

单词游戏

游戏方法

- 根据单词的词汇类别（名词、动词、形容词等），先在“活动A”的空格子中填写上相对应的单词。填写单词时，请不要重复使用相同的词汇，也不要先看“活动B”的故事内容。
- 将你在“活动A”中填好的单词，填入“活动B”的空格上。有些单词在故事中会重复出现。
- 将单词填入“活动B”所有的空格之后，你的故事就完成了。快朗读你的故事，看看故事内容是幽默好笑，还是离奇有趣的呢？

活动A：填写单词

(1)

名词 — 动物名称
(例如：狗)

(4)

名词 — 地点名称
(例如：树林)

(7)

名词 — 动物名称
(例如：兔子)

(10)

形容词
(例如：瘦小)

(2)

形容词
(例如：明亮)

(5)

名词 — 食物名称
(例如：面包)

(8)

动词
(例如：玩耍)

(11)

名词 — 动物名称
(例如：猫)

(3)

名词 — 身体部位
(例如：腿)

(6)

名词 — 物件名称
(例如：球)

(9)

动词
(例如：吃饭)

(12)

形容词 — 形容气味
(例如：香)

(13)

形容词 — 形容口味
(例如：辣)

活动B：完成故事

为什么 (1)_____ 的 (3)_____ 是 (2)_____ 的？

从前，(1)_____ 住在 (4)_____ 里。它爱吃 (5)_____，也喜欢玩 (6)_____。其他动物如 (7)_____，也经常和 (1)_____ 一起 (8)_____ 和 (9)_____。

有一天，(10)_____ 的 (11)_____ 找到了一个 (5)_____，(5)_____ 闻起来很 (12)_____。于是，(11)_____ 决定跟 (1)_____ 开个玩笑。(11)_____ 先让 (1)_____ 陪它玩游戏，再让 (1)_____ 闭上眼睛，伸出舌头，最后便把 (12)_____ 的 (5)_____ 放进 (1)_____ 的嘴里。

“啊！(5)_____ 太 (13)_____ 了！”(1)_____ 受到了惊吓，不停地大叫。它的 (3)_____ 还变 (2)_____ 了。



MAD LIBS

Instructions:

- Fill in the boxes in Section A according to the descriptive categories without looking at the passage in Section B. Make sure that all the words in the blanks are different!
- Insert the words you have written in the boxes in Section A into the blanks in Section B. Take note that some of the words in Section A will be used in multiple blanks in Section B.
- Now, read your new story! Is it funny, realistic, witty, interesting or whimsical?

SECTION A

(1)

Plural Noun; Animal
Example: dogs

(4)

Noun; Place
Example: jungle

(7)

Plural Noun; Animal
Example: rabbits

(10)

Adjective
Example: small

(2)

Adjective
Example: bright

(5)

Noun; Food
Example: bread

(8)

Verb-ing
Example: playing

(11)

Plural Noun; Animal
Example: cats

(3)

Plural Noun; Body Part
Example: legs

(6)

Plural Noun; Object
Example: balls

(9)

Verb-ing
Example: eating

(12)

Adjective; Smell
Example: fragrant

(13)

Adjective; Flavour
Example: spicy

SECTION B

Why do (1)_____ have (2)_____ (3)_____ ?

Once upon a time, (1)_____ lived in the (4)_____. They liked to eat (5)_____ and play with (6)_____. Other animals like the (7)_____ would often join them in (8)_____ and (9)_____.

One day, the (10)_____ (11)_____ found a (5)_____, which smelt (12)_____. They decided to play a prank on the (1)_____. First, they asked the (1)_____ to play a game. Then, they told them to close their eyes and stick their tongues out so they could place the (12)_____ (5)_____ in their mouths.

Gasp! The (5)_____ was so (13)_____! The (1)_____ had a great shock, causing their (3)_____ to turn (2)_____.

