

Thursday Activity: The Game – Day 4

Now for Some Grammar



1. Relative clauses

These clauses give more information about somebody or something in a sentence. They begin with a relative pronoun like **which/who/whose/ that**.

Let's add some relative clauses into sentences that could be used in our story.

This is the Drop-In Game:

We're going to drop a relative clause into sentences using **who.**

For example:

Mrs Allbright was marking books.

Mrs Allbright, **who** was tired and cross, was marking books.

Now you drop in a clause into the sentences below, using **who:**

- 1) Danny was looking out of the window.
- 2) Susie ran to the door with the box.
- 3) Freya watched *The Voice* on the iPad.



Now have a go at dropping a relative clause into the sentences below using **which. For example:**

The desks were covered in board games.

The desks, **which** were bright blue, were covered in board games.

- 1) The board game intrigued Susie.
- 2) The netball court looked slippery.
- 3) The dominoes were in the basket.





Now for some sentence imitation:

Let's try using some sentence patterns from The Game and create new sentences using the same structure.

1. Opening a story with names + a short sentence

Danny and Susie were bored.

_____ and _____ were _____.

Try your imitations: e.g. Gaby and Jonathan were excited.

2. Sentence of 3 for description

It crushed the tables, smashed the windows and flung children all around the classroom with a flick of its legs.

It _____, _____ and _____.

Try your imitations: e.g. It ran down the road, crossed the bridge and jumped into the boat.