

Comprehension Game Trio: Inference, Main Idea, & Summary (Grades 2-3)

Congratulations on your purchase of **Comprehension Game Trio: Inference, Main Idea, & Summary (Grades 2-3)**, a three-game set that's sure to improve students' comprehension skills, whether they are under the sea, at the circus, or in the jungle! 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 and similar state standards for English Language Arts. To see how this product aligns to individual state standards, please refer to the Standards Match on the product page.

Inference Cards:

Key Ideas & Details

Anchor Standard 1 Read closely to determine what the text says explicitly and to make logical inferences from it.

Main Idea Cards:

Key Ideas & Details

RL.2.1 Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text.

RL.3.2 Determine the main idea of a text; recount the key details and explain how they support the main idea.

Summary Cards:

Key Ideas & Details

Anchor Standard 2 Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas.

This Really Good Stuff product includes:

- 3 Game Boards (Under the Sea, At the Circus, Into the Jungle)
- 3 Card Sets with 55 cards in each: Inference; Main Idea; Summary (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 Teaching Guide

Game Introduction and Set-up

- Use any of the three card sets with any game board.
 - 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. To further target comprehension practice, even-numbered cards are literature and odd-numbered cards are informational text.
- 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 answer 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 diagram illustrates a game card layout. At the top, a die icon is shown with an arrow pointing to it from the text 'Die shows number of spaces to move ahead if answered correctly.' Below the die is a text passage: 'At a California museum, you can learn about how computers have changed in size. A computer today can be tiny. Some can fit inside a cell phone. But long ago computers were huge. Some took up whole rooms.' Below the passage is a question: '25 Which is the best summary?' followed by three multiple-choice options: 'a. At a museum, you can use a cell phone that has a computer inside it.', 'b. At a museum, you can see a computer that takes up a whole room.', and 'c. At a museum, you can learn how computers have gotten smaller.' To the left of the question and options are three circular tokens labeled 'a', 'b', and 'c'. Arrows point from each token to its corresponding option.

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- Only on your *reading turn* are you affected by the **action spaces on the board**—move up (dolphins, dogs, and ladders), move back (divers, clowns, and monkeys), 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! Cards*: 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 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 answer 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 answer 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! #23, b. Bats are unusual mammals.”
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 only apply to the *reading player*, not to players who move one space for a correct answer in a token move. In the game trio, move forward on dolphins, dogs, and ladders, and move backward on divers, clowns, and monkeys. *Bonus!* spaces are only applicable 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 draws 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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The higher the die amount, generally the more difficult the task.
Even-numbered cards are literature. Odd-numbered cards are informational text.

Inference Cards Answer Key

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

Main Idea Cards Answer Key

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

The higher the die amount, generally the more difficult the task.
Even-numbered cards are literature. Odd-numbered cards are informational text.

Summary Cards Answer Key

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