

# The Plural Machine and "One or more than One" Spelling Game.

Produced by Liz Taylor, Advisory Teacher in Suffolk and Stuart Scott. For those of you who have tried out the "ing" and "ed" tree the plural machine will not be very different. Like all machines it is far from perfect, and will produce from time to time surprising results. We hope it will encourage your students to try to produce a more subtle machine for plurals, and/or for other spelling and grammar rules and/or become aware that most grammatical rules only work for some of the time.

The "One or more than One" game provides collaborative checking by groups on singular to plural and just as important plural to singular. We have provided word cards to save you time more or less based on the NLS Spelling Bank with a few additions and omissions. There are spaces for you to add your own favourite words. For those of you lucky enough to have dictionaries with plurals they can be used for checking. Otherwise you can use the checklist attached.

This activity was last updated 15th April 2014.

The webaddress for this activity is:

<<http://www.collaborativelearning.org/plurals.pdf>>

## COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

Supporting a cooperative network of teaching professionals throughout the European Union to develop and disseminate accessible teaching materials in all subject areas and for all ages.

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## BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies across all phases and subjects. We hope they will inspire you to use similar strategies in other topics and curriculum areas. We run teacher workshops, swapshops and conferences throughout the European Union. The project publishes a catalogue of activities plus lists in selected subject areas, and a newsletter available by post or internet: "PAPERCLIP".

\*These activities were influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in mixed classes where children in need of language or learning support are integrated. They are well suited for the development of speaking and listening. They provide teachers opportunities for assessment of speaking and listening and other formative assessment.

\*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills.

\*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in mother tongue and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

\*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

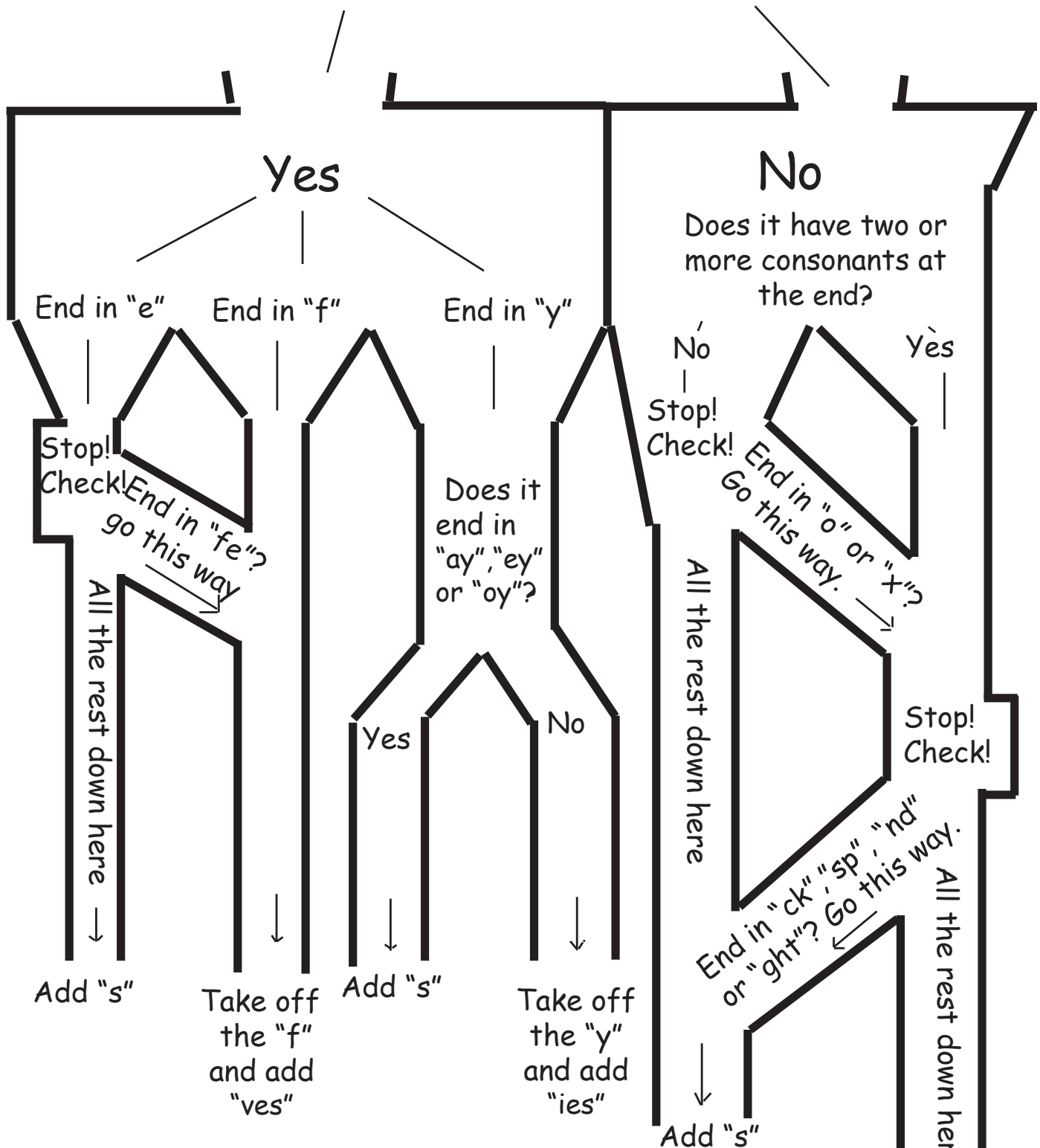
\*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

\*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

# The Patent Plural Machine

Take a singular word card,

Does it end in e, f or y?



**Important notice!**

This machine does not produce irregular plurals e.g. foot/feet, tooth/teeth, goose/geese, child/children, man/men, mouse/mice, louse/lice, antenna/antennae, formula/formulae etc. etc.

.....  
 • Can you make a •  
 • better machine?? •  
 • .....  
 • .....  
 • .....  
 • .....  
 • .....

Add "es"

# "One or more than One" Spelling Game.

A game for up to six players. Shuffle the cards and deal ten to each player. Place the rest of the cards face down in the middle.

The aim of the game is to get rid of all your cards by changing them either from singular to plural or the other way round.

Take turns to throw a normal six sided dice.

P.S. This is sometimes called a die, but the singular form is dying out.

When you throw a:

- 1 = turn a singular into a plural.
- 2 = turn a plural into a singular.
- 3 = change a word ending in "y", "x" or "s".
- 4 = change a word ending in "es" or "o".
- 5 = change a word ending with "f", "fe" or "ff".
- 6 = pick up a card from the pile in the middle.

Select one of your words that fit the instruction on the dice. You then have to tell the rest of the group how to spell the new changed word. The rest of the group have to check that your new spelling is correct.

You can use the answer card or a dictionary with plurals.

Word cards for The Plural Machine and "One or more than One" Spelling Game.

ashes

bush

glasses

watch

games

table

pens

cup

ponds

book

desks

army

berries

jelly

boys

ray

delays

box

churches

inch

sandwiches

fox

ropes

time

beans

pocket

windows

clasp

Word cards for The Plural Machine and "One or more than One" Spelling Game.

parties

city

pennies

toy

displays

day

brushes

dish

kisses

tax

witches

shoe

tunes

tick

schools

lip

hats

baby

flies

puppy

keys

monkey

donkeys

calves

self

thieves

half

wolves

Word cards for The Plural Machine and "One or more than One" Spelling Game.

knife

loaves

life

scarves

wife

antennae

goose

men

woman

mice

louse

teeth

child

formulae

mango

flamingoes

volcano

heroes

domino

echoes

buffaloes

cargo

elves

leaf

shelves

octopus

thesauri

sheep