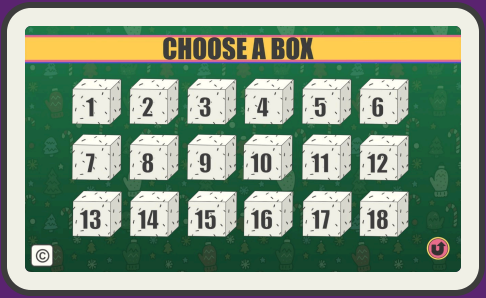
CHRISTMAS
ELA KIT

2ND • 3RD • 4TH GRADE | **3 ACTIVITIES** | **PREVIEW**



1. QUIZ GAME SHOW



2. MYSTERY BOX



3. SCOOT

WHAT IS INSIDE

- **1. Quiz Game Show** (Google Slides, also opens in PowerPoint): 6 categories (Synonyms; Antonyms; Homophones; Contractions; Plurals; Prefix & Suffix), 30 questions with answer slides, a Daily Double and a Final Question. Printable score sheet, teacher key and 30 question cards.
- **2. Mystery Box** (Google Slides, also opens in PowerPoint): 18 boxes, each with a parts of speech or sentence question. Keep the box or give it away: plus or minus points inside. Score sheet and teacher key.
- **3. Scoot** (printable): 30 task cards, a two-page answer sheet, a key, a teacher page and a countdown deck.
- **Quiz and Mystery Box questions are editable.** Printables in color and ink-saver B&W, US Letter and A4.

ONE WEEK, THREE LESSONS

1. **Early in the week:** the Quiz Game Show, whole class in teams, about 30 to 45 minutes.
2. **Midweek:** the Mystery Box, 18 quick questions and keep-or-give decisions, about 20 to 30 minutes.
3. **The day before break:** Scoot: cards on the desks, countdown on the screen, everyone moves.

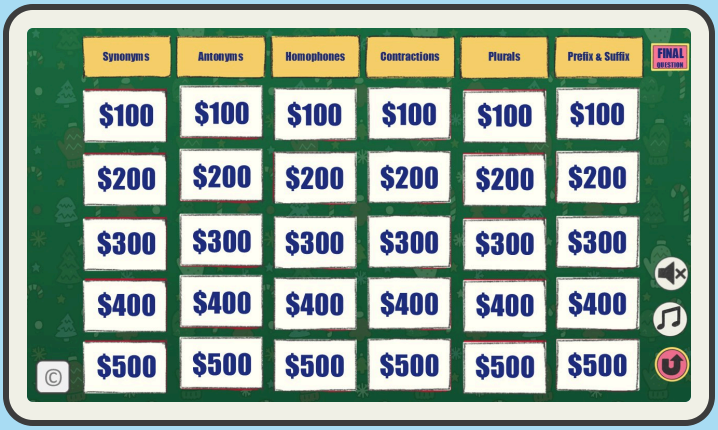
This preview shows: one whole quiz turn, the Mystery Box from board to reveal, Scoot in action, and the printables.

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ACTIVITY 1 OF 3

QUIZ GAME SHOW: ONE WHOLE TURN

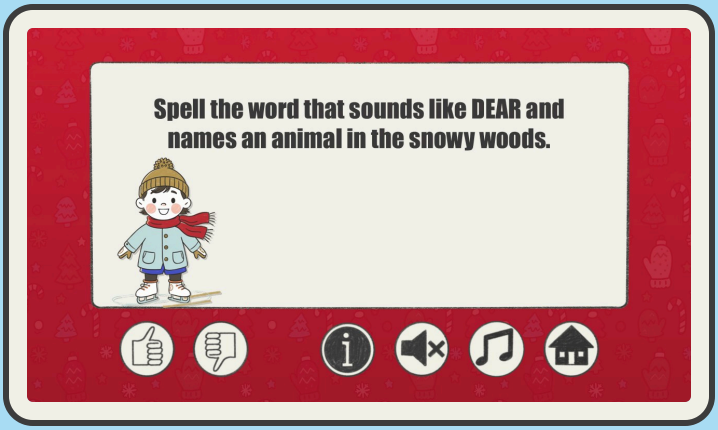
Click a dollar value. Answer. Check with one click.



STEP 1

Pick a category

A team chooses a category and a dollar value on the board.



STEP 2

Read the question

Homophones for $100. The question fills the screen for the whole class.

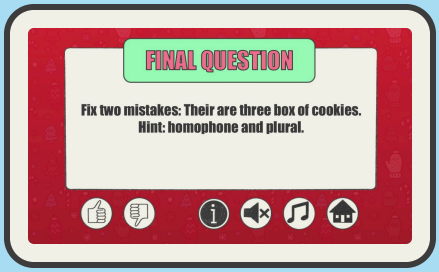


STEP 3

Reveal the answer

The round i button shows the answer. The house button goes back to the board.





One cell hides the **Daily Double**: the team wagers first, a right answer adds the wager and a wrong one takes it away. After the board, every team wagers on the **Final Question**.

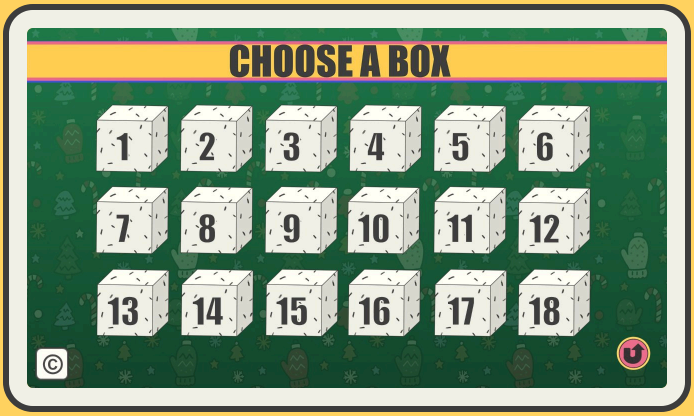
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30 questions in 6 categories, every one editable

ACTIVITY 2 OF 3

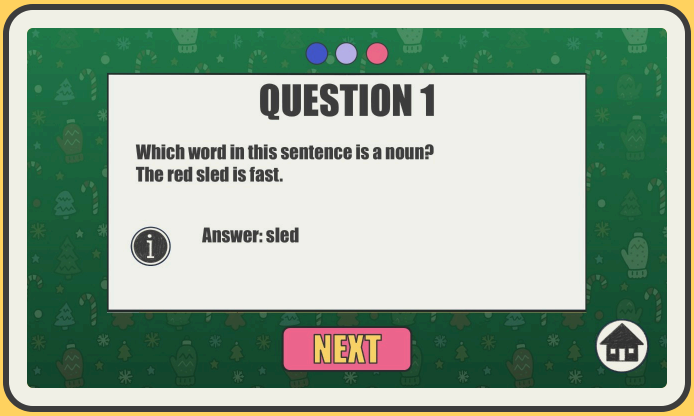
MYSTERY BOX: KEEP OR GIVE?

18 boxes, 18 quick questions, and points that can be negative.



1. Choose a box

A team picks one of the 18 boxes on the board.



2. Answer the question

Parts of speech and sentence skills, easiest first. Sample: "Which word in this sentence is a noun? The red sled is fast."



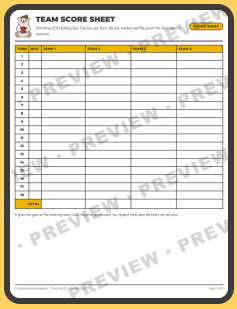
3. Keep or give?

Right answer? The team decides: keep the box, or give it to another team.



4. Open the box

Plus or minus points inside. Highest total when the boxes run out wins.



WHAT THE 18 QUESTIONS PRACTICE

Nouns and proper nouns, verbs, adjectives, adverbs, pronouns, subject and predicate, past and present tense, complete sentences and fragments. Boxes 1 to 7 suit grade 2, 8 to 14 grade 3, and 15 to 18 grades 3 and 4.

Every question slide is editable. Type your own questions for any skill. A printable four-team score sheet and the teacher key are included.

ACTIVITY 3 OF 3

SCOOT: GET THEM MOVING

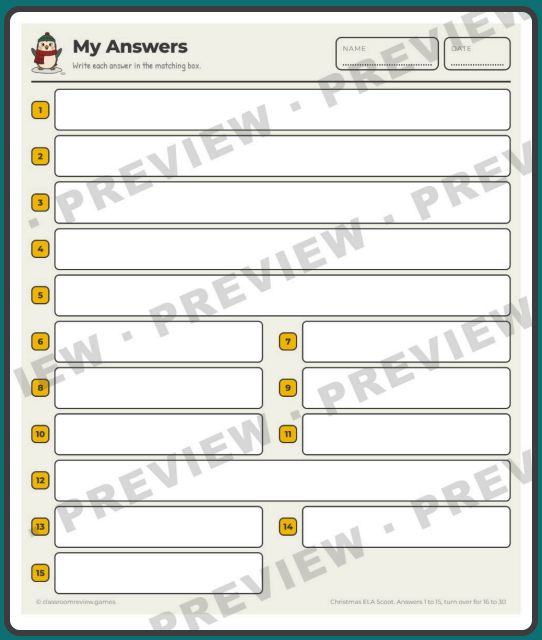
Print the cards, hand out the answer sheet, project the countdown.







The countdown deck (Google Slides and PowerPoint) counts the seconds down (turn on Auto-play in Google Slides), then calls Scoot! and every student moves to the next card.

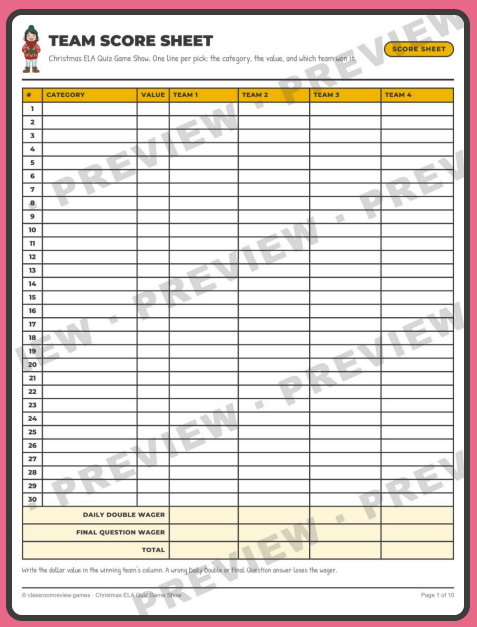


Every card names its skill (capital letters, end marks, ABC order, compound words, syllables, commas, quotation marks, possessive nouns), so a few cards also work for a small group. Students write on the two-page answer sheet; the answer key checks every card.

PREVIEW · PREVIEW · PREVIEW

PRINTABLES

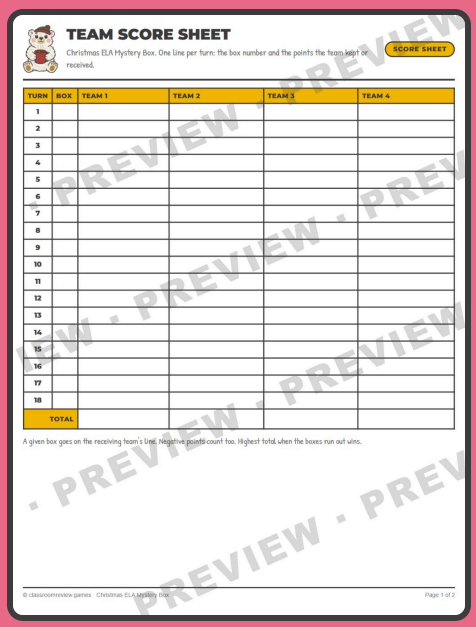
24 pages across the three activities, in color and ink-saver B&W, US Letter and A4.



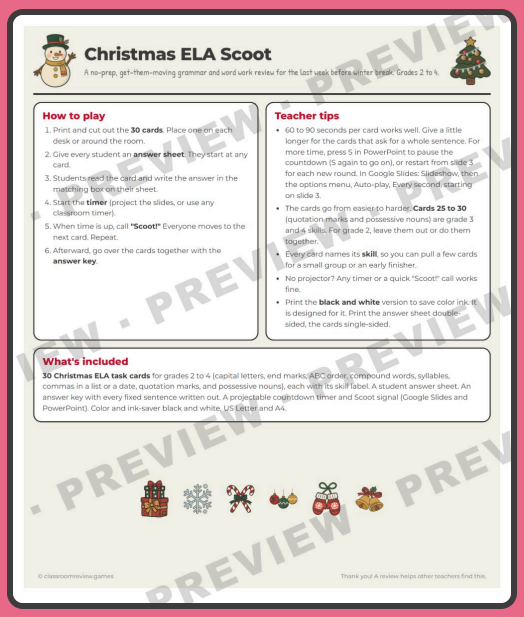
Quiz score sheet



Quiz question cards



Mystery Box score sheet



Scoot teacher page



Card backs

THREE TEACHER KEYS

Every answer on one page per activity.



Print only what you need. Each activity has one PDF in color and one in ink-saver B&W, US Letter and A4. Scoot cards print single-sided; the Scoot answer sheet and the quiz cards print double-sided.

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Color + ink-saver B&W, US Letter + A4

IN THE FULL KIT

Three ready-to-run Christmas language arts activities for grades 2 to 4: a whole-class game show, a quick-answer box game, and a get-up-and-move Scoot.

30 quiz questions with answer slides, a Daily Double and a Final Question

18 Mystery Box questions with keep-or-give turns

30 Scoot task cards with a skill label each

24 printable pages: score sheets, cards, answer sheet, keys

MADE FOR THE WEEK BEFORE WINTER BREAK

- Google Slides and PowerPoint: present from any classroom computer.
- Quiz and Mystery Box questions are editable, so both games work again for the next unit.
- Skills: synonyms, antonyms, homophones, contractions, plurals, prefixes and suffixes, parts of speech, sentences, capitals, punctuation, ABC order, compound words, syllables, possessives.
- No prep for the two games; the Scoot needs printing and a quick cut. Each activity fills one lesson, or spread the three across the week.

Thank you! A quick review helps other teachers find this.

The quiz sound buttons and the Mystery Box music button play in the PowerPoint versions only. Email me for the PowerPoint files with working sounds and the self-running Scoot countdown at no extra charge.

Classroom
REVIEW GAMES