact Beth Andrews at bandrews@starvoyagers.com, or call (949)459-8078.



**Strap on your helmets, buckle your seatbelts;
because this here's the wildest ride in the universe!**

