

Center Activities for Contractions and Punctuation Marks

you are

you're

here is here's

there is there's

she is she's

he is he's

it is it's

who is who's

Contractions Bingo			
I'm	there're	they're	we're
you're	it's	that's	he's
she's	here's	nothing's	there's
who's	aren't	couldn't	didn't

Table of Contents

1. Game ideas for contractions	2
2. Forming Contractions Activity	5
3. Contractions Matching Game	9
4. Contractions Bingo	24
5. Contractions Shape Puzzles	26
6. Game ideas for punctuation marks	41
7. Punctuation Marks Matching Game	42
8. Punctuation Marks Bingo	46

Contractions

Forming Contractions Activity: Reproduce the cards on white cardstock and laminate the sheets. Cut apart each piece for the activity and attach a strip of magnetic tape to the back. Position the cards on a magnetic board as shown. An apostrophe (') is used in contractions in place of missing letters. A complete list of contractions available for this game are listed below. Students remove a letter or letters from one of the word pairs, insert an apostrophe in place of the missing letter(s), and then spell the two words as one.

I am = I'm
 we are = we're
 you are = you're

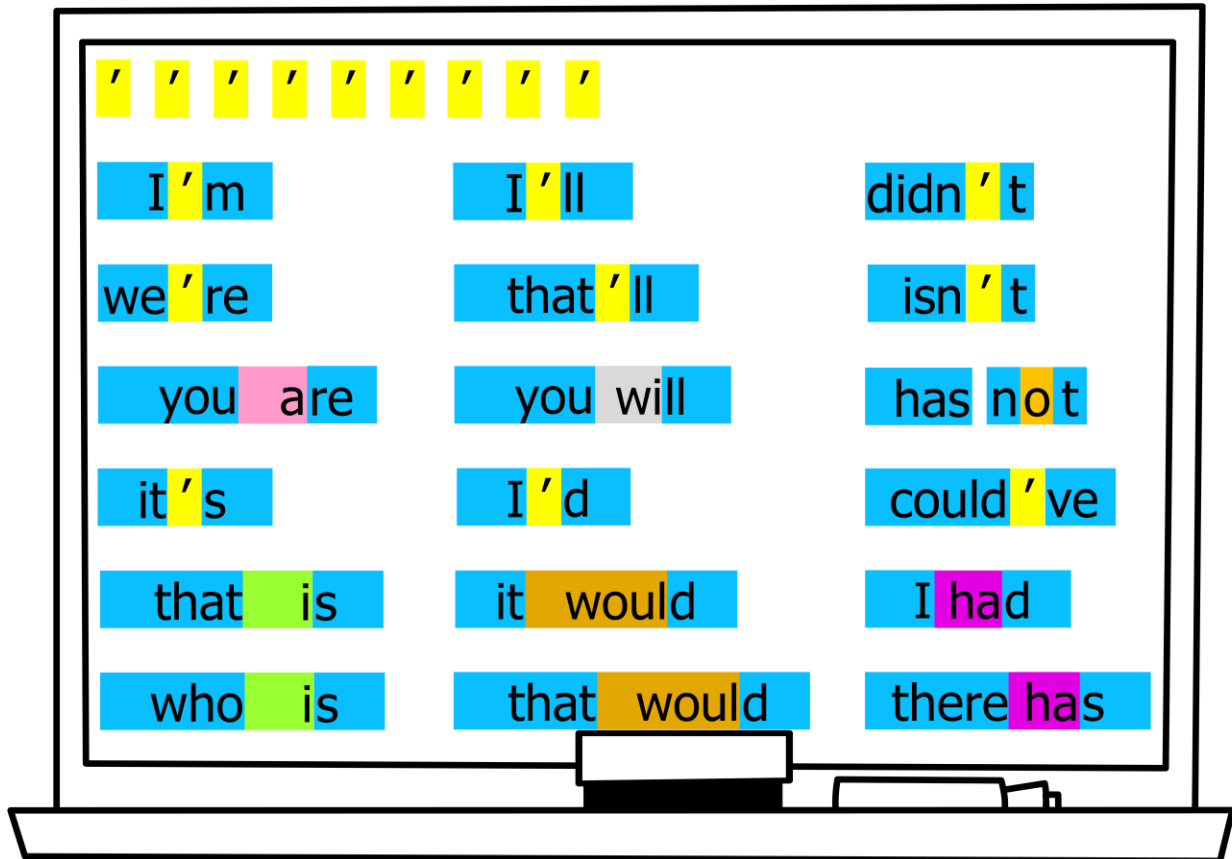
I will = I'll
 that will = that'll
 you will = you'll

did not = didn't
 is not = isn't
 has not = hasn't

it is = it's
 that is = that's
 who is = who's

I would = I'd
 it would = it'd
 that would = that'd

could have = could've
 I had = I'd
 there has = there's



CONTRACTIONS MATCHING GAME: Reproduce the matching cards on cardstock, laminate, and cut apart. Keep the cards in a Ziploc bag. Recall that in a contraction, an apostrophe (') is used in place of missing letters. In the following cards, letters that would be replaced with an apostrophe are underlined. For example, in *I am*, *a* is underlined because it is replaced with an apostrophe in the contraction *I'm*, which means the same thing as *I am*. It is recommended that you divide the cards into separate Ziploc bags. Words with an underlined *a* and their contractions can be kept in one bag; words with an underlined *i* and their contractions in another bag; words with an underlined *o* and their contractions in a third bag, and so forth. Numbers have been recorded on the bottom right side of each card for easy separation.

The cards are placed face down on the table, and a child chooses two cards in an attempt to match, for example, the words *could not* with the contraction *couldn't*. When a student makes a match, he would say, "Couldn't is the contraction of *could not*" while removing the cards. If a match is not made, the cards would be returned to their original positions. The winner (the student with the greatest number of pairs after all cards have been removed) could be awarded a sticker to add to his or her incentive chart.

CONTRACTIONS BINGO: Four bingo mats having contractions inserted in the grids are available to use as a center activity. Reproduce the mats on cardstock and laminate. Put the cards from the matching games without an apostrophe (i.e., those that are not contractions) in a bag to draw from during the game. When, for example, the card *you are* is drawn from a bag and read, students would search for the contraction *you're* to cover on their grids. The winner could be awarded a sticker to add to his or her incentive chart.

AROUND THE WORLD: Two students from the class stand together, and the teacher holds up, let's say, a card with the words *we have*. The first child to verbally call out its contraction, *we've* in this example, would move to the next child in line for a second race, and the game would continue in this manner.

RELAY GAME: Students line up in teams at the chalkboard for a relay game. Instead of calling out the contraction *we've* when shown the cards with the words *we have*, students would race to record it on the board, and the winning team player would have a tally mark recorded under his/her group's name.

GO FISH

The cards used for the matching game could also be used by pairs or small groups of students to play "Go Fish!" in a classroom center.

Directions: Five cards are dealt to each player and the others are placed in a stack.

Player 1: "Do you have the contraction of _____?" (Example: If Player 1 has *you are* in her set, she might show the card to Player 2 while asking him if he has its contraction.)

Player 2 has the card: Player 2 sets *you're* down. (Player 1 keeps the pair and has a second turn.)

Player 2 does not have the card: Player 2 says, "Go Fish!" (Player 1 draws a card, and it is player 2's turn.)

Forming Contractions Activity

I	am	'	'
we	are	'	'
you	are		
it	is	'	'
that	is		
who	is		

did	n	o	t	'	'	'
is	n	o	t	'	'	'
has	n	o	t	'	'	
could	ha	ve				
I	ha	d		'	'	
there	ha	s				

I	will	d
that	will	
you	will	
I	would	d
it	would	d
that	would	

/	/	/	/	/	/	/	/				

Contractions Matching Game

I am

I'm

1

1

there are

there're

1

1

they are

they're

1

1

we are

we're

1

1

you are

1

you're

1

it is

2

it's

2

that is

2

that's

2

he is

2

he's

2

she is

she's

2

2

here is

here's

2

2

nothing is

nothing's

2

2

there is

there's

2

2

who is

2

who's

2

are not

3

aren't

3

could not

3

couldn't

3

did not

3

didn't

3

does not

3

doesn't

3

had not

3

hadn't

3

has not

3

hasn't

3

have not

3

haven't

3

is not

3

isn't

3

must not

3

mustn't

3

need not

3

needn't

3

should not

3

shouldn't

3

was not

3

wasn't

3

were not

3

weren't

3

would not

3

wouldn't

3

do not

3

don't

3

I have

I've

4

4

there have

there've

4

4

they have

they've

4

4

we have

we've

4

4

who have

who've

4

4

you have

you've

4

4

could have

could've

4

4

should have

should've

4

4

would have

would've

4

4

I had

I'd

4

4

there had

there'd

4

4

who had

who'd

4

4

you had

you'd

4

4

I will

I'll

4

4

it will

it'll

5

5

she will

she'll

5

5

that will

5

that'll

5

there will

5

there'll

5

they will

5

they'll

5

we will

5

we'll

5

who will

5

who'll

5

you will

5

you'll

5

he would

5

he'd

5

she would

6

she'd

6

it would

6

it'd

6

that would

6

that'd

6

they would

6

they'd

6

we would

6

we'd

6

let us

let's

6

6

cannot not

can't

6

6

Contractions Bingo

I'm	there're	they're	we're
you're	it's	that's	he's
she's	here's	nothing's	there's
who's	aren't	couldn't	didn't

Contractions Bingo

doesn't	hadn't	hasn't	haven't
isn't	mustn't	needn't	shouldn't
wasn't	weren't	wouldn't	don't
I've	there've	they've	we've

Contractions Bingo

who've	you've	could've	should've
would've	I'd	there'd	they'd
who'd	you'd	I'll	it'll
she'll	that'll	there'll	they'll

Contractions Bingo

we'll	who'll	you'll	he'd
she'd	it'd	that'd	we'd
let's	can't	I'm	they're
we're	you're	it's	that's

Name: _____

Contractions

Directions: Put the Set 1 shape puzzles together on a magnetic board. The word written on one half of each puzzle is the contraction of the word written on the other half. In a contraction, an apostrophe (') is used in place of a missing letter or letters. Write the contraction of each word.

I am	_____	here is	_____
there are	_____	nothing is	_____
they are	_____	there is	_____
we are	_____	who is	_____
you are	_____	are not	_____
it is	_____	could not	_____
that is	_____	did not	_____
he is	_____	does not	_____
she is	_____	had not	_____

Teacher: Reproduce the shape puzzles on white cardstock. You may want to laminate the puzzles before cutting them out. Attach a piece of magnetic tape to the back of each half of a shape.

Name: _____

Contractions

Directions: Put the Set 2 shape puzzles together on a magnetic board. The word written on one half of each puzzle is the contraction of the word written on the other half. In a contraction, an apostrophe (') is used in place of a missing letter or letters. Write the contraction of each word.

has not	_____	do not	_____
have not	_____	there has	_____
is not	_____	who has	_____
must not	_____	I have	_____
need not	_____	there have	_____
should not	_____	they have	_____
was not	_____	we have	_____
were not	_____	who have	_____
would not	_____	you have	_____

Teacher: Reproduce the shape puzzles on white cardstock. You may want to laminate the puzzles before cutting them out. Attach a piece of magnetic tape to the back of each half of a shape.

Name: _____

Contractions

Directions: Put the Set 3 shape puzzles together on a magnetic board. The word written on one half of each puzzle is the contraction of the word written on the other half. In a contraction, an apostrophe (') is used in place of a missing letter or letters. Write the contraction of each word.

could have _____

should have _____

would have _____

I had _____

there had _____

they had _____

we had _____

who had _____

you had _____

I will _____

it will _____

she will _____

that will _____

there will _____

they will _____

we will _____

who will _____

you will _____

Teacher: Reproduce the shape puzzles on white cardstock. You may want to laminate the puzzles before cutting them out. Attach a piece of magnetic tape to the back of each half of a shape.

Name: _____

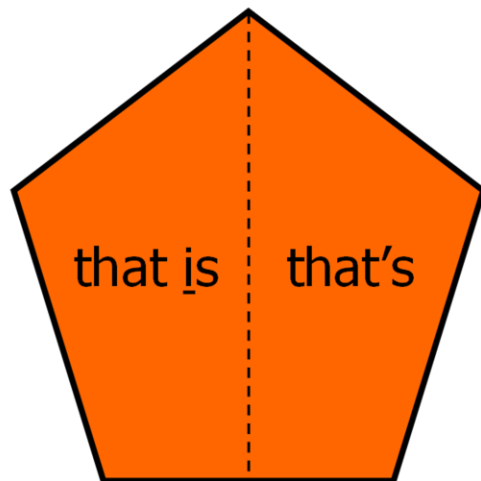
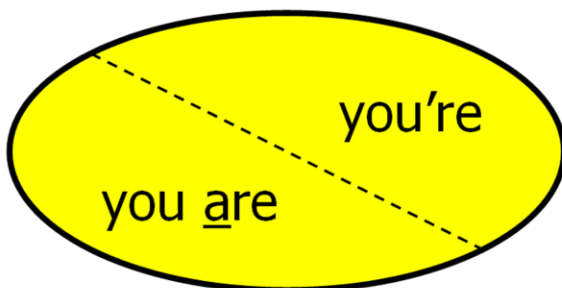
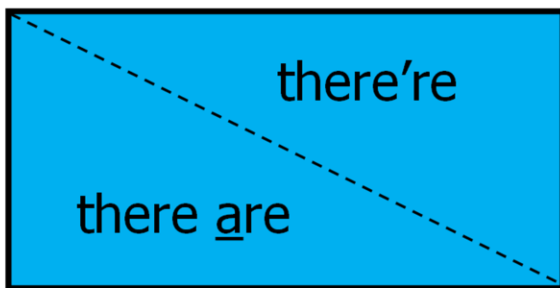
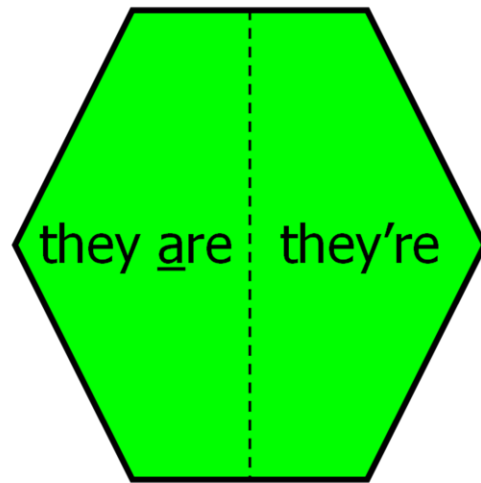
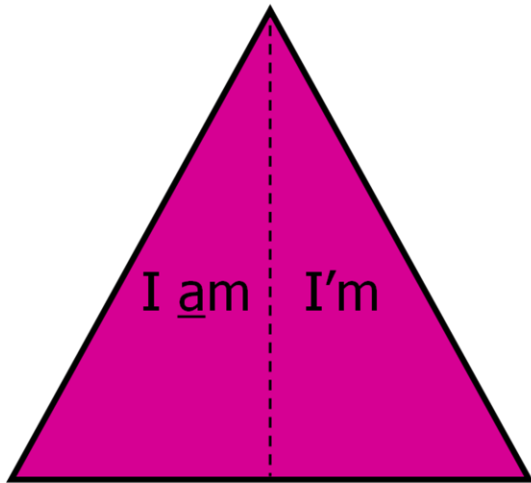
Contractions

Directions: Put the Set 4 shape puzzles together on a magnetic board. The word written on one half of each puzzle is the contraction of the word written on the other half. In a contraction, an apostrophe (') is used in place of a missing letter or letters. Write the contraction of each word.

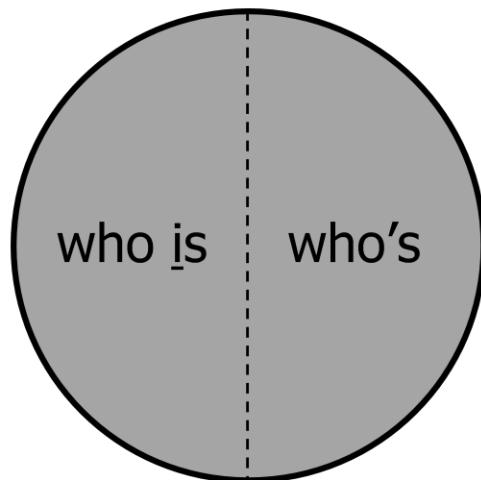
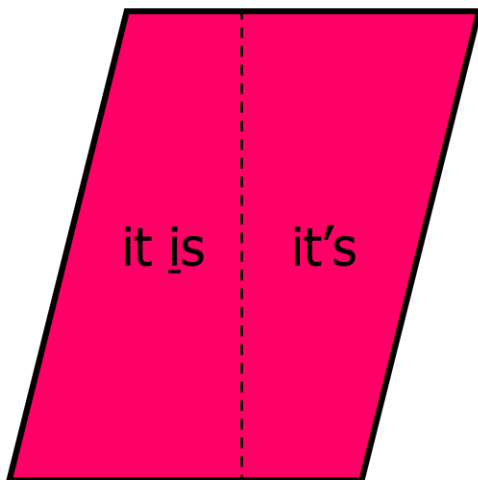
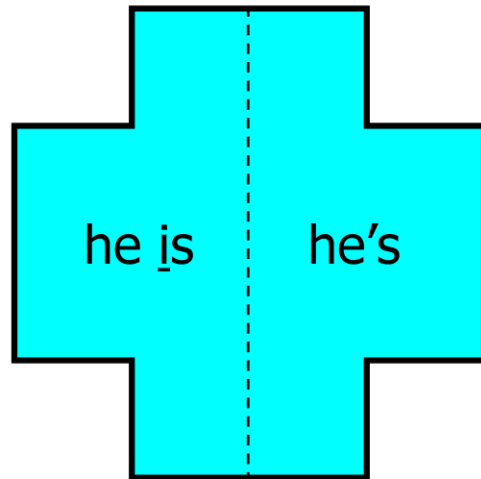
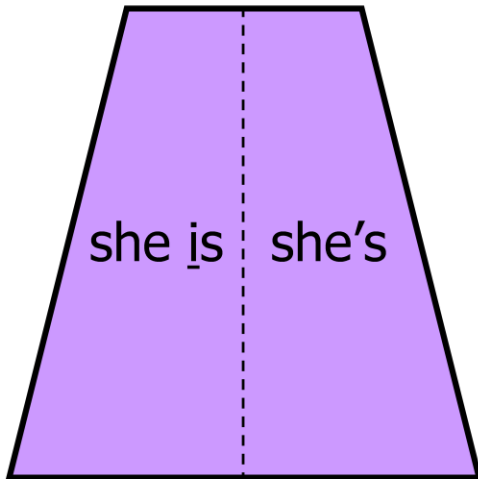
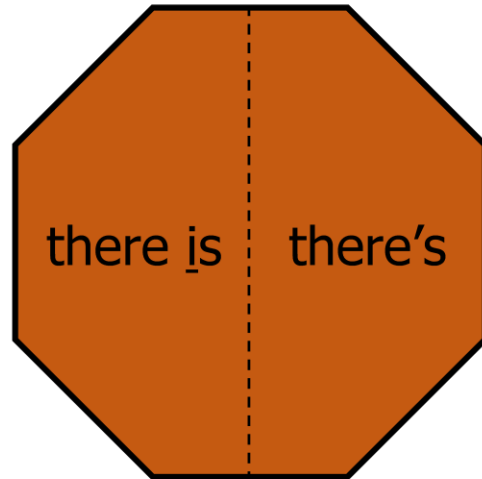
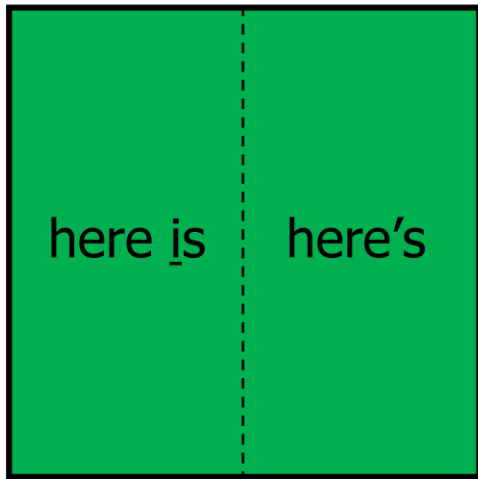
he would	_____	they would	_____
she would	_____	we would	_____
I would	_____	who would	_____
it would	_____	you would	_____
that would	_____	let us	_____
there would	_____	cannot	_____

Teacher: Reproduce the shape puzzles on white cardstock. You may want to laminate the puzzles before cutting them out. Attach a piece of magnetic tape to the back of each half of a shape.

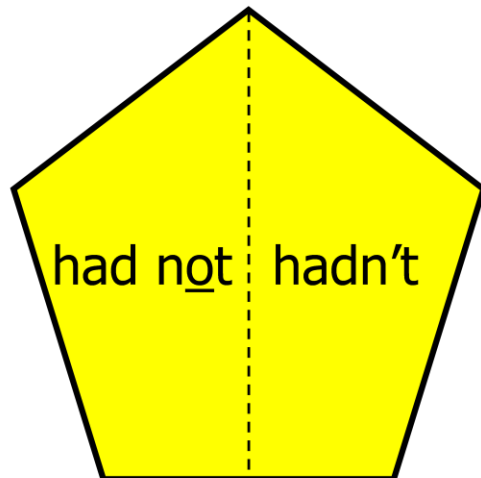
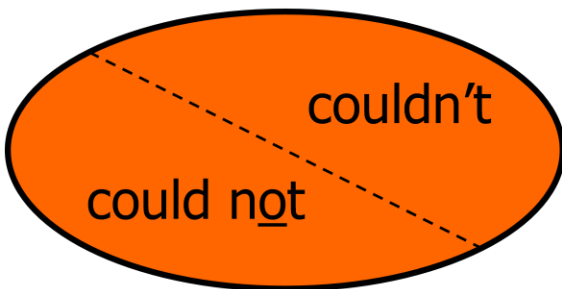
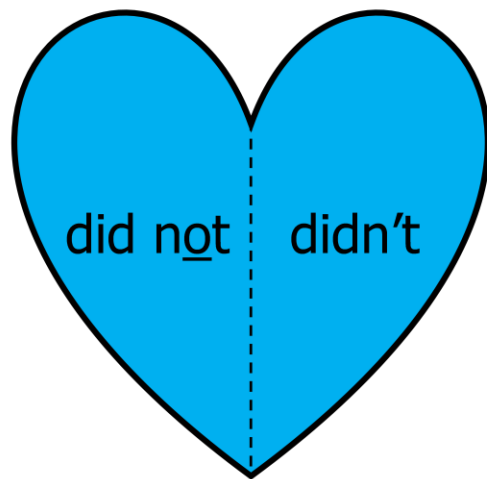
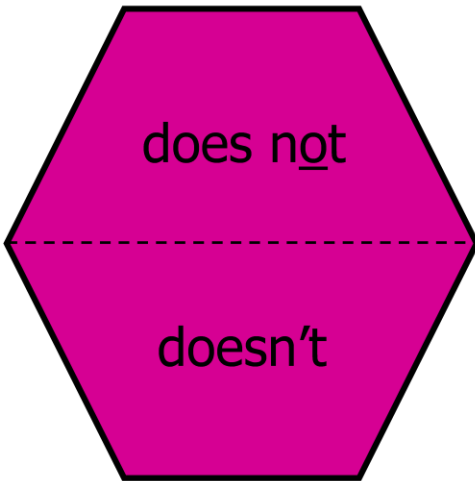
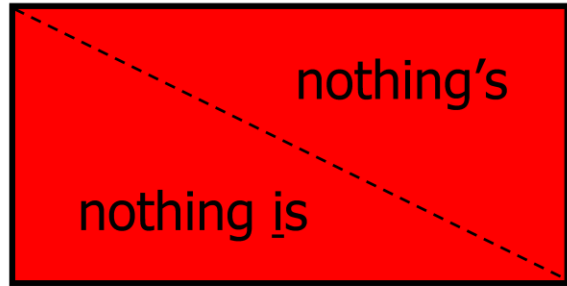
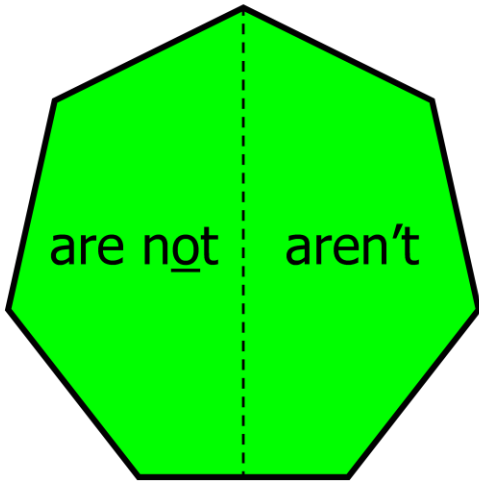
SET 1 SHAPE PUZZLES



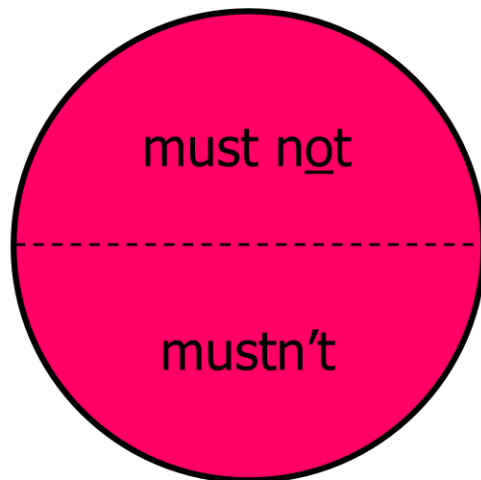
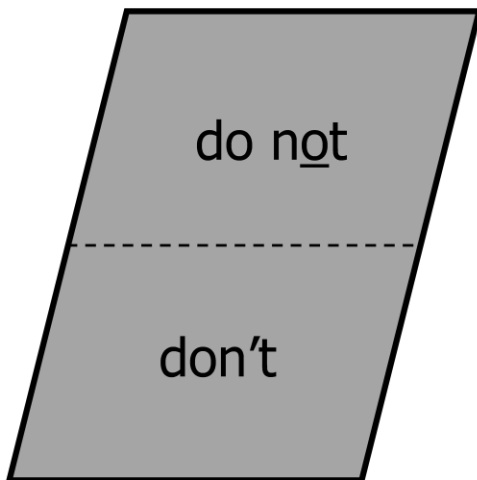
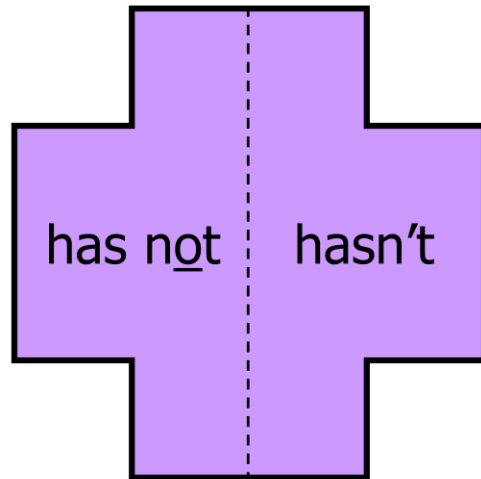
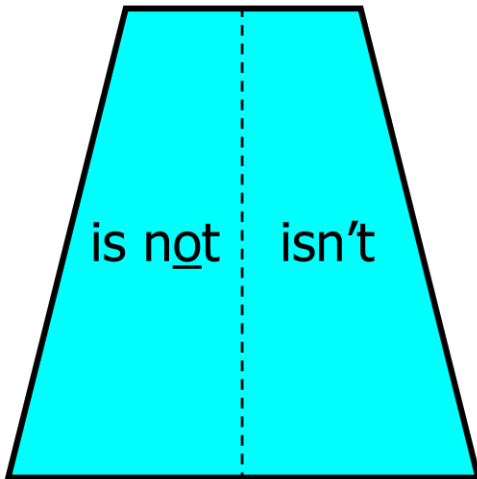
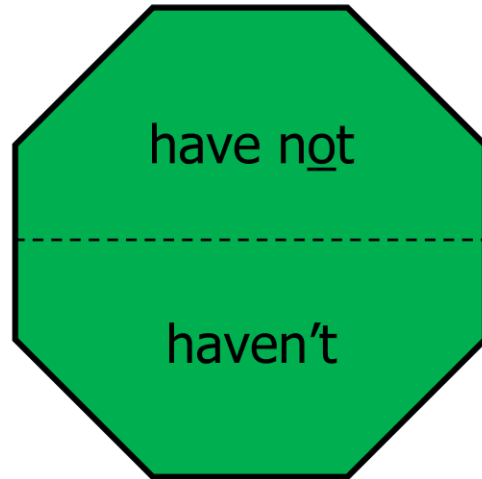
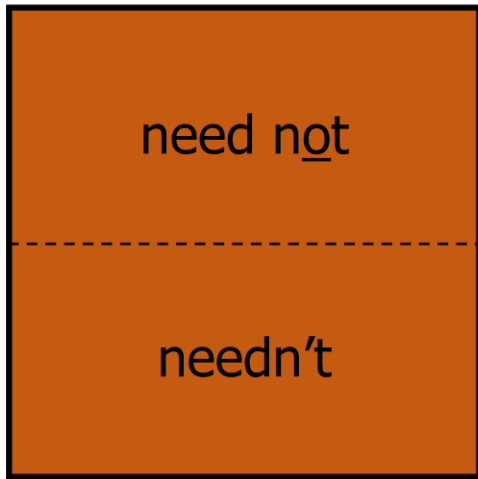
SET 1 SHAPE PUZZLES



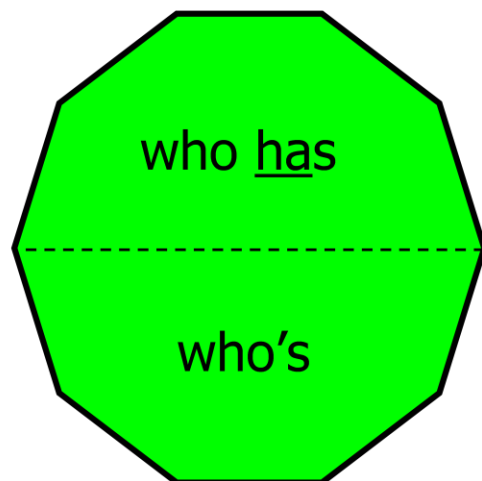
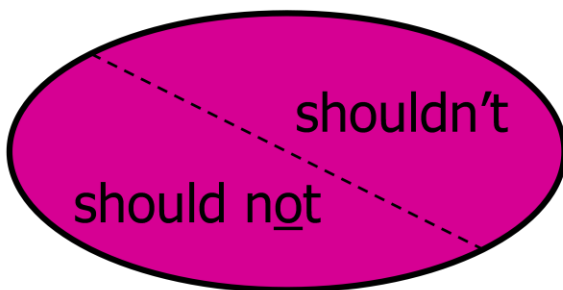
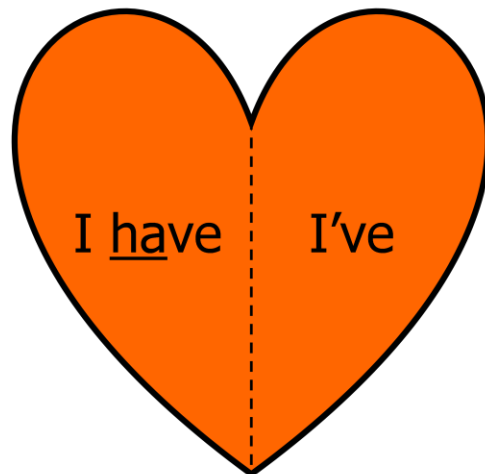
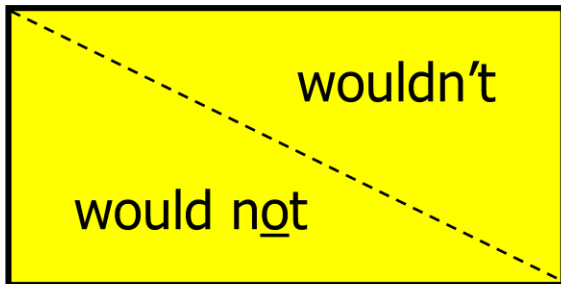
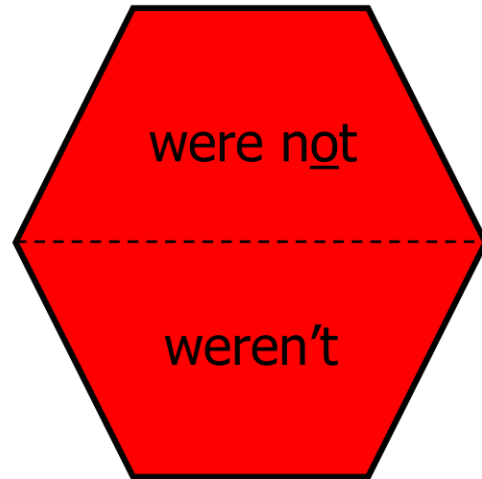
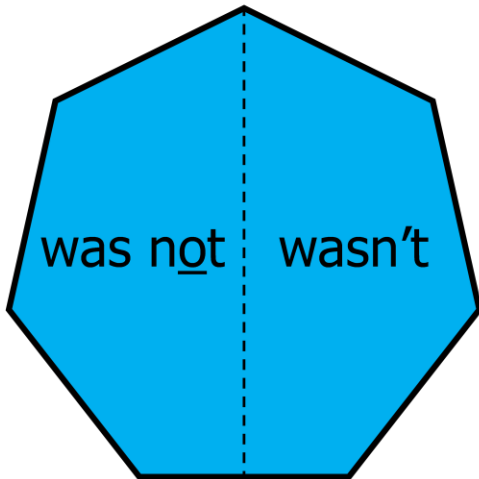
SET 1 SHAPE PUZZLES



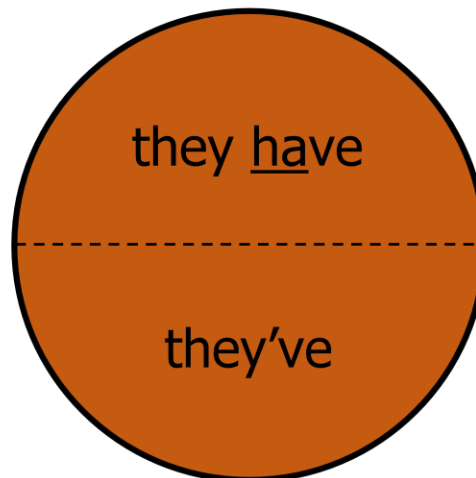
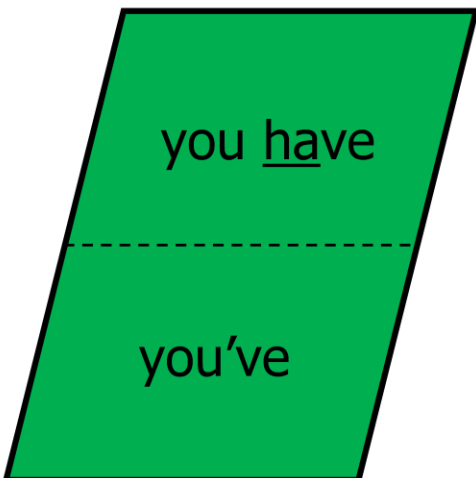
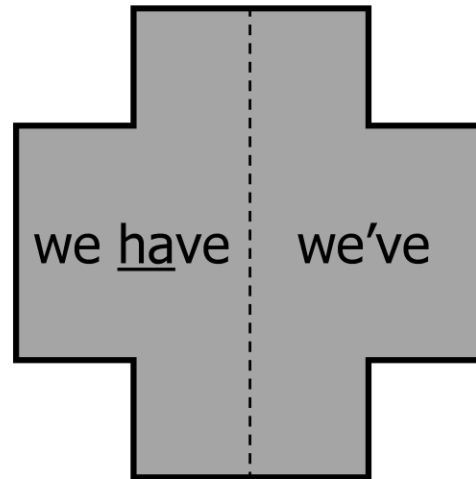
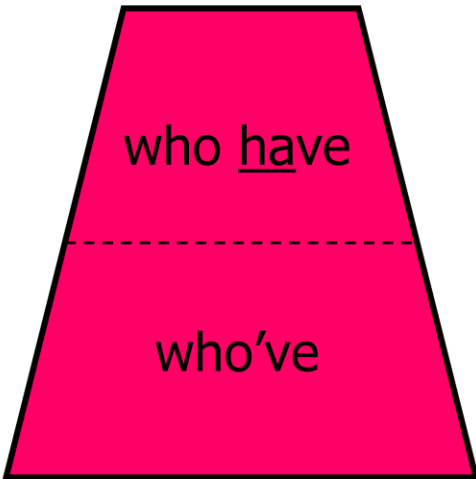
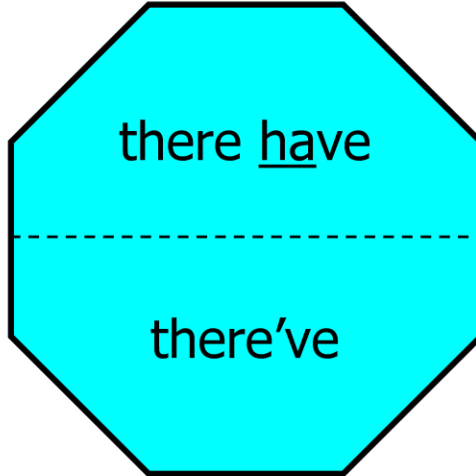
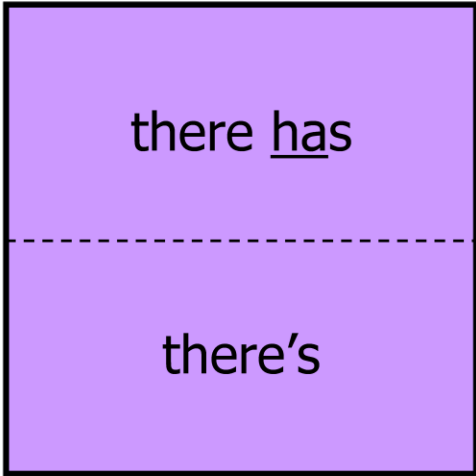
SET 2 SHAPE PUZZLES



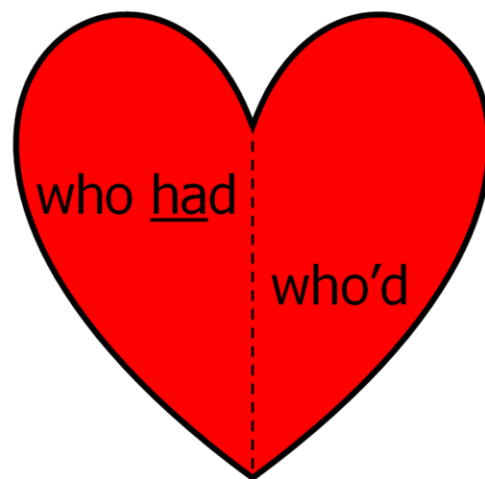
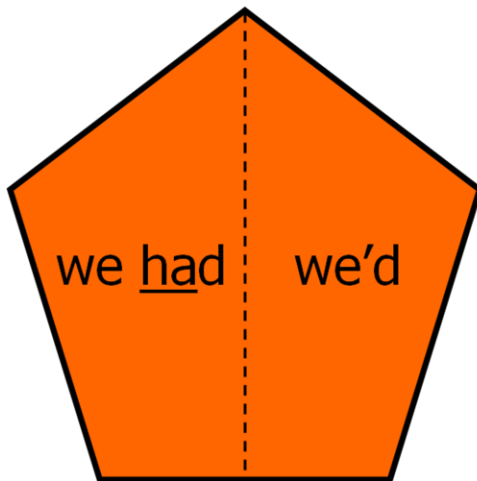
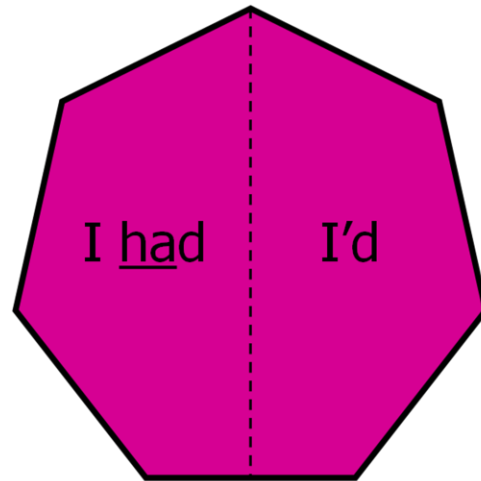
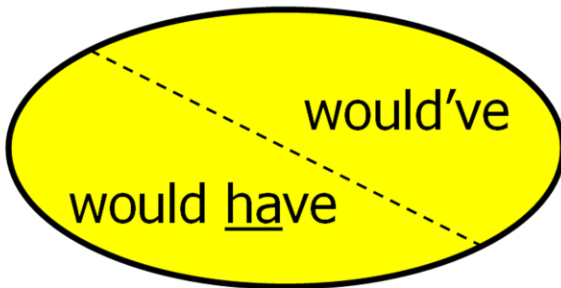
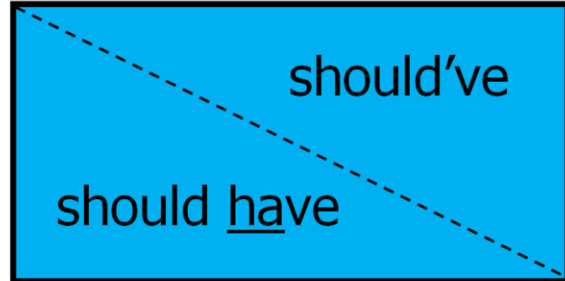
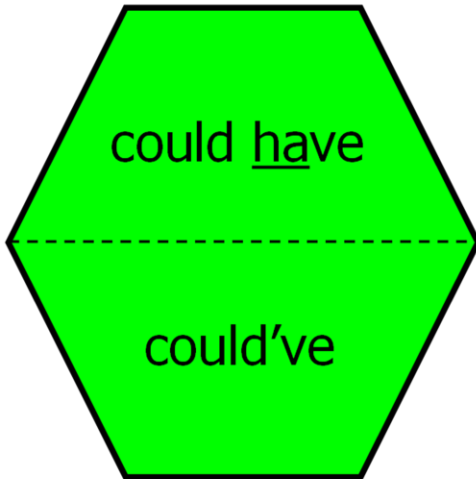
SET 2 SHAPE PUZZLES



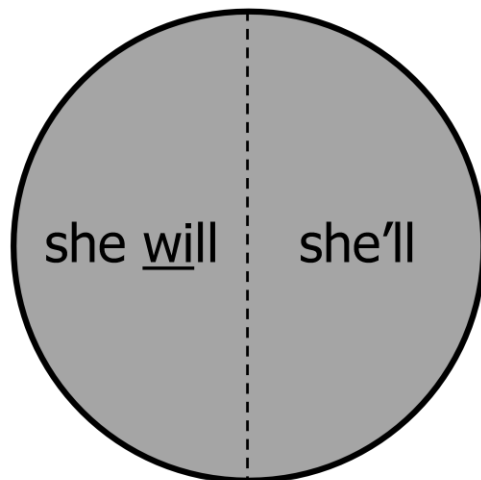
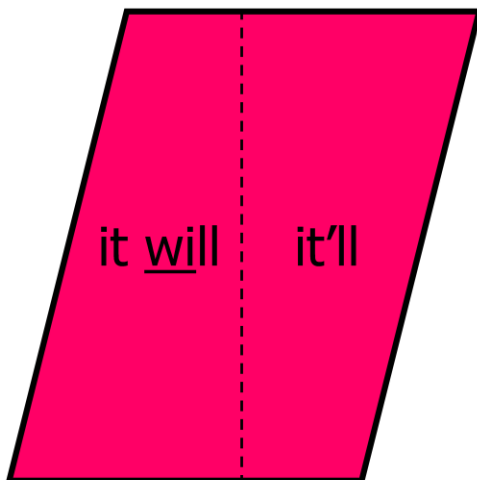
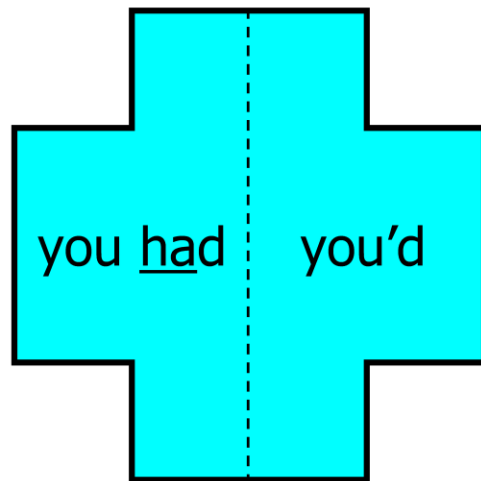
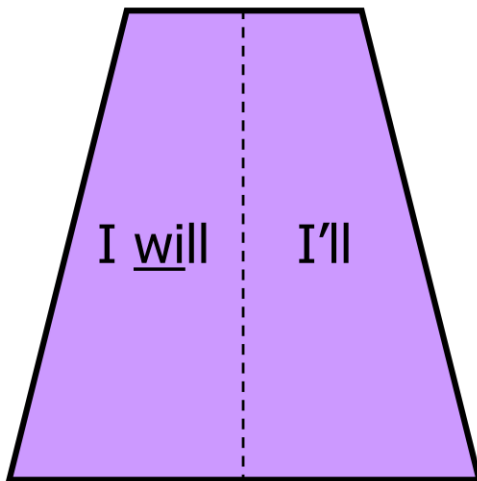
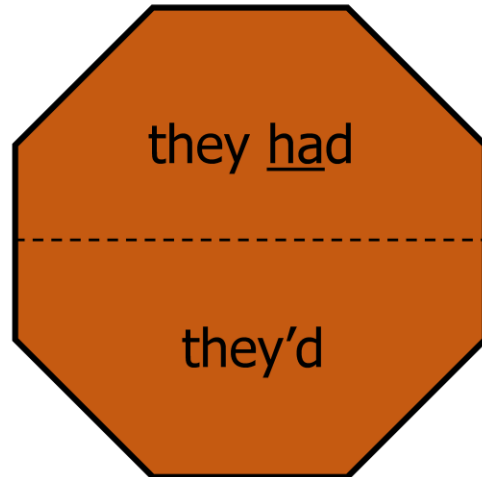
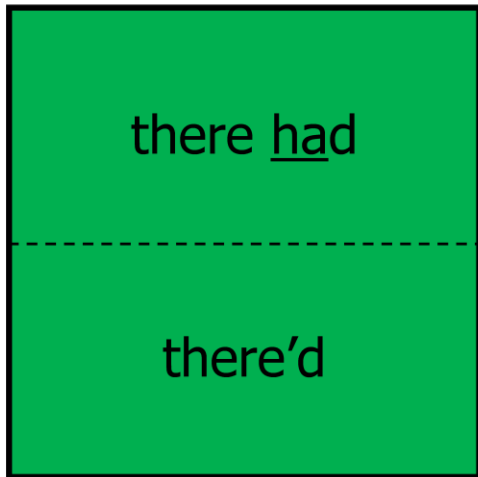
SET 2 SHAPE PUZZLES



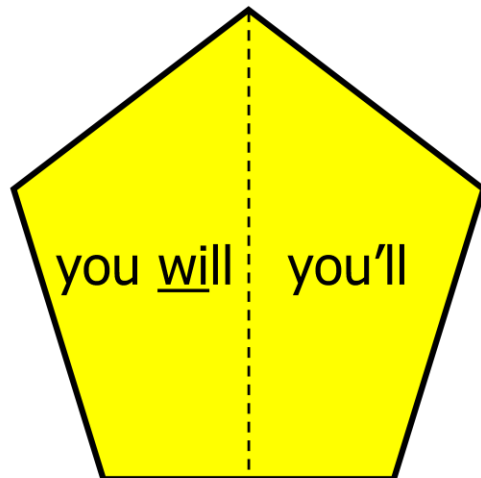
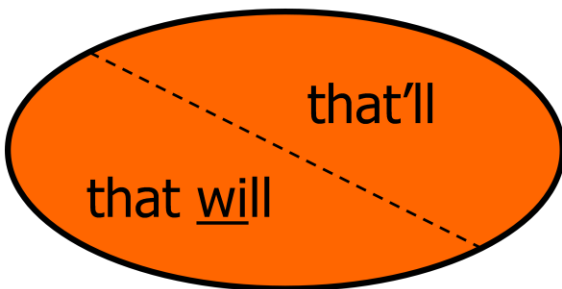
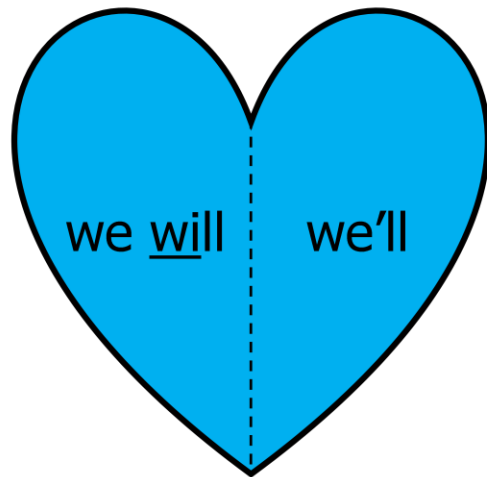
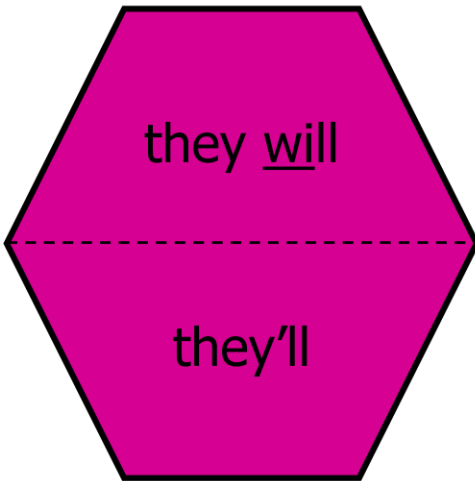
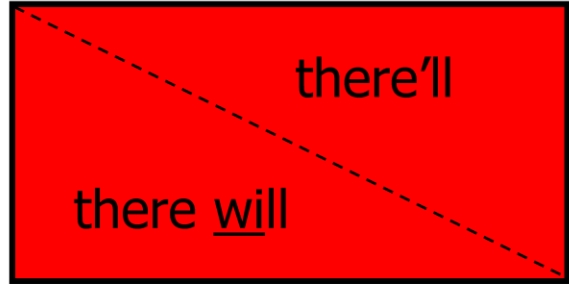
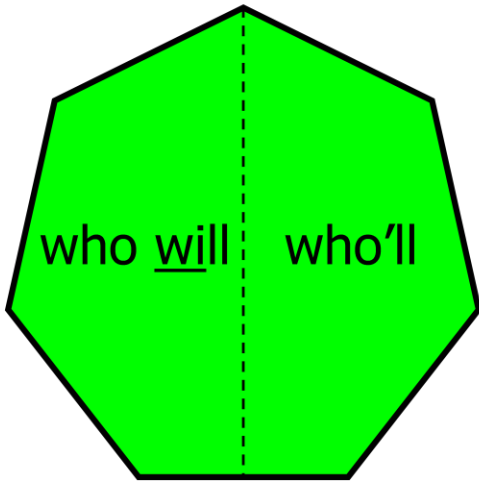
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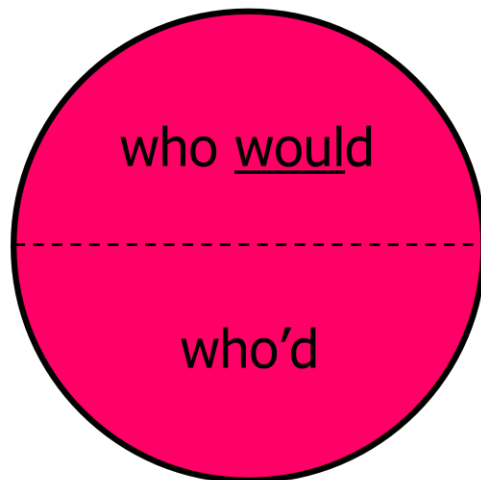
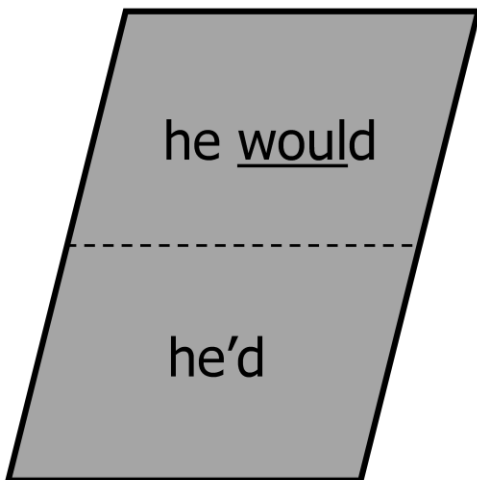
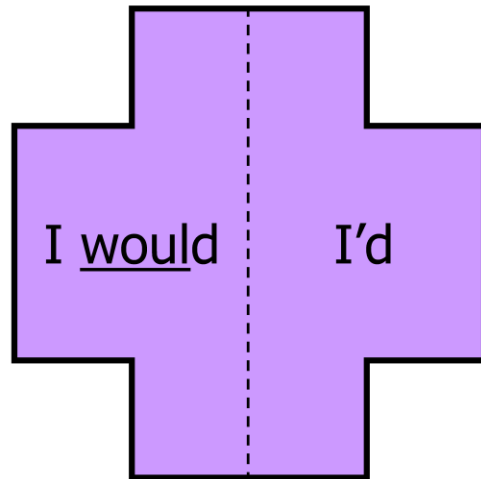
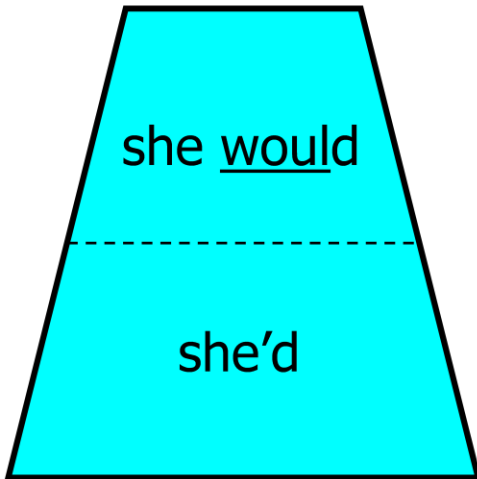
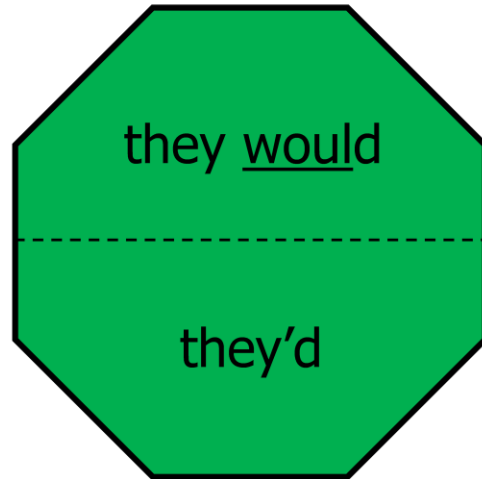
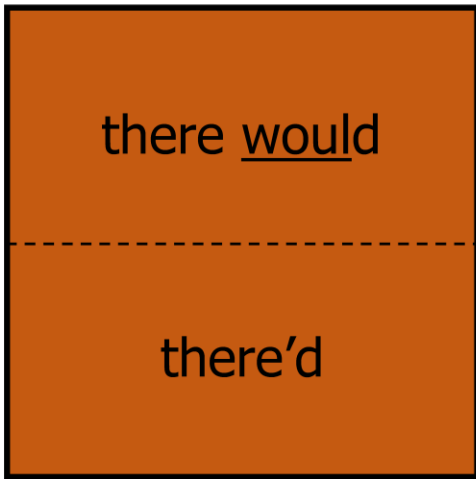
SET 3 SHAPE PUZZLES



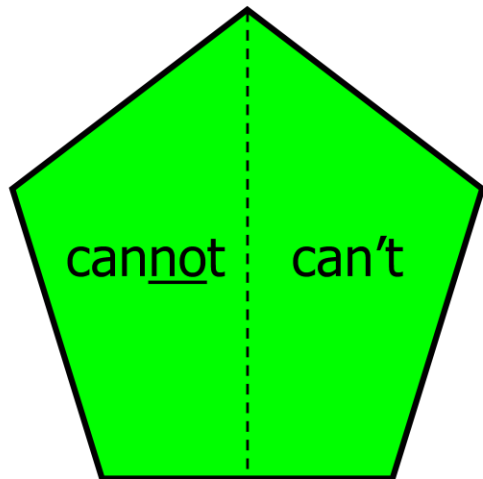
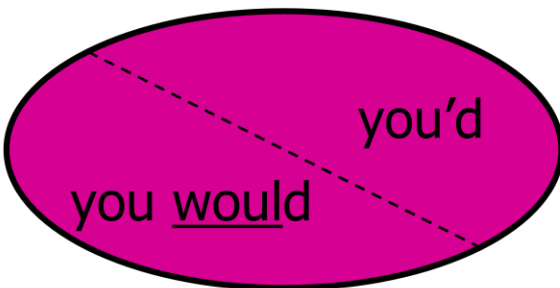
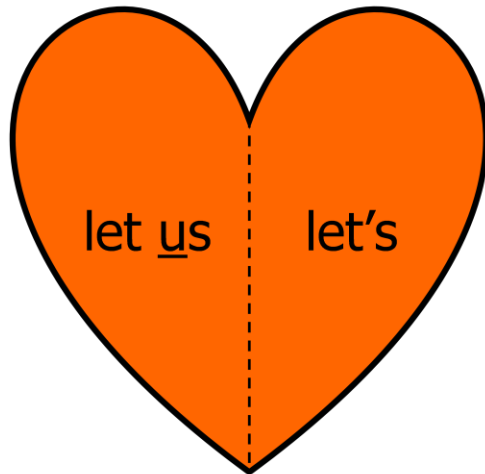
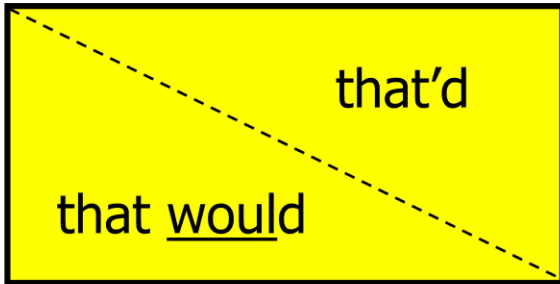
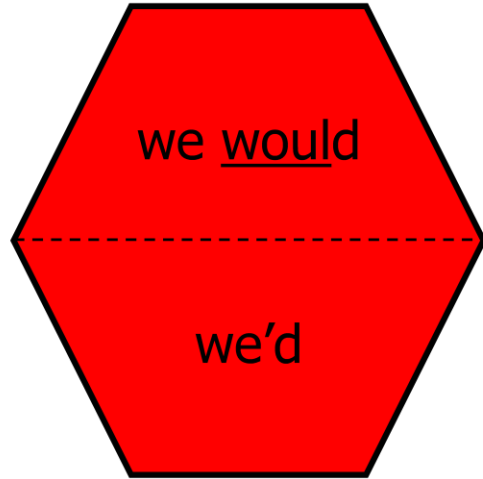
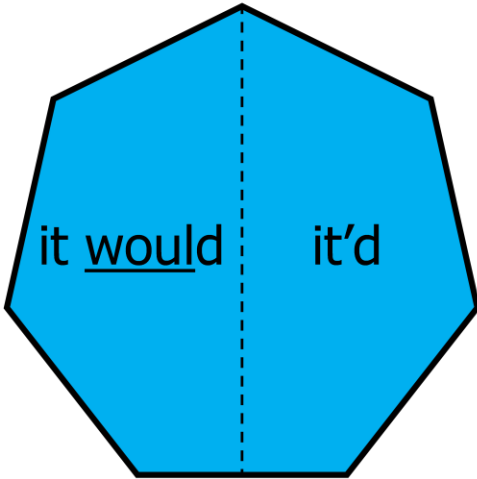
SET 3 SHAPE PUZZLES



SET 4 SHAPE PUZZLES



SET 4 SHAPE PUZZLES



Punctuation Marks

PUNCTUATION MARKS MATCHING GAME: Reproduce the matching cards on cardstock, laminate, and cut apart. Keep the cards in a Ziploc bag. The cards are placed face down on the table, and a child chooses two cards in an attempt to match a punctuation mark with its name. If a match is made, the child removes the cards and holds onto them until the end of the game. If a match is not made, the cards would be returned to their original positions. The winner (the student with the greatest number of pairs after all cards have been removed) could be awarded a sticker to add to his or her incentive chart.

PUNCTUATION MARKS BINGO: Four bingo mats having punctuation marks inserted in the grids have been provided in this book to use as a center activity. Reproduce the mats on cardstock and laminate. Put the cards with the punctuation mark names from the matching game in a bag to draw from during the game. When the name of a punctuation mark is drawn, students search for the corresponding mark to cover on their bingo grids. The winner could be awarded a sticker to add to his or her incentive chart.

AROUND THE WORLD: Two students from the class stand together, and the teacher holds up, let's say, a card with a semicolon. The first child to verbally call out the name of the punctuation mark, *semicolon* in this example, would move to the next child in line for a second race, and the game would continue in this manner.

RELAY GAME: Students line up in teams at the chalkboard for a relay game. The teacher would show, for example, a card that reads *explanation point*, and the first team player to write *!* on the board would have a tally mark recorded under his/her group's name.

GO FISH

The cards used for the matching game could also be used by pairs of students to play "Go Fish!" in a classroom center.





Directions: Five cards are dealt to each player and the others are placed in a stack.

Player 1: "Do you have the _____ card?" (Example: If Player 1 has *question mark* in her set, she might show the card to Player 2 while asking him if he has the question mark.)

Player 2 has the card: Player 2 sets the card with the question mark down. (Player 1 keeps the pair and has a second turn.)

Player 2 does not have the card: Player 2 says, "Go Fish!" (Player 1 draws a card, and it is player 2's turn.)

Punctuation Marks Matching Game

period	
exclamation point	
question mark	
ellipsis	

slash

/

brackets

[]

parenthesis

()

comma

However,
↓

hyphen	—
dash	——
semicolon	;
colon	:

quotation marks	“ ”
apostrophe	I'm
italics	<i>italics</i>

Punctuation Marks Bingo

.	!	?
...	()	[]
<i>italics</i>	-	—
/	;	:

Punctuation Marks Bingo

<i>italics</i>	“ ”	’
;	...	/
:	-	—
/	[]	()

Punctuation Marks Bingo

-	—	;
/	/	“ ”
.	...	:
!	?	/

Punctuation Marks Bingo

;	:	!
[]	.	<i>italics</i>
()	...	?
“ ”	/	/