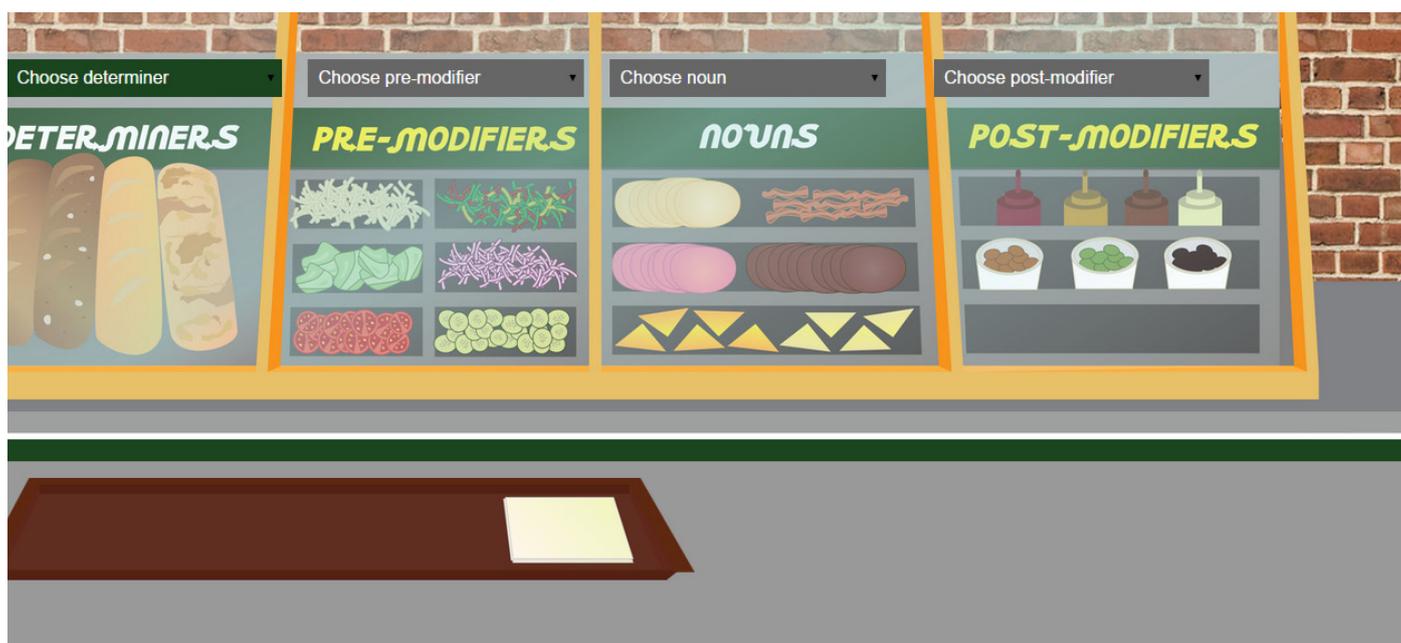
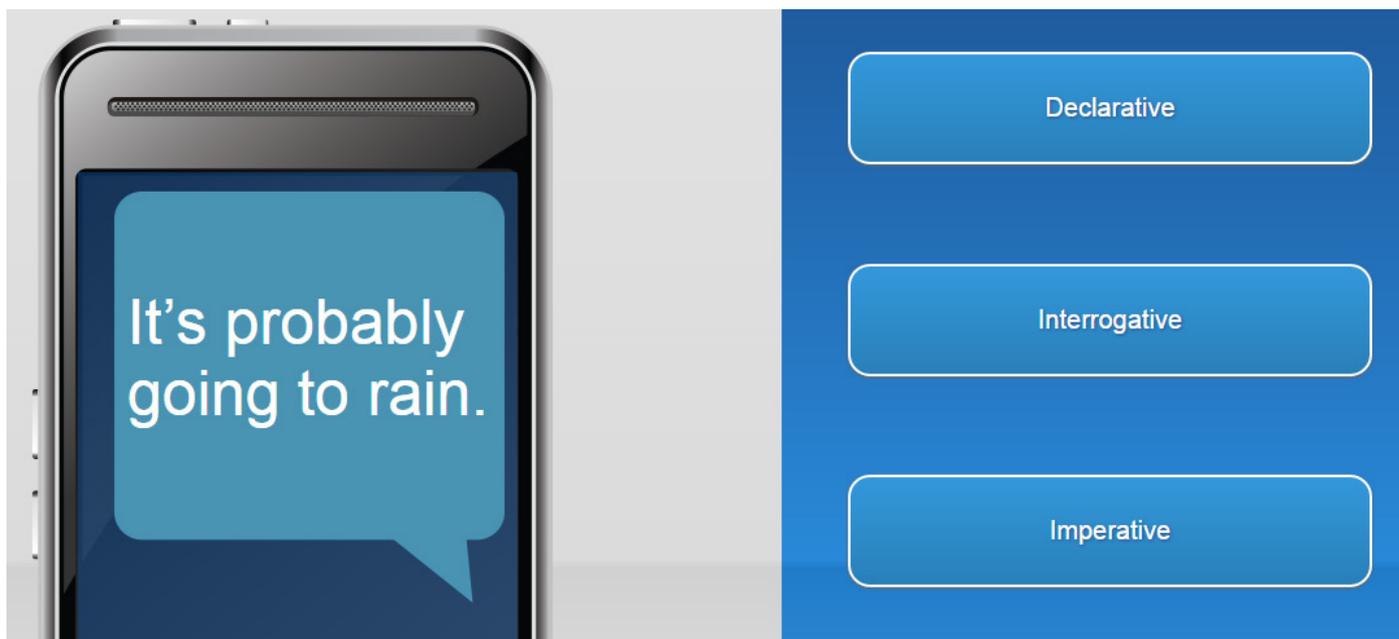


## Noun Phrases 1 and 2



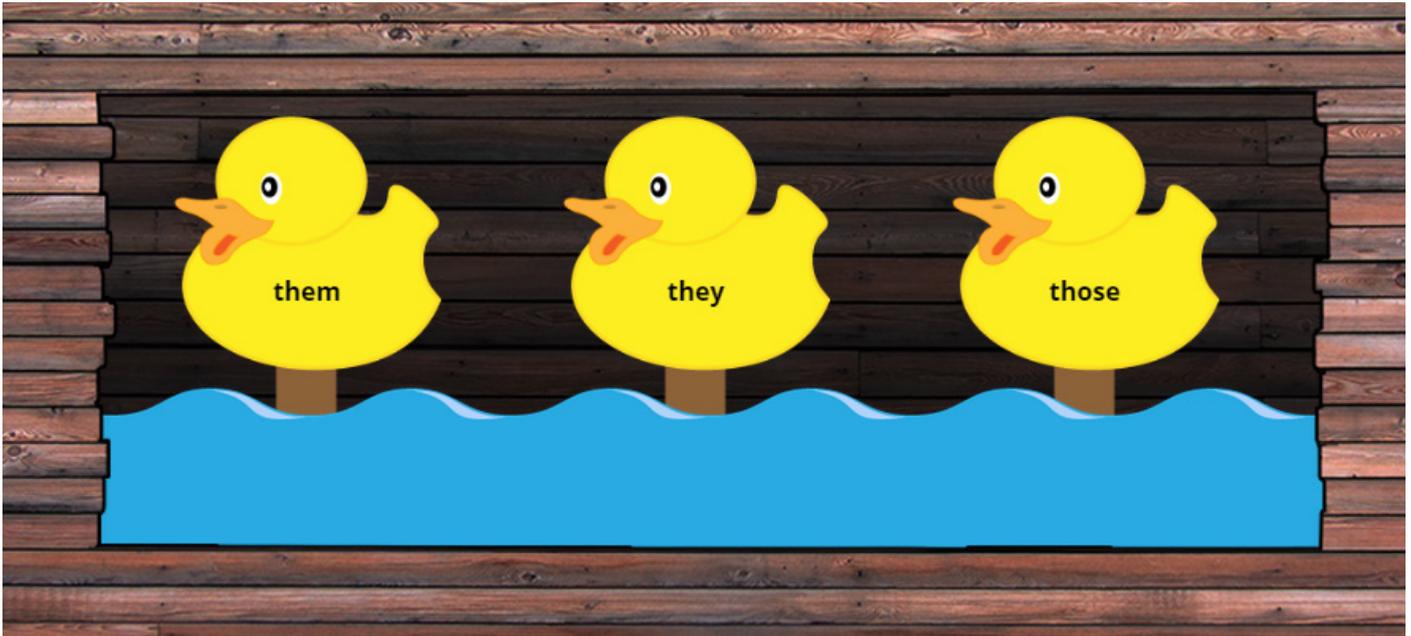
A pair of resources designed to encourage students to think about the different elements of pre and post modification of noun phrases. Both resources use the useful analogy of a sandwich bar – the ways in which a sandwich is constructed with salad, a main filling and relish is akin to the basic structure of a noun phrase with pre modifiers, a headword and post modifiers. In the first resource students can create their own noun phrases from drop down menus in order to experiment with the variety of types of modification which can occur in noun phrases. Once they have created their noun phrases, they send the order to the cashier and have the option of printing out their 'receipt'. In the second resource, students are able to 'restock' the shelves of the sandwich bar, putting parts of noun phrases into their correct categories. These resources are designed either for students who are starting to learn linguistic terminology or for those approaching examinations as a tool for revision. In a class setting, teachers could discuss with students the different types of modification that they have used and guide students in annotating their own examples.

## Sentence Mood 1 and 2



Designed to consolidate understanding of sentence mood, declarative, interrogative and imperative, these resources offer students a chance to either read and decide on the sentence mood of a text message arriving on a mobile phone, or to type their own out. This could be used as a revision resource or game with students in the classroom, and could be a useful summative tool in a lesson on sentence mood.

## Pronoun Duck Shoot



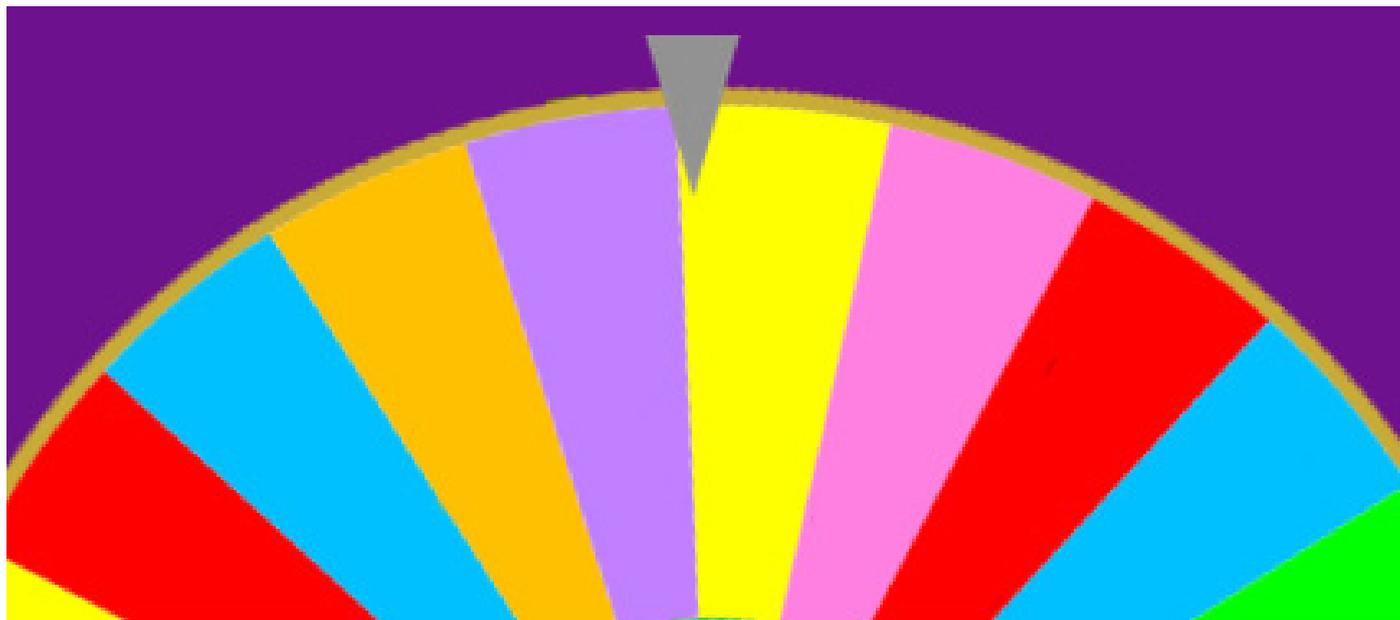
A game which helps students refine their use of pronoun terms and to encourage them to use specific labels for pronouns, rather than just the generic category 'pronoun'. Students have a set amount of time to shoot the duck which gives the correct answer to the pronoun category. This game could be used on mobile phones for students' own revision or in a classroom setting as an end-of-lesson class activity.

## Meter Hero



This resource encourages students to think about poetic form and introduces them to lines from poetry which use particular meter and feet. Often students struggle with understanding the notion of meter and feet, so this resource offers them an audio-prompt to help them get used to the different terms used. After clicking through a basic tutorial on meter and feet, using the format of a computer game, students listen to a line of poetry 'played out' with cymbals for unstressed feet and drum beats for stressed feet. They then move the controller to the correct label for both meter and feet. At the end of the allotted time, they are given a print out of the line of poetry, their attempt at labelling it and the correct answer, allowing them to mark their own success at identification. After studying meter and feet in an anthology poem, students could play this game in order to consolidate their understanding of terminology.

## Wheel of Fortune



A game designed as a tool to test and consolidate understanding of word classes. Playing the game Wheel of Fortune, students have to firstly correctly identify the word class of a word on screen before getting a chance to choose a letter to reveal the main word and win the game. As a tool, this would be useful for students at all stages, from those new students learning terminology at the start of the academic year, to those revising it as preparation for examinations. This game would be a handy classroom activity and students could be divided into groups to work against each other in order to solve the mystery word.

## McGrammar's



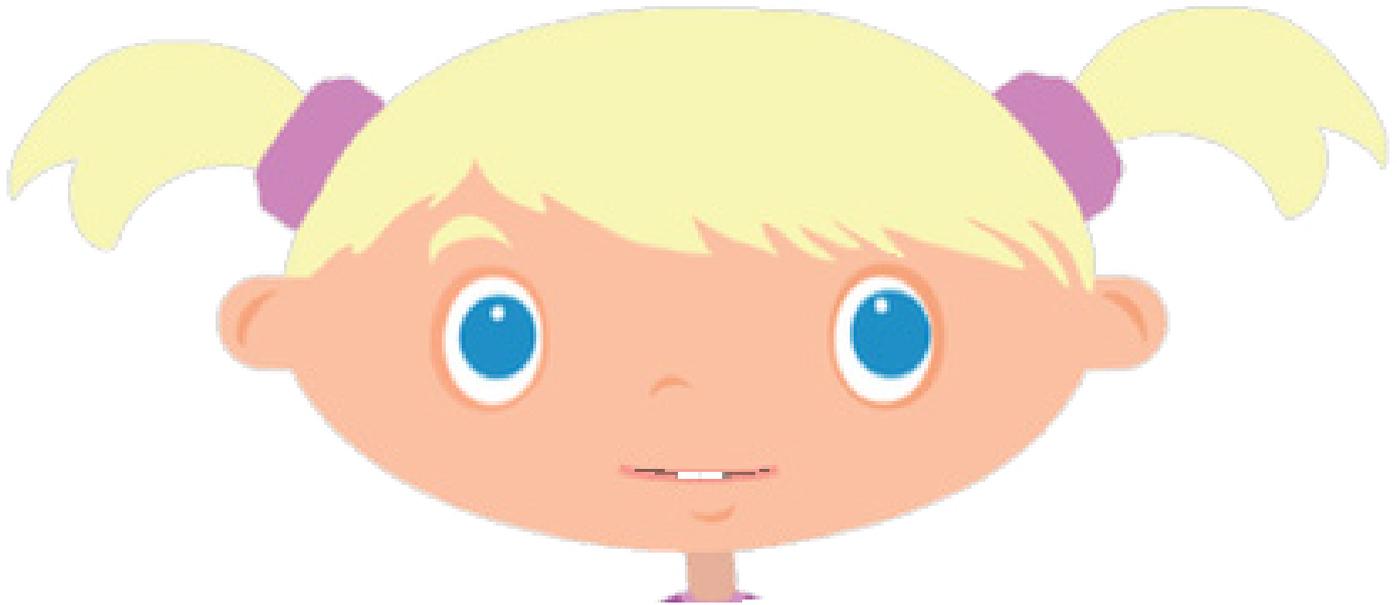
A resource designed to not only reinforce literary terminology but to also demonstrate to students how different poets have used these devices in their own writing. Students listen, in a drive-thru, to lines of poetry being read out, and then have to correctly identify which particular literary term has been used by the poet. When they get the allocated amount correct, they pass through to the next window of the drive-thru where they can print out their 'receipt' of answers. This could be used as a revision tool on a mobile device.

## Capturing a Text



This resource encourages students to think about the different levels of analysis that are possible when analysing a text and uses the analogy of a camera lens to promote the idea that language levels move from the wide to the narrow in their focus. The poem 'Tyger, Tyger' by William Blake is used to illustrate the fact that we can view a poem in a number of different ways, using different lenses. Students can click on parts of the poem for terminology and are able to type their own analysis in a side box which they are then able to print out. By the end of the resource, students could've written a whole analysis of the poem and would be more familiar with the different levels of language. This would be an excellent homework task for students, given by staff in the first time of the first year, which would provide them with an opportunity to complete a piece of work with some guidance and prompts yet completing independent analysis.

## Spoken Language



This resource gives students the opportunity to listen to, and transcribe, a conversation between a mother and a young child, marking on it prosodic features. After producing their own, students are able to see a transcript and drag and drop different spoken features onto it, printing it out when they have finished. This would be an ideal homework task for students, with their own transcripts and annotated exemplar printed out to be monitored and assessed by teachers.