

Tab 1

Name(s) _____

Fill-in-the-Blank Game - Noun & Adjective Worksheet



What's This Project About?

You are the **game designer** of a silly story game! You'll write a short, funny story that changes when a player fills in their own words. It includes:

-  2 player inputs: 1 adjective + 1 noun
-  A setting, a main character, and a simple situation
-  Coding with the variables `{{adjective}}` and `{{noun}}` in Elementari

Student Instructions:

Complete this worksheet. Fill in all the  yellow boxes. **Complete Steps 1-3.**

Play the example game to see what you will code later:

Pro Tip: Click on the  Button to enter **Inspect Mode** and see the code in action!

Step 1: Pick a Story Idea

 **What is the setting? Where does your story happen?** (Pick one or write your own)

☐ At school ☐ In outer space ☐ At home ☐ At the zoo

☐ Somewhere else:

 **Who is your main character?** (Pick one or write your own)

☐ A talking animal ☐ A robot ☐ A kid like me ☐ A superhero

☐ Someone else:

 **What is the situation or goal? What happens?** (Pick one or write your own)

☐ They discover a secret ☐ Something goes wrong ☐ They have to rescue a friend ☐ Something magical happens

☐ Someone else:

Step 2: Pre-writing & Planning

 Page 1 - Title Page	Page 1									
What is the title of your silly story game?  The _____ adventure. Attack of the _____. Mystery of the _____.										
 Page 2 - Ask The Player Questions	Page 2									
 You will ask your player to give you one describing word (an adjective) and one thing (a noun). See the example below to plan the questions (or the prompts) you will ask the player: <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%; text-align: left;">Word Type</th> <th style="width: 40%; text-align: left;">What Are You Asking For?</th> <th style="width: 45%; text-align: left;">Example Question (What the player sees)</th> </tr> </thead> <tbody> <tr> <td style="padding: 10px;">Adjective</td> <td style="padding: 10px;">A word that describes something (smelly, funny, blue)</td> <td style="padding: 10px;">What's a fun word to describe your favorite snack?</td> </tr> <tr> <td style="padding: 10px;">Noun</td> <td style="padding: 10px;">A person, place, or thing (dog, pizza, playground)</td> <td style="padding: 10px;">What's something you'd love to find in a treasure chest?</td> </tr> </tbody> </table>  Tip: Make sure your questions are clear and help the player give the <i>right kind of word</i>.		Word Type	What Are You Asking For?	Example Question (What the player sees)	Adjective	A word that describes something (smelly, funny, blue)	What's a fun word to describe your favorite snack?	Noun	A person, place, or thing (dog, pizza, playground)	What's something you'd love to find in a treasure chest?
Word Type	What Are You Asking For?	Example Question (What the player sees)								
Adjective	A word that describes something (smelly, funny, blue)	What's a fun word to describe your favorite snack?								
Noun	A person, place, or thing (dog, pizza, playground)	What's something you'd love to find in a treasure chest?								
Question #1 When the player answers, their response will be saved in the variable called name .										
Question #2 When the player answers, their response will be saved in the variable called adjective .										

 Page 3 – Silly Story Beginning

Page 3

 Write the beginning of your story and introduce the setting and the main character! Use the [Descriptive Vocabulary Bank](#) for ideas.

Example: One day, I was at _____ with my friend, a _____. Everything was normal... until we heard a strange sound.

 **Transitions:** First, One day, In the beginning, Long ago, At the start

 Page 4 – Silly Story Middle

Page 4

 Add to the chaos of your story! Write 2-3 sentences. Make sure to use **{{adjective}}** and **{{noun}}** where you want the player's answer to go.

Example: Suddenly, a **{{adjective}}** cloud of smoke popped out of my backpack. A giant **{{noun}}** rolled into the room and yelled, "Let's have a dance battle!"

 **Transitions:** Then, Suddenly After that, Later on, Meanwhile

 Page 5 – Silly Story End

Page 5

 What's the result or surprise ending?

☐ I got in trouble. ☐ It was all a dream. ☐ I saved the day. ☐ Something else

Example: In the end, _____. That's why I never _____ again!

 **Transitions:** Finally, In the end, At last, And that's how, The next day

🌟 Descriptive Vocabulary Bank

Use these vivid words to build your silly story.

 Actions	 Feelings	 Describing Words	 Silly Extras
bounce wobble tumble zoom spin hop trip sneeze blurt pop chase	happy excited nervous surprised confused silly giggly proud brave worried embarrassed	squishy gooey sticky fuzzy colorful bright soft sharp rough smooth slippery	glittery lumpy slimy sparkly messy loud tangled glowing silly weird noisy
🌟Challenge: launch, zigzag, teleport, investigate	🌟Challenge: amazed, delighted, determined, uncertain	🌟Challenge: peculiar, shimmering, ridiculous, dramatic	🌟Challenge: bonkers, upside-down, magical, twisted

✅ Step 3: Complete the Checklist

- ☐ I wrote clear, short questions for the player.
- ☐ I wrote a story with a beginning, middle, and end.
- ☐ I used `{{adjective}}` and `{{noun}}` in my story.
- ☐ I used one word from the descriptive vocabulary bank.
- ☐ I used words like then, suddenly, or finally to show what happened next.

Yay! I'm ready to design and code my game!

Coding Cheat Sheet

 Fill-in-the-blank game Coding Cheat Sheet

Follow the steps in the lesson to code the game:

<https://elementari.com/lessons/fill-in-the-blank-game-noun-adjective/>



Review the Assessment Rubric



Fill-in-the-blank Game- Noun & Adjective Rubric



Peer Review Checklist



Fill-in-the-blank Game- Noun & Adjective Peer Review

[Click to Make a Copy](#)