

# Really Good Stuff® Instructional Guide

## Comprehension Game Trio: Cause and Effect, Fact or Opinion & Context Clues Gr. 2-3

Congratulations on your purchase of the Really Good Stuff® **Comprehension Game Trio: Cause and Effect, Fact or Opinion & Context Clues (Grades 2-3)**, a three-game set that's sure to improve students' comprehension skills. Every player plays every turn and is engaged 100% of the time!

### Objective

Answer text-based, multiple-choice questions to move ahead on the game board.

### Meeting the Standards

**Comprehension Game Trio** aligns with the Common Core State Standards for English Language Arts below. For alignment with other state standards, please refer to our Web site's Standards Match.

### Cause and Effect Cards:

#### Key Ideas and Details

**RI.3.3** Describe characters in a story (e.g., their traits, motivations, or feelings) and explain how their actions contribute to the sequence of events.

**RI.3.3** Describe the relationship between a series of historical events, scientific ideas or concepts, or steps in technical procedures in a text, using language that pertains to time, sequence, and cause/effect.

### Fact or Opinion Cards:

#### Craft and Structure

**RI.2.5** Know and use various text features (e.g., captions, bold print, subheadings, glossaries, indexes, electronic menus, icons) to locate key facts or information in a text efficiently.

### Text Types and Purposes

**W.2.1** Write opinion pieces in which they introduce the topic or book they are writing about, state an opinion, supply reasons that support the opinion, use linking words (e.g., *because*, *and*, *also*) to connect opinion and reasons, and provide a concluding statement or section.

**W.3.1** Write opinion pieces on topics or texts, supporting a point of view with reasons.

**W.2.2** Write informative/explanatory texts in which they introduce a topic, use facts and definitions to develop points, and provide a concluding statement or section.

**W.3.2** Write informative/explanatory texts to examine a topic and convey ideas and information clearly.

### Context Clues Cards:

#### Craft and Structure

**RI.3.4** Determine the meaning of words and phrases as they are used in a text, distinguishing literal from nonliteral language.

**RI.2.4** Determine the meaning of words and phrases in a text relevant to a grade-level topic or subject area.

### Vocabulary Acquisition and Use

**L.2.4** Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on grade-level reading and content, choosing flexibly from a range of strategies.

a. Use sentence-level context as a clue to the meaning of a word or phrase.

### This Really Good Stuff product includes:

- 3 Game Boards (Dragon Journey, Into the Desert, Treasure Miners)
- 3 Card Sets with 55 cards in each: Cause and Effect; Fact or Opinion; Context Clues (for use with any of the three Game Boards)
- 12 Pawns, one per player
- 36 a, b, c Answer Tokens, three same-colored tokens per player
- Storage Box
- This Really Good Stuff Instructional Guide

### Game Introduction and Set-up

- Use any of the three card sets with any game board.
  - o Easily differentiate! Use only the cards you need to create the perfect level of play for your students. The die at the top of each card indicates an approximate level. Generally, the more dots on the die, the harder the task.
- Each player selects a Pawn and matching colored a, b, c Answer Tokens.
- Each game is for three to five students. Up to four students play every turn, and one additional student is the answer keeper who does not play.
- All players must give an answer for each question using their Answer Tokens.
- There are reading turns and token turns.
- When it is your turn, you are the reader. On your reading turn, you get to move ahead the number of spaces on your card's die if you are correct. If you are incorrect, you do not move.
- When it is one player's reading turn, the other players are on their token turns. These players place their a, b, or c token face down in front of them. They move ahead one space if they are correct. If they are incorrect, they do not move.

Die shows number of spaces to move ahead if answered correctly.



The weather was the top story on the news this evening.

**17** Which is the **FACT** from that weather report?

- a. Storms are causing traffic jams across town.
- b. Many of us are nervous about driving in this weather.
- c. Too many people have weather-related accidents.

7. In clockwise order, token players flip their tokens to reveal their answers.
8. The answer keeper checks the answers and tells each player whether he or she may move. If the reader is correct, he or she moves the number on the card's die. If the reader lands on a move-up or move-back space, that player moves his or her pawn accordingly. Token players with the correct answer move ahead one space. Token players with an incorrect answer do not move.
9. Place the card question-side up on the Discard space.
10. Turns continue clockwise until someone reaches Finish.

### SPECIAL RULES

**Token Moves:** Token players move only one space. If a token move lands a player on an action space, no action is taken. Only reading players whose turn it is may take action on the board.

**Action Spaces:** These spaces apply only to the reading player, not to players who move one space for a correct answer in a token move. In the game trio, move up on rainbows, dust storms and upward tracks and move backward on dragon heads, snakes, and downward tracks. Bonus! spaces are applicable only when a Bonus! Card is drawn by the reading player. Landing on a Bonus! space without having drawn a card does not call for any action.

**Bonus! Cards and Spaces:** If a player draws a Bonus! card, only that player gets to move to the next Bonus! space and draw another card. Token players do not have the chance to move until after the question is read and their answers are checked.

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- Only on your reading turn are you affected by the action spaces on the board—move up (rainbows, dust storms, and upward tracks), move back (dragon heads, snakes, and downward tracks), and Bonus! During token moves, players may move ahead one space, but they are never affected by the action spaces. For example, if players land on one of the move-back spaces, they do not have to go backward unless it is their reading turn.
- Bonus! Only when a reading player draws a Bonus! Card can he or she move to the next Bonus! space and then draw another card. If a token move places a player on a Bonus! space, no action is taken.

### Rules of Play

**Object:** answer questions correctly and reach Finish

1. Select one set of cards and give the Answer Key Card to the answer keeper.
2. Place the shuffled cards question-side down on the Draw space.
3. Players select one pawn and its matching-colored a, b, c tokens. Place pawns on Start.
4. The player who has the next birthday goes first. Play continues clockwise.
5. The reading player reads the entire card aloud, and the other players place their tokens face down.
6. Once all tokens are placed, the reader says, "Ready!" and announces the card number and answer for the answer keeper. For example, "Ready! #31, c. suitable."

The higher the die amount, generally the more difficult the task.

**Cause and Effect Answer Key**

Card #	Answer	Die/ Difficulty	Card #	Answer	Die/ Difficulty
1.	b	3	26.	a	3
2.	c	1	27.	c	2
3.	c	2	28.	b	3
4.	a	2	29.	b	2
5.	b	3	30.	b	3
6.	c	2	31.	c	3
7.	c	3	32.	b	2
8.	b	3	33.	c	3
9.	b	4	34.	a	2
10.	c	4	35.	a	3
11.	b	5	36.	b	2
12.	a	3	37.	b	3
13.	a	5	38.	c	2
14.	b	2	39.	c	1
15.	a	2	40.	b	4
16.	c	3	41.	b	2
17.	c	3	42.	a	1
18.	a	3	43.	b	2
19.	c	5	44.	b	2
20.	c	4	45.	b	2
21.	b	5	46.	c	3
22.	a	1	47.	b	3
23.	b	4	48.	c	3
24.	b	2	49.	a	3
25.	a	5	50.	a	3

**Fact or Opinion Answer Key**

Card #	Answer	Die/ Difficulty	Card #	Answer	Die/ Difficulty
1.	a	1	26.	c	3
2.	c	4	27.	a	3
3.	b	2	28.	c	4
4.	b	3	29.	b	3
5.	a	3	30.	a	2
6.	a	2	31.	b	3
7.	a	2	32.	a	3
8.	c	4	33.	c	4
9.	a	2	34.	b	3
10.	b	4	35.	b	2
11.	c	2	36.	c	4
12.	b	5	37.	b	3
13.	b	3	38.	c	1
14.	b	5	39.	b	3
15.	b	3	40.	c	3
16.	c	4	41.	a	4
17.	a	5	42.	b	5
18.	c	1	43.	a	1
19.	b	3	44.	a	2
20.	c	4	45.	b	1
21.	c	2	46.	a	2
22.	b	3	47.	b	3
23.	b	5	48.	a	3
24.	a	3	49.	c	3
25.	c	4	50.	a	5

The higher the die amount, generally the more difficult the task.

### Context Clues Answer Key

Card #	Answer	Die/ Difficulty	Card #	Answer	Die/ Difficulty
1.	b	3	26.	c	3
2.	a	2	27.	b	5
3.	c	3	28.	a	3
4.	a	3	29.	a	3
5.	a	5	30.	b	3
6.	b	1	31.	c	4
7.	c	2	32.	c	2
8.	b	2	33.	a	3
9.	a	1	34.	c	3
10.	c	1	35.	c	4
11.	b	3	36.	a	4
12.	c	2	37.	b	5
13.	b	4	38.	a	4
14.	a	2	39.	b	5
15.	b	3	40.	c	3
16.	b	2	41.	b	3
17.	c	3	42.	a	3
18.	b	2	43.	a	4
19.	c	5	44.	b	2
20.	a	2	45.	b	4
21.	a	2	46.	c	2
22.	b	4	47.	c	2
23.	b	1	48.	c	3
24.	c	3	49.	a	5
25.	a	3	50.	a	1