

AcroMania

GRADES 5 to 6

Turn 3 letters into the funniest sentence that fits the prompt. Builds vocabulary, sentence structure, and parts of speech.

WHAT IT IS

Students build short phrases where each word starts with a given letter, in order, while meeting a prompt you control. Humor up front, skills underneath.

SETUP (5 MINUTES)

- Split the class into teams of 2 to 4.
- Give each team a small whiteboard or response cards and a marker.
- Keep the letter source and prompt deck at the front.
- Set a timer (60 to 90 seconds).
- Post the rubric and score tracker where students can see them.

HOW A ROUND WORKS

1. Draw a letter string. Use 3 letters (move to 4 to raise difficulty).
2. Flip a Prompt Card. It sets the constraint for the round.
3. Before the timer ends, each team writes a phrase where the words begin with those letters, in order, and meets the prompt.
4. Reveal, vote for the funniest approved answer, then score craft on the rubric.

Example. Letters T R S, prompt “about weather” gives “Thunder Rolls Slowly.”

PROMPT CARDS (THE ENGINE)

Every round runs on one card. Three types:

- **Structure:** sets a grammar requirement.
- **Content:** ties the answer to a topic or subject.
- **Open:** any creative phrase, still scored on craft.

DIFFERENTIATION

- Set difficulty by letter count: 3 letters standard, 4 for a challenge.
- Hand word-bank cards or sentence frames to students who need them.
- ELL fit: the game forces sentence construction in a low-pressure format.

BEST FOR

ELA blocks, ELL support, sub days, and fast finishers.

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Print, cut along the lines, and shuffle into a deck. Teal is structure, amber is content, navy is open. Use 3 letters, step up to 4 for a challenge.

STRUCTURE Must be a complete sentence	STRUCTURE Include a noun and a verb	STRUCTURE Use a verb and an adjective
STRUCTURE Make it a question	STRUCTURE Use past-tense verbs	STRUCTURE Make it a command
CONTENT Make it about space	CONTENT Make it about animals	CONTENT Make it about food
CONTENT Make it about your school day	CONTENT Make it about a holiday	CONTENT Make it about the weekend
OPEN Anything goes. Funniest read aloud, points still scored.	OPEN Team choice. Pick any topic, must be a complete sentence.	

Letters: draw 3 letter tiles, roll letter dice, or call out 3 letters. Blank cards: write your own prompts to match the lesson.

Rubric & Score Sheet

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Humor wins points, not just laughs. The class votes for the funniest approved answer, you score craft quietly underneath.

SCORING RUBRIC (per round)

Criteria	Points
Valid acronym (each word starts with the right letter, in order)	2
Complete sentence	2
Includes at least one noun and one verb	1
Meets the prompt (on-topic or correct structure)	2
Crowd Favorite (class vote, funniest approved answer)	2
Fastest correct team this round	1
Maximum per round	10

TEAM SCORE TRACKER

Team	R1	R2	R3	R4	R5	R6	R7	R8	Total
Team 1									
Team 2									
Team 3									
Team 4									
Team 5									
Team 6									

HOW TO RUN A ROUND (KEEP IT LOUD)

- **Reveal.** A student host reads the answers aloud with energy. Let the class react.
- **Teacher gate.** You read only the answers you approve, so nothing off-limits reaches the vote.
- **Crowd vote.** Class votes for the funniest of the approved answers. Winner takes the Crowd Favorite bonus.
- **Score craft.** Quietly tally the rubric for every team. No class vote on craft, that part is yours.
- **Heat it up.** Move from 3 letters to 4, run a lightning round, or let a team challenge another's answer as "not a real sentence" to steal the points.