

# SPaG Monsters

## About SPaG Monsters...

In each game a definition of the grammatical terminology is given for players unfamiliar with the terms.

All games are split into levels, and where possible, follow the National Curriculum (or equivalent) guidelines for spelling and grammar, with Level 1 equivalent to Year 1 & 2 learning, Level 2 equivalent to Year 3 & 4 learning, and Level 3 equivalent to Year 5 & 6 learning.

Each game is designed around a different aspect of spelling, punctuation and grammar, reinforcing the knowledge taught in school allowing children to apply and practise what they've learnt so they can show their understanding.

All the games help with extending vocabulary, containing words used frequently in reading and writing, as well as less frequently used words, with the aim of introducing children to words that may be unfamiliar to them. Depending on the context of each game, this will allow them to become familiar with new vocabulary, their meanings or classification.

## Village

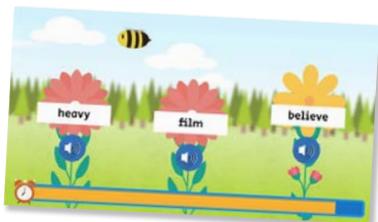


### Skating Syllables

To identify and practise counting syllables in a variety of words. This shows the player's understanding of the division of words into syllables.

### Sky Spellings

The aim is to practise spelling a variety of words, including those that are used frequently in writing. Each word is spoken and flashes up briefly before each round.

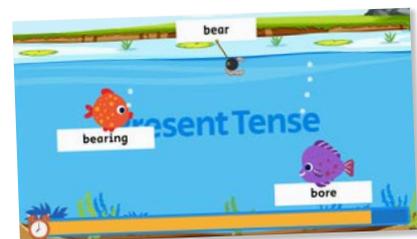


### Buzz Words

The aim is to select words that are either adjectives, nouns or verbs, depending on which is randomly generated at the beginning of the game. This game reinforces the player's knowledge of the terminology, and allows them to practise and show their understanding of each word class.

### Fishing For Tenses

Identifying the correct form of verbs depending on either past or present tense. It also helps the player to become familiar with the correct spelling of past tense words where the root word is changed.



## Cave

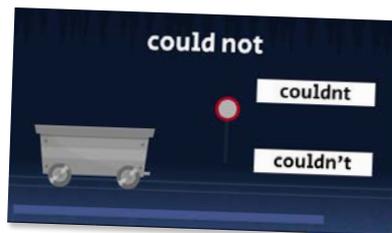


### Balancing Bats

To identify either antonyms or synonyms - the game reinforces knowledge of the terminology and allows players to learn and clarify meanings of words.

### Diamond Blast

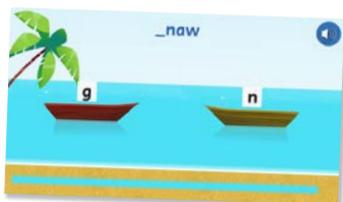
The aim is to correctly identify consonants and vowels. Repetition reinforces the knowledge of each group.



### Minecraft Contractions

To identify the correct spelling of contracted words. Starts with more frequently used contractions, moving up to lesser used, more unfamiliar contractions in the higher levels.

## Beach



### Silent Sailing

Practise spelling words with silent letters by choosing the correct missing letter.

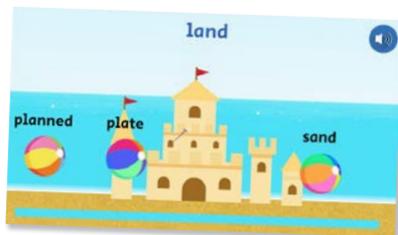
### Bust A Rhyme

Identifying rhyming words, including words that are spelt differently but have similar sounds. Helps to reinforce decoding and pronunciation skills.



### Surf's Up

Practise spelling exception words, as per curriculum guidelines for each year group.



## Sea



### Deep Sea Suffixes

Add the correct suffix to a word so that the sentence makes sense. Reinforces learning of different word endings and sentence comprehension. Higher levels also show changes to root word spelling to accommodate the suffix.

### King Blobber

To identify nouns, verbs and adjectives within a range of sentences. Reinforces knowledge of the terminology as well as the application of different word classes within sentences.



### Bubble Blast

Correctly identify punctuation, outside of the context of a sentence. The aim is to become familiar with each one, reinforcing the knowledge through identification and repetition.

# Jungle



## Prepositions Parrot

A memory game using prepositions. Players have to identify the correct preposition based on the parrot's position in relation to the tree in a sequence. Tests comprehension of preposition meanings, and also boosts memory skills.

## Temple Wordsearch

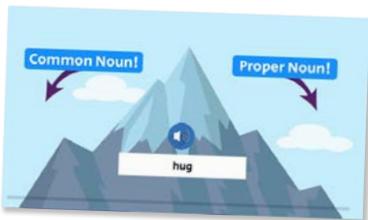
Finding the words in the letter grid reinforces spelling skills of both familiar and unfamiliar words.



## Conjunction Canyon

Players have to identify the conjunction to complete the sentence. Level 1 they have to choose between a conjunction and non-conjunction word so the emphasis is on identifying which is the conjunction. At higher levels it moves on to identifying the correct conjunction so that the sentence makes sense, so tests their comprehension skills as well as identification of conjunctions.

# Mountains

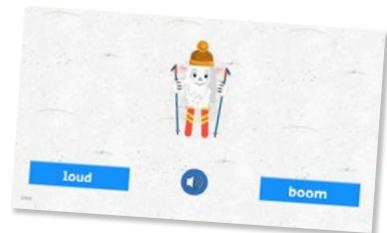


## Noun Mountain

Identify whether the words are common nouns or proper nouns and therefore should have capital letters. Tests their knowledge of the definition of both, and allows them to practise categorising both familiar and unfamiliar words.

## Snowman Homophones

To identify words in a sentence that are spelt differently but have the same pronunciation. This will boost knowledge of word meanings, aid comprehension and help players to identify and learn the differing spellings of homophones and their associated meanings.



## Onomato-Skier

To practise identifying and reinforcing knowledge of onomatopoeia words.

# Space



## Alien Adjectives

Players have to identify the correct alien based on the adjective description given. Tests players' comprehension of different adjectives and helps to clarify meanings of unfamiliar words.

## Prefix Peril

Add the correct prefix to a word so that the sentence makes sense. Reinforces learning of different prefixes and how they alter a root word's meaning, as well as sentence comprehension.



## Space Race

A quiz that encompasses all the spelling and grammar knowledge from previous games, testing the players' comprehension in different areas.

# Alien Planet

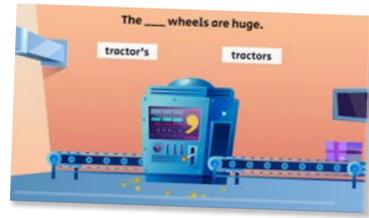


## Alien Alliteration

Shoot the two aliens that are holding words that are alliterative i.e. have the same sound at the start of the word. Tests players' knowledge of letter/phoneme sounds.

## There-they're-their Scare!

Identify the correct spelling and usage of homophones there, they're and their by adding the correct one to the example sentence. Reinforces and tests knowledge of which spelling to use dependent on the context of the sentence.



## Apostrophe Catastrophe

Select the correct word based on the placement of the apostrophe (or lack of) to fit the sentence correctly. Reinforces and tests players' knowledge of correct use of apostrophes in single and plural nouns, as well as when to leave off the apostrophe for non-possessive plurals.



[www.youngwriters.co.uk/spag-monsters](http://www.youngwriters.co.uk/spag-monsters)