

## Game 8: Mix It, Fix It!

*Mix It, Fix It!* allows students to practice creating well-formed questions. First, one player scrambles a question from the *Picture This* card, and the remaining players work together to unscramble it.

### Instructions

1. Have students (the players) sit in groups of 3–4.
2. Invite someone (Player 1) from each group to take a card and carry it to his or her group.
3. Player 1 holds the card so that the other players cannot see the questions.
4. Then Player 1 reads one of the questions, but he or she mixes up the word order.
5. The other players write down the words. Then they work together to try and rephrase the words in the correct order to form the original question.
6. Player 1 can give hints to the other players as they re-order the question and should tell them when they correctly form the question.
7. When the group has recreated all of the questions on their card, one member of the group can turn in the card and get another.
8. End the game after the specified amount of time.

### “Player Talk” in *Mix It, Fix It!* *A Trip to the Zoo*

**Player 1:** animal be which you would

**Player 2:** You would be which animal?

**Player 1:** No.

**Player 3:** I think *which animal* has to be the first part of the question.

**Player 4:** How about *Which animal you would be*?

**Player 1:** That’s close.

**Player 2:** Which animal would you be?

**Player 1:** Yes!