



Game: Apples to Apples™

Lesson Plan Created By: Sarah Powell (Gnome Games Staff and UWGB Education Student)

Description: A game of quick thinking and creative ideas. Players (2-10 players per game of cards, but game cards can be mixed to play with more players) use cards to form creative and clever word associations. If at first their word association isn't chosen, they may argue their perspective in hopes to change the Judge's mind. When a player's creative ideas win them 4 green apple cards they've won the game.

Objective ideas: The use of this game will increase a student's vocabulary and efficiency communicating. Also, as students argue and persuade the Judge to choose their red apple card, the students will be able to orally communicate opinions, information, and ideas to their class/group.

Materials Needed: Apples to Apples Jr.™ game

Additional Information: The Apples to Apples Jr.™ game has a version for older students ages 9-Adult called Apples to Apples™. Also there are customizable cards that can be made to cater to any classroom, subject, vocabulary, age, or topic. These cards are particularly useful when looking for ways to practice very specific vocabulary.

Manufacturer: Out of the Box, [www.otb-games.com](http://www.otb-games.com)

## **Wisconsin DPI Standards met while playing Apples to Apples:**

### **English Language Arts, Standard D: Language Performance Standards - Grade 4**

D.4.1 Develop their vocabulary of words, phrases, and idioms as a means of improving communication.

- Consult dictionaries, thesauruses, and other resources to find and compare definitions, choose among synonyms, and spell words correctly
- Use their knowledge of roots, prefixes, and suffixes to interpret and convey the meaning of words
- Identify common figures of speech and use them appropriately

## English Language Arts, Standard C: Oral Language Performance Standards - Grade 4

C.4.1 Orally communicate information, opinions, and ideas effectively to different audiences for a variety of purposes.

- Identify and discuss criteria for effective oral presentations, including such factors as eye contact, projection, tone, volume, rate, and articulation
- Read aloud effectively from previously-read material
- Speaking from notes or a brief outline, communicate precise information and accurate instructions in clearly organized and sequenced detail
- Present autobiographical or fictional stories that recount events effectively to large and small audiences
- Participate in group readings, such as choral, echo, and shadow reading
- Perform dramatic readings and presentations
- Distinguish between fact and opinion and provide evidence to support opinions



*Provided at no charge by Gnome Games. For more information or to share a lesson plan for a game you've used in your classroom please contact us at [mail@gnomegames.com](mailto:mail@gnomegames.com) or visit us on the web at [www.gnomegames.com](http://www.gnomegames.com). Gnome Games is not responsible for DPI Standards in any mean manner or form. We are just here to help you help your students have fun learning in your classroom.*

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