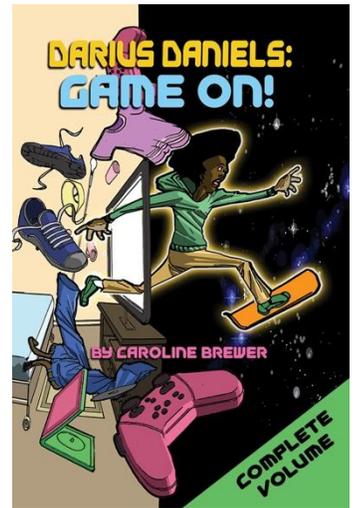


Poetry Forms found in Darius Daniels: Game On!

Try writing one of these forms of poetry. Email your work to me at caroline@carolinebrewerbooks.com for a chance to have your work highlighted on my website and social media accounts and for a chance to win a free Skype or Zoom visit with me!



1. [Abcedarian](#) - A poem that uses letters of the alphabet to tell a story in ABC order.
2. [Alliteration](#) - Use of the same consonant at the beginning of each word.
3. [Assonance](#) - The repetition of similar vowels in successive words.
4. [Blues poems](#) - A basic format includes two lines of equal length that set up a problem or introduce a hard-luck story and are completely or almost completely alike. The third line expounds upon the first two lines and is completely different. Langston Hughes made blues poems famous.
5. [Consonance](#) - Sounding harmonious, in poetry, often by harmonizing consonants.
6. [Couplet](#) - Two successive rhyming lines. Shakespeare made couplets famous.
7. [Enjambment](#) - Continuation from one line of verse into the next line.
8. [Free verse](#) - Poetry that does not rhyme or have a regular meter.
9. [Haiku](#) - Japanese verse poem with three lines, with five syllables in lines one and three and seven syllables in line two, usually in reference to something in nature.
10. [Italian sonnet](#) - A 14-line poem with a variable rhyme scheme that has the same structure for the first eight lines as a traditional sonnet, but the last six lines are different.
11. [Limerick](#) - five lines that feature the first two lines rhyming, the second two rhyming, and the fifth line rhyming with the first two, known as aabba.
12. [Onomatopoeia](#) - Using words that imitate the sound they denote.
13. [Riddle](#) - A fun, often challenging word puzzle, question or statement. Sometimes rhymes.
14. [Rhyme](#) - Correspondence in the final sounds of two or more lines.
15. [Shape or concrete](#) - Words that are structured to make a shape that matches the theme of the poem.

Thanks to vocabulary.com/dictionary, thepoetryfoundation.org, penandthepad.com, shadowpoetry.com, and yourdictionary.com for these definitions.

Below is part of a famous ABC or abcedarian poem from Darius Daniels: Game On!

Create another ABC poem that tells a story about a boy named D that goes to the letter O. See how many new ABC poems you and your classmates, friends or family can make. Work with one other person and send them to me at caroline@carolinebrewerbooks.com for a chance to win an autographed copy of the book. Feel free to finish the poem below and enter to win. Have fun!

A boy was about to
Be
Chased real hard like a basketball guard.
D was his name, you see, and he was on the
Edge.
Family and friends on one side,
Getting together at his home.
Him on the other, sometimes feeling alone,
In a game world that made his head swirl.
Jammed up his brain and rained
Karate chops and knocked him for a
Loop. He didn't see it coming that
Morning. Should have been a warning, but
No.
Oops.

Try your own poem from A to O or finish the one below.

At night, a
Brave boy
Could hardly sleep because he was
Dreaming about
Evil monsters he and his
Family had to fight to
Get



VOCABULARY

BINGO



		FREE SPACE		

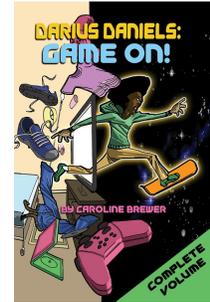
Vocabulary “BINGO” Instructions for School (and Home)

WHO: Your students or children and you

WHAT: Playing the happily addictive game of Vocabulary “BINGO”

WHERE: Any room in your school (or home) with tables or desks and chairs or benches

INGREDIENTS: Vocabulary “BINGO” cards, vocabulary words list, chips, blackboard, white board or flip chart, marker and/or vocabulary words printed out



WHY: Because students get to play with words, and playing with words makes reading and writing a lot less intimidating. Vocabulary “BINGO” is a fun and highly effective way to help students learn how to spell and pronounce new words, learn their meanings, and use them in proper context. To “level up” fun and intensity, you can use the game to remind the students of the definitions or challenge them – perhaps, for bonus points – to share the definitions. Plus, there will never be a loser in this game. Even if a student doesn’t get “BINGO,” she wins simply by playing the game.

HOW: 1) Announce:

The objectives: To have fun learning new words and their meanings.

How a card wins: Five chips in a row: straight across, up or down, or diagonally.

Free space: It means what it says.

2) Since each card comes with 24 blank spaces, create or use a vocabulary word list of at least 24 words. For younger children, such as first-and-second-graders, a 24-word list is fine. If you work with middle or high school students, I’d suggest a 35-word list. I encourage the creation of lists based on news articles, novels or picture books, non-fiction books, poems, and “challenging” words. Rhyming words, proper nouns, words from historical events, places, and holidays also make for great lists. Invite students to suggest words or categories for your lists. Let there be no limit to how many ways you uncover for word play.

3) Invite students to randomly fill their cards with words from the word list. If students fill in the words, it will help them learn the words faster. However, for younger students, and when you’re short on time, it might be prudent for you to fill in the cards in advance and then pass them out. To save time, you can make two to four copies of the same card. That means several students will win each round, which will make them very happy.

4) Pass out chips. Use colored paper squares, or coins (which the children LOVE), or checkers, or even, when you can afford it, M&Ms. Be creative.

5) Call out the words, one by one, in random order. Write each word on the flip chart or blackboard, so that students can clearly see it as they play.

6) When students get five words in a row, and call out Vocabulary “BINGO”!, pause the game. Ask one student to call out the words as you verify them. If they’re correct, invite the class to celebrate. Then move on to the next game.

Have fun and share some stories about your Vocabulary “BINGO” experiences by emailing: caroline@carolinebrewerbooks.com

Rhyming Sets for Vocabulary Bingo

Street
Meet
Feet

Hope
Cope
Dope

Say
Day
Hay
Play
Way

Fear
Dear
Near

Skin
Within

Snake
Cake
Fake

Flap
Nap
Tap
Rap

Sweet
Feet

Soon
Moon

Ear
Near
Tear

Air
Fair
Chair
Hair

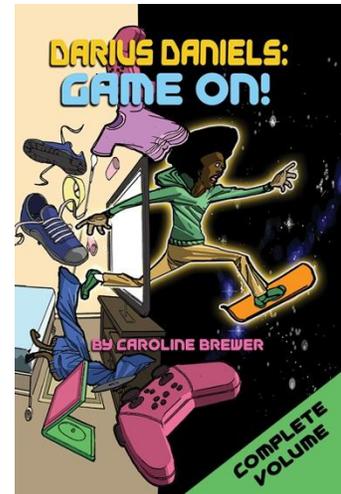
All
Fall
Call

Down
Around
Sound

Game
Shame

Brother
Mother

Sand
Land
Hand



Two of my favorite Vocabulary “BINGO” stories!

Elizabeth, the fourth grader I coached for some of the 2006- 2007 school year, fell head over hills in love with Vocabulary “BINGO” and wanted to play every time I visited. It was a new and exciting way for her to get more acquainted with words. Vocabulary “BINGO” felt to Elizabeth more like play than “learning,” which for her had always been painful.

These “BINGO” games were also a big hit with the Special Education middle-schoolers who told me (almost angrily) they wanted to play in class rather than learn academics. Instead of being upset, their thirst for more games motivated me. I created “BINGO” cards based on rhyming words, proper nouns, historical figures and places, and themes from reading materials we used.

The Friday before Christmas break that school year, my colleague Joshua Smith joined the teacher and me as we led the students in Vocabulary “BINGO” using words from a short book the children had read on the pyramids of Egypt. The teacher gave a Reese’s Cup to each student who got “BINGO,” and I gave each winner a quarter. We had six students. (Fourteen were assigned to the class). I told them their teacher and I would give them a surprise at the end of class.

After an hour of play, not a single student was ready to quit, and undoubtedly quite a few didn’t realize how much they were learning.

The teacher and I awarded each student \$1.00 as a surprise. They were all ecstatic. Some jumped up and down as if they’d won the lottery. It was something to see. I knew they’d enjoy getting the dollar, but I didn’t expect to see that kind of joy. Then I turned to look at the boy who had started the school year with a shockingly foul mouth but had calmed and buckled down in recent weeks. He had won the most “BINGO” games and was going home with \$1.75 and three Reese’s Cups. He wasn’t bouncing around like his classmates. He sat quietly, looked up, and then as a wide grin spread across his face solemnly declared, “This is the happiest day of my life.”

The teacher, Joshua, and I were amazed. It was clear that all children want so badly to win at *something* in life. A small thing such as winning some quarters and candy seems to have gone a long way towards giving them the sense that maybe, just maybe, they could be winners.

I share these stories only to emphasize how a little recreation can go a long way toward building great relationships with children - and positively impact their desire to learn.