Introduction

Everyone agrees that the best way to build children’s reading comprehension is to have them read, read, read. But that doesn’t mean it’s the only way. Enter *10 Reading Comprehension Card Games*! The games in this book help boost and reinforce essential reading skills—by giving students the kind of practice they’ll enjoy doing over and over again.

As students play these super-fun games, they gain an understanding of main idea and plot, making inferences, sequencing, logical reasoning, drawing conclusions, cause and effect, and much more. Honing these skills leads to better comprehension, which is the cornerstone of successful reading, understanding, and studying skills.

Setting Up the Games

Most of the games require nothing more than the cards provided. Simply photocopy the game cards on cardstock, cut them apart, and store them in a plastic zipper bag along with a copy of the game instructions. Label the bag with the name of the game and store the bag in a filing box for easy access.

For a slightly more competitive twist, we also provide two generic game boards that can be used with any of the card games. Let students decide which game board to use for a particular game. (You might even invite students to create their own game boards.) Photocopy the game boards on regular copy paper then glue the pages to the inside of a manila folder, carefully aligning both sides of the game board. You could also photocopy the game board on cardstock and tape the two sides together. Consider laminating the game boards or covering them with clear plastic to keep them clean and sturdy for repeated use.
What's What?

**Objective**
To help students understand main idea and generalization, and use expressive language to describe categories.

**Players**
1 to 4 players (Single players can write their answers on a sheet of paper.)

**How to Play**
1. Shuffle the “What’s What?” cards and stack them facedown between the players.
2. Players take turns picking a card from the pile. On each turn, a player reads aloud the four words on the card and decides in which category the words belong. For example, if the words on the card are desk, bed, chair, table, a correct answer might be furniture.
3. If the player answers correctly, he keeps the card. If not, the next player can try to guess the answer. If she answers correctly, she keeps the card and takes another turn.
4. Continue taking turns until no cards are left. Players then count how many cards they’ve collected. The player with the most cards at the end of the game wins.

**Playing With a Game Board**
Each player places a marker on START. Play the game as described above. If a player answers correctly, he rolls the number cube to see how many spaces to move along the board. If the player doesn’t answer correctly, he cannot move. Place used cards in a discard pile. The next player takes a turn. The first player to reach FINISH wins.

**You’ll Need**
- What’s What? cards (pages 8–13)

**Optional Materials**
- Game board (choose one from pages 64–67)
- Game markers (buttons or coins work well)
- Number cube (die)
What’s Not?

Players decide which word (out of four words) on a card does not belong and why.

Objective
To help students differentiate between like and unlike objects, and use expressive language to explain logic.

Players
1 to 4 players (Single players can write their answers on a sheet of paper.)

You’ll Need
- What’s Not? cards (pages 15–20)

Optional Materials
- Game board (choose one from pages 64–67)
- Game markers (buttons or coins work well)
- Number cube (die)

How to Play
1. Shuffle the “What’s Not?” cards and stack them facedown between the players.
2. Players take turns picking a card from the pile. On each turn, a player reads aloud the four words on the card and decides which three words belong together. She then explains why the fourth word doesn’t belong. For example, if the words on the card are pie, cookies, cake, ice cream, a correct answer might be ice cream because even though all the words are desserts, ice cream is the only one that is not baked.
3. If the player answers correctly, she keeps the card. If not, the next player can try to guess the answer. If he answers correctly, he keeps the card and takes another turn.
4. Continue taking turns until no cards are left. Players then count how many cards they’ve collected. The player with the most cards at the end of the game wins.

Playing With a Game Board
Each player places a marker on START. Play the game as described above. If a player answers correctly, she rolls the number cube to see how many spaces to move along the board. If the player doesn’t answer correctly, she cannot move. Place used cards in a discard pile. The next player takes a turn. The first player to reach FINISH wins.
1. Same/Different
   wool  satin
   (2)

2. Same/Different
   Sunday  January
   (2)

3. Same/Different
   excited  anxious
   (3)

4. Same/Different
   president  king
   (2)

5. Same/Different
   ankle  wrist
   (1)

6. Same/Different
   toy  game
   (1)

7. Same/Different
   hill  mountain
   (1)

8. Same/Different
   carrot  radish
   (1)

9. Same/Different
   cottage  mansion
   (2)

10. Same/Different
    sometimes  always
    (2)

11. Same/Different
    ladder  stairs
    (1)

12. Same/Different
    harbor  ocean
    (1)
1. Sometimes, Always, Never
   Ferris wheels rotate.

2. Sometimes, Always, Never
   It rains when it’s cloudy.

3. Sometimes, Always, Never
   People have freckles.

4. Sometimes, Always, Never
   Keys open locks.

5. Sometimes, Always, Never
   Shoes have zippers.

6. Sometimes, Always, Never
   A suit comes with pants.

7. Sometimes, Always, Never
   A waterfall has a rainbow.

8. Sometimes, Always, Never
   Mothers are women.

9. Sometimes, Always, Never
   Women are mothers.

10. Sometimes, Always, Never
    A dictionary has definitions.

11. Sometimes, Always, Never
    Apples are sweet and red.

12. Sometimes, Always, Never
    Bottles are made of wool.
START

Go ahead 2 spaces.

Go back 1 space.

Go back 3 spaces.

Go back 4 spaces.

Take another turn.

Lose a turn.
Lose a turn.

Go back 1 space.

Go ahead 2 spaces.

Go ahead 3 spaces.

FINISH