

# Really Good Stuff® Instructional Guide

## Comprehension Game Trio: Cause and Effect, Fact or Opinion & Context Clues Gr. 4-5

Congratulations on your purchase of the Really Good Stuff® **Comprehension Game Trio: Cause and Effect, Fact or Opinion & Context Clues (Grades 4-5)**, 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 & Details

**RL.4.3** Describe in depth a character, setting, or event in a story or drama, drawing on specific details in the text.

**RI.4.3** Explain events, procedures, ideas, or concepts in a historical, scientific, or technical text, including what happened and why, based on specific information in the text.

**RI.4.5** Describe the overall structure (e.g., chronology, comparison, cause/effect, problem/solution) of events, ideas, concepts, or information in a text or part of a text.

### Fact or Opinion Cards:

#### Craft and Structure

**RI.4.5** Describe the overall structure (e.g., chronology, comparison, cause/effect, problem/solution) of events, ideas, concepts, or information in a text or part of a text.

### Text Types and Purposes

**W.4.1** Write opinion pieces on topics or texts, supporting a point of view with reasons and information.

**W.4.2** Write informative/explanatory texts to examine a topic and convey ideas and information clearly.

### Context Clues Cards:

#### Craft and Structure

**RL.4.4** Determine the meaning of words and phrases as they are used in a text, including those that allude to significant characters found in mythology (e.g., Herculean).

**RI.4.4** Determine the meaning of general academic and domain-specific words or phrases in a text relevant to a grade-level topic or subject area.

### Vocabulary Acquisition and Use

**L.4.4** 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 context (e.g., definitions, examples, or restatements in text) as a clue to the meaning of a word or phrase.


### This Really Good Stuff product includes:

- 3 Game Boards (Wild West, Busy City, Adventure Climb)
- 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.



In the U.S. there are two lawmaking bodies: the Senate and the House of Representatives. In 2015, California had 53 House members. Rhode Island had only two. Does this sound unfair? There is a good **reason** for it: representation in the House is based on population size.

**27** Why does Rhode Island have far fewer House members than California?

a. because of Rhode Island's lower population  
 b. because of Rhode Island's smaller square mileage  
 c. because of Rhode Island's later entry into the Union

**a**

**b**

**c**

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 signs, traffic lights, and climbing ropes and move backward on ropes, pipes, and snowballs. *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 (signs, traffic lights, and climbers), move back (ropes, pipes, and snowballs), 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! #10, c. extraordinary."

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

**Fact or Opinion Answer Key**

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

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