

MakeSents

Explaining the cards and how to score

MakeSents is a language game that builds on making sentences first and foremost. At the same time, players have the option to make words with the letters on each card, or players can choose to only make words with the letters and ignore making sentences.

Players can decide by themselves how to give scores but a suggestion is that correct sentences are rewarded with 1 point, and if the cards also make a word, there is additional point(s), and if they can utilize both letters on the mascot card, then there will be more point(s) on top of that. Should the sentences be wrong, then the whole combination of cards are discarded even if they make a word.

Your sentence scores additionally the more cards you use for each sentence.

			<p>It was strong before Yes</p> <p>PAT Yes</p> <p>PRT No</p> <p>PART Yes</p> <p>The words are bonus points.</p>
			<p>Before it was strong Yes</p> <p>TPA No</p> <p>TPR No</p> <p>TPAR No</p>
			<p>Before strong it was No</p> <p>TAP Yes</p> <p>TRP No</p> <p>TARP Yes</p> <p>Sentence wrong. Discarded. The words won't count. 0 Points.</p>

Since there are 20 mascot cards or adjective cards (or words that fill the function of an adjective that are used with the verb To Be), there can be a maximum of 20 sentences. There is also at least one **secret combination** with which the player must make 20 sentences and 20 words at the same time using all the 76 cards.

There are also 20 pronoun cards that come together with the verb To Be. These are the **Day Cards**. In addition, there are 36 adverbial cards that are optional for making sentences. These are the **Night Cards**. The more cards you use in your sentence, the more points you get. There can be more than one adverbial card in one sentence.



3-card sentence, 3 points



2-card sentence, 2 points

MakeSents visualizes the English sentence structure in a dynamic way so cards can easily be moved around to experiment making different sentences. You also have the option of making questions by turning the Day Cards upside down.

In short, a correct sentence, gains you points. If that sentence also makes a word, you gain additional point. If you use both letters on the mascot/adjective card to make a word, you gain additional point. If your sentence contains two or more words (thanks to the two letters on the mascot/adjective card or the double letter on the Night and Day Cards), then each word that is made gains a point.



The double letters on the Night and Day Cards can be used as both single letters and double letters.

How to play

There are 76 cards so 2 or 4 people can play. If for example 4 players, then they will have 19 cards each. You can deal evenly among the mascot, Day, and Night cards: 20 mascot cards, 5 for each player. 20 Day cards, 5 for each player. 36 Night cards, 9 for each player. Now each person can make 5 sentences but they must try to score as high as possible.

This can also be done in groups in a classroom setting. The team with most points is the winner.

Before players reveal their sentences, they are allowed to trade their cards with each other but cards of the same type. Cards must be traded blindly.

Players can also invent their own ways to play.

This game needs a person with good English proficiency as a judge.

You are also free to decide how many points should be given

	Points
Correct sentence	1
Each word if sentence correct	5

Length of sentence by cards	cards	Points
	2	2
	3	3
	4	4
	5	5
	6	6

4 players	Mascot cards	Day cards	Night cards
	5	5	9

