



GP *HOMework*TM Rules

1. Select 5 questions from **The Rules** worksheet.
2. Roll the dice required (listed at the top of each assignment sheet) for each assigned sentence.
3. Write your own unique sentences, using the worksheet as a guideline.
4. Repeat steps 2-3 until all assigned sentences from **The Rules** are finished.

1. Select 5 questions from the **Challenges** worksheet.
2. Roll the dice required (listed at the top of each assignment sheet) for each assigned sentence.
3. Write your own unique sentences, using the worksheet as a guideline.
4. Repeat steps 2-3 until all assigned sentences from the **Challenges** worksheet finished.

1. Select 5 questions from the **Fun** worksheet.
2. Roll the dice required (listed at the top of each assignment sheet) for each assigned sentence.
3. Rewrite the assigned sentence, inserting your own unique words into the spaces provided to finish the sentences.
4. Repeat steps 2-3 until all assigned sentences from the **Fun** worksheet are finished.

**Remember: Capitalization matters! Spelling matter!
Sentences must make sense!**

Note: All rules for Punctuation and Grammar can be found on the *GP Primer*TM Sheet.

Another Note: Once all assigned sentences have been completed, return them to your teacher.

And yet another: Have fun with the exercises. Let your imagination get creative while you follow the rules.



Bonus! GP Homework™ is a very cool little program that is included in Grammar Punk™ 4-9 and 9-12. GP Homework™ will supplement the 4-9 and 9-12 programs by allowing students to hone in on problem areas, reiterate the rules, and practice, practice, practice. And since they'll be using dice and creating their own sentences, they'll have fun with homework.

Dear Teacher:

GP Homework™, an addendum to the *Grammar Punk™* Programs 4-9 and 9-12, is intended to be “checked-out” to students on an individual basis to enable them to reinforce the lessons learned in the *Grammar Punk™* Curriculum in their own way, in their own comfort-zone—as **homework**.

GP Homework™ has been carefully created to supplement, reinforce and reiterate the training of basic grammar and punctuation rules, conventions and applications. *GP Homework™* is perfect for struggling students, students who are having difficulty grasping the concepts, or even those students who just want to perfect their skills while they expand their creativity. The cleverly crafted *GP Homework™* lessons are short, easy to understand and immensely effective as they emphasize, stimulate and repetitively reinforce the rules in bite-sized lessons, designed to stave off boredom.

The *GP Homework™* comes complete with:

- 1 mini-Primer designed to refresh the rules and give examples to avoid frustration.
- 1 *GP Homework™* The Rules.
- 1 copy of **The Rules** Worksheet (83 questions.) These exercises will strengthen students understanding, comprehension and retention of The Rules through sheer repetition and students own unique sentences (inspired by the *Grammar Punk™* Dice).
- 1 copy of **The Challenges** Worksheet (73 questions.) These exercises will challenge students as they write unique sentences (inspired by the *Grammar Punk™* Dice) with specific elements that will challenge their vocabulary and spelling skills as they again reinforce the basic grammar and punctuation rules.
- 1 copy of **The Fun** Worksheet (55 questions.) These exercises will allow students to have fun with sentences, while simultaneously strengthening spelling and vocabulary words. Each sentence contains a commonly misspelled word; students will rewrite the entire sentence, inserting their own unique words (inspired by the *Grammar Punk™* Dice) to finish the sentence.

To be used with 1 Set of 6 *Grammar Punk™* Dice (C - Consonant; V - Vowel; # - Number; G - Grammar; P - Punctuation; T - Topic)

***GP Homework™* Suggestions:**

- We recommend assigning no more than 5 questions per *GP Homework™* category, (**The Rules, The Challenges, Fun**), 15 questions in all.
- To offer students an elevated difficulty level, encourage students to roll the # die, this will increase the number of **required** words for each sentence.
- A possible “extra credit” scenario may be created with students rolling all 6 dice and creating a few of their own unique sentences in addition to their assigned sentences.
- Assign *GP Homework™* to advanced students as well as struggling ones. *GP Homework™* will offer Ideas and a creative jump-off point for some really cool sentences.
- The *GP Homework™* can also be used in a classroom setting. Try assigning sentences by row or group of students. Have fun with the unique sentences created.

GP Homework™ is a compact, intensive, fun, crash-course designed to challenge all kinds of students, at all levels of expertise. We encourage you to have fun with this program. *GP Homework™* is a great way to add yet another twist to the everyday experience of teaching grammar.

GP Homework™ The Rules

(Punctuation)

Directions: Roll the **Consonant**, **Vowel**, and **Number** dice then write a complete sentence that shows the correct use of the rule and fulfills the dice requirements. Consult the GP Homework™ Primer as needed—dictionary use okay. To be really **challenged**, also roll the **Number** die.

GP Homework™ Example: Sentence #16 | L A 5 | My goodness, there certainly are a lot of librarians, larks and llamas on the lanai. **Remember: Capitalization matters! Spelling matters! And sentences must make sense!**

1. Use a colon after the salutation of a business letter.
2. Use a colon between the hours, minutes, and seconds of a number indicating time.
3. Use a colon at the end of a sentence to emphasize another word, phrase or clause.
4. Use a colon to introduce a list.
5. Use a colon between a title and a subtitle, chapter and verse, and volume and page.
6. Use a colon before an announcement, instruction or directive.
7. Use a comma between two independent clauses that are joined by a conjunction.
8. Use a comma to separate adjectives that modify the same noun.
9. Use commas to separate parenthetical or interrupting elements within a sentence.
10. Use commas to set off appositives (refers to the same person or thing).
11. Use commas to separate individual words, phrases or clauses in a series.
12. Use a comma after an introductory phrase or clause.
13. Use commas to set off items in a date.
14. Use commas to set off items in an address.
15. Use commas to set off the speaker's exact words from the rest of the sentence.
16. Use commas to set off mild interjections.
17. Use commas to separate numerals in large numbers.
18. Use parentheses to enclose explanatory or added material that interrupts the normal sentence flow. When needed, special punctuation like question marks and exclamation marks are placed **within** the parentheses.
19. Use parentheses when clarifying a written number.
20. Use parentheses to enclose numbers and letters that divide items in a sentence.
21. Place a question mark at the end of a direct question.
22. Use question marks within parentheses to show uncertainty.
23. Use a question mark **inside** quotation marks if they are part of the quotation.
24. Use a question mark **outside** the quotation marks if they are not part of the quotation.
25. Use quotation marks to show someone's exact words (quotations or dialogue).
26. Use quotation marks to emphasize unique words, distinguish words used in a unique way, or to indicate that a word is unfamiliar.
27. Use quotation marks to set off referenced titles such as essays, short stories, short poems, songs, articles in periodicals, etc.
28. Use a semicolon to join two independent clauses.
29. Use a semicolon before a conjunctive adverb (also, besides, however, instead, meanwhile, then, and therefore) when the adverb connects two independent clauses.
30. Use a semicolon to separate groups of words or items in a series that already contain commas.
31. Use a colon to introduce a list.
32. Use a comma between two independent clauses that are joined by a conjunction.
33. Use parentheses when clarifying a written number.
34. Use question marks within parentheses to show uncertainty.
35. Use a semicolon to join two independent clauses.
36. Use a colon between the hours, minutes, and seconds of a number indicating time.
37. Use a comma to separate adjectives that modify the same noun.
38. Use a question mark **outside** the quotation marks if they are not part of the quotation.
39. Place a question mark at the end of a direct question.

GP Homework™ The Challenges

Directions: Roll the Consonant, Vowel, Grammar and Punctuation dice then write a complete sentence that shows the correct use of the rules, fulfills the dice requirements, and includes the elements for each sentence listed below. Consult the *GP™ Primer* as needed—dictionary use okay. To be really **challenged**, also roll the Number die.

GP Homework™ Example: Sentence #40 | T I 3 Conj. “ ” | “You’ve already got the kite, the Lego set, and the toy train, you do not need the trampoline, too!”

Remember: Capitalization matters! Spelling matters! And sentences must make sense!

1. Write a sentence that fulfills the dice requirements and includes two words with the letter Z.
2. Write a sentence that fulfills the dice requirements and includes three things you’d find in a game of *Monopoly™*.
3. Write a sentence that fulfills the dice requirements and two words that contain the letters PH.
4. Write a sentence that fulfills the dice requirements and three things you’d find in a toy store.
5. Write a sentence that fulfills the dice requirements and includes three things you’d find at the zoo.
6. Write a sentence that fulfills the dice requirements and three words that **end** in the letters TH.
7. Write a sentence that fulfills the dice requirements and three words that contain the letter Y.
8. Write a sentence that fulfills the dice requirements and the names of three things that are green.
9. Write a sentence that fulfills the dice requirements and three things you’d find in the ocean.
10. Write a sentence that fulfills the dice requirements and includes three things you’d find in a bakery.
11. Write a sentence that fulfills the dice requirements and includes three words with the letters ST.
12. Write a sentence that fulfills the dice requirements and includes three words that **end** in GH.
13. Write a sentence that fulfills the dice requirements and the names of three things that are yellow.
14. Write a sentence that fulfills the dice requirements and three things you’d find in a classroom.
15. Write a sentence that fulfills the dice requirements and includes an example of alliteration (words that start with the same letter.)
16. Write a sentence that fulfills the dice requirements and includes two things you’d find in the desert.
17. Write a sentence that fulfills the dice requirements and includes two words that **begin** with TH.
18. Write a sentence that fulfills the dice requirements and includes a plural word with an apostrophe.
19. Write a sentence that fulfills the dice requirements and includes something that makes you laugh.
20. Write a sentence that fulfills the dice requirements and includes three things you’d find at a circus.
21. Write a sentence that fulfills the dice requirements and includes three things you’d find in a car.
22. Write a sentence that fulfills the dice requirements and includes three things you’d find in toolbox.
23. Write a sentence that fulfills the dice requirements and includes two verbs that show movement.
24. Write a sentence that fulfills the dice requirements and includes three things you’d find on a farm.
25. Write a sentence that fulfills the dice requirements and includes three words that **end** in LY.
26. Write a sentence that fulfills the dice requirements and three things you’d find in a pet store.
27. Write a sentence that fulfills the dice requirements and includes three contractions.
28. Write a sentence that fulfills the dice requirements and includes two words that **begin** with PH.
29. Write a sentence that fulfills the dice requirements and includes a metaphor (a comparative word or phrase that is not meant literally.)
30. Write a sentence that fulfills the dice requirements and includes three words that rhyme.
31. Write a sentence that fulfills the dice requirements and includes three things you’d find in a garden.
32. Write a sentence that fulfills the dice requirements and includes three things you’d find in a refrigerator.
33. Write a sentence that fulfills the dice requirements and includes one pair of homonyms (words that sound the same but are spelled differently.)
34. Write a sentence that fulfills the dice requirements and includes three things that are orange.
35. Write a sentence that fulfills the dice requirements and three things you might find on a desk.
36. Write a sentence that fulfills the dice requirements and includes three plurals.
37. Write a sentence that fulfills the dice requirements and includes at least one simile (a comparative phrase that uses like or as.)

GP Homework™ Fun

Directions: Roll the **Consonant and Vowel** dice then rewrite the complete sentence showing the correct use of the rules, fulfilling the dice requirements, and including your own unique words to finish the sentences.

Consult the **GP™ Primer** as needed—dictionary use okay. To be really **challenged**, also roll the **Number** die.

Note: When there is a choice of words, (**its / it's; your / you're**), include the correct word in your sentence.

GP Homework™ Example: Sentence #36 | G U | My mother always told me you should never gesticulate with scissors.

Remember: Capitalization matters! Spelling matters! And sentences must make sense!

1. I'm quite certain those are (**your / you're**) _____.
2. _____ was quite a (**sight / site**) to see.
3. John never went anywhere without his ukulele and his _____.
4. I find it particularly difficult (**to / too / two**) _____ it's (**to / too / two**) _____.
5. I can't believe you _____ and then you _____.
6. The _____ are starting to accumulate in the _____.
7. _____ and _____ are quite similar.
8. My mother always told me you should never _____ with scissors.
9. She always hated it when anyone referred to _____.
10. _____ and _____ are clearly (**to / too / two**) separate issues.
11. I'm never quite sure (**who's / whose**) _____ I like better.
12. Jack's most annoying leisure activity is _____.
13. It's always a good idea to keep _____ and _____ separate.
14. She could never tell (**whether / weather**) the (**whether / weather**) would spoil their _____.
15. It was immediately apparent that _____.
16. Jane hated to criticize but _____ was clearly wrong.
17. Incidentally Clark is deathly allergic to _____.
18. _____ is generally understood to _____.
19. I'm quite certain that _____ and _____ is none of (**their / they're / there**) business!
20. _____ is really quite irresistible.
21. It's about time someone acknowledged _____ at the _____.
22. I'm quite sure I have never committed _____ at least not on purpose.
23. Dana thought the _____ judgment was much too _____.
24. Is it really right to take a memento from the _____ even if (**it's / its**) very small?
25. Doesn't (**you're / your**) conscience bother you when _____?
26. I'm always a little apprehensive when _____ comes around.
27. It takes a special occasion indeed to get the _____ and the _____ at the same picnic together.