

dialogue dice game



I Want My Hat Back by Jon Klassen includes heaps of simple dialogue between the animal characters. After reading the story, revisit it and ask your student to count the number of times Bear asks the same question. Discuss other dialogue examples.

After you are finished, print the other pages in this file and play the Dialogue Dice Game.

Your student will roll one die four times to decide an adjective, animal, verb, and object.

Each roll will help him complete a sentence on the page provided. His finished sentence will look similar to this:

The excited snake lost a shoe.

The final part of the game is to write some dialogue for the animal based on the sentence.

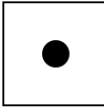
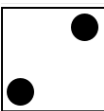
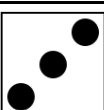
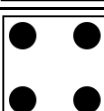
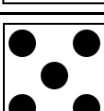
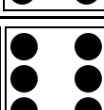
Here is an example for the snake who lost a shoe:

"I will not miss that hideous boot with the brown spots!" he hissed.

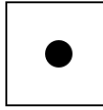
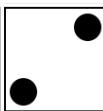
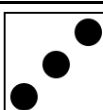
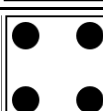
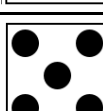
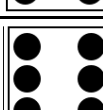
Be silly and have fun with this. It will be more meaningful for the student if you join in the game, too! Happy Writing!

Directions: Roll one die for each category. Your first roll will be for an adjective. After you roll find the adjective that corresponds with your number. Write it on the page provided. Repeat for numbers two, three, and four. When you are finished, compose dialogue based on the sentence you rolled.

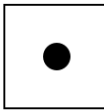
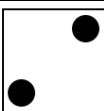
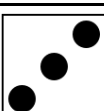
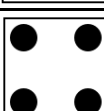
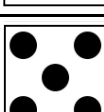
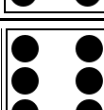
1. adjectives

	terrified
	furious
	nervous
	excited
	sad
	cheerful

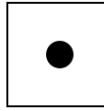
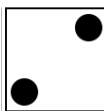
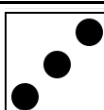
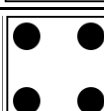
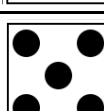
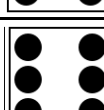
2. animals

	fox
	frog
	turtle
	snake
	bear
	deer

3. verbs

	lost
	found
	stole
	hid
	buried
	ate

4. objects

	hat
	shoe
	bike
	backpack
	comb
	flower

The _____ adjective _____ animal
_____ verb a _____ object .

This is what it said:

“
