



Grade 3

BEYOND LANGUAGE



GAMEBOOK

Grade 3

BEYOND LANGUAGE

Name: _____

Class: _____



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Beyond Language Gamebook

Grade 3

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Gamebook is a supplementary material to be used in the classroom and at home to diversify the learning routine, provide students with engaging materials that would help them to improve not only their academic, but also cognitive and social skills.

Games offered in this book allow children to use their creativity while:

- ✓ developing dexterity,
- ✓ training memory and attention span,
- ✓ developing cognitive and emotional strength,
- ✓ learning the importance of teamwork and collaboration,
- ✓ improving cognitive and interpersonal skills.

Have Fun QUIZZES

Play MAZES

FLASHCARDS

PUZZLES

Learn

Unit 1

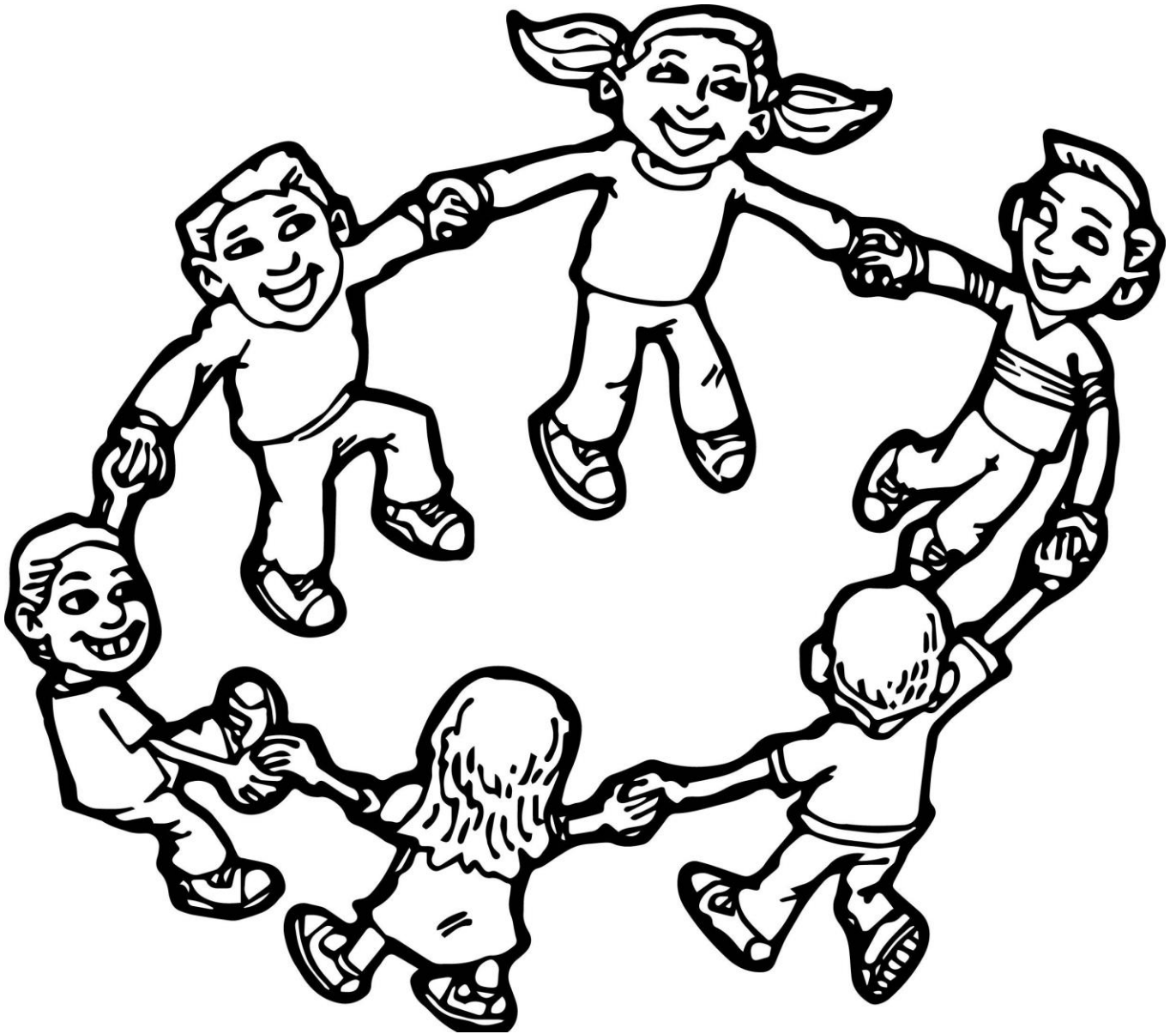
*Read the riddle.
Answer the questions.
Color and name
children in the picture.*



Anne and Tom are wearing blue jeans. Anne and Billie have pink tops. Stan and Billie are wearing black pants. Stan and Alex have blue tops. Alice wears a dress. Alice`s brother, Nick is next to her and wears a green T-Shirt and green pants.

1. How many children are playing together? _____
2. Is Stan wearing a blue top and jeans? _____
3. What is Anne wearing with her pink top? _____
4. What is Tom wearing? _____
5. What is Billie wearing? _____
6. What is Stan wearing? _____
7. What is Alex wearing? _____
8. What is Alice wearing? _____
9. What is Nick wearing? _____
10. You know the position of 2 children in the circle. Who are they?

11. Write the names of the kids and color them (you know 2 kids; others can be named randomly).



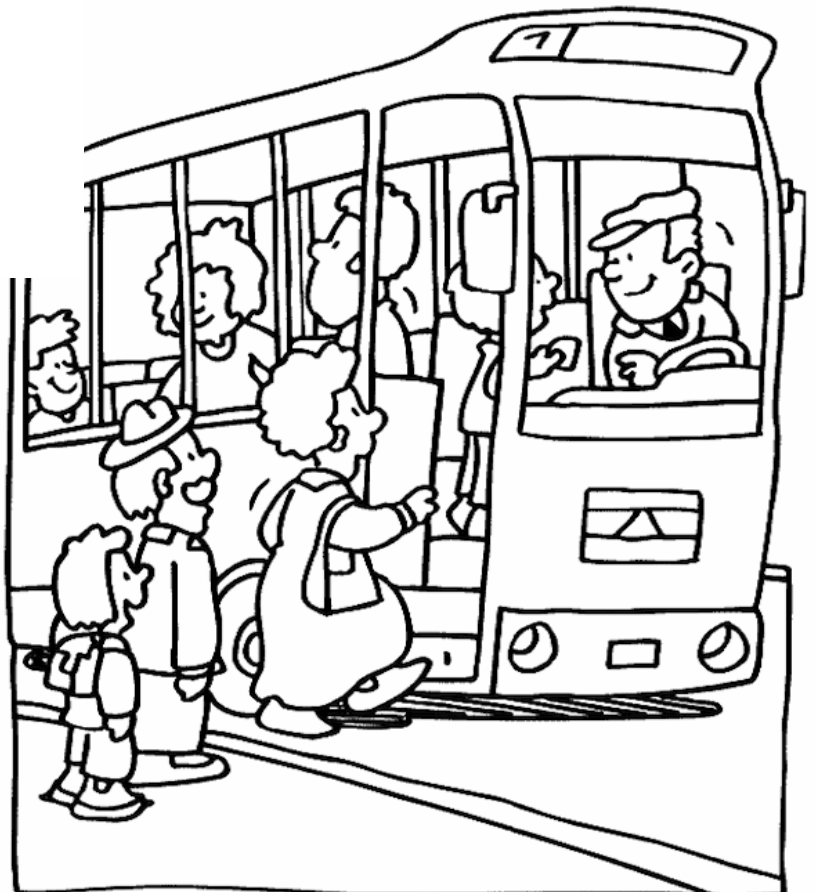
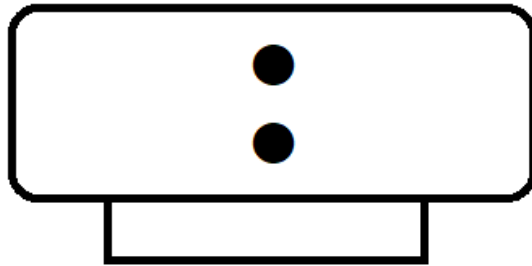
Read the riddle. Answer the questions and follow the instructions.



My bus should have arrived at 10:10. It is 15 minutes late.

What time is it now? _____

*Write the time inside the digital clock.
Color the bus.*

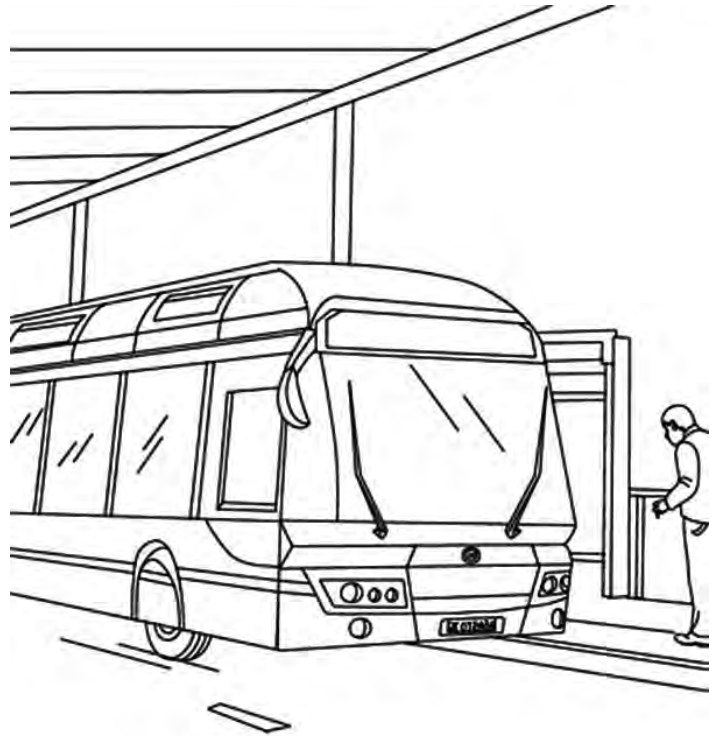
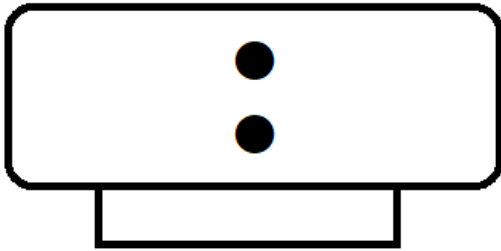




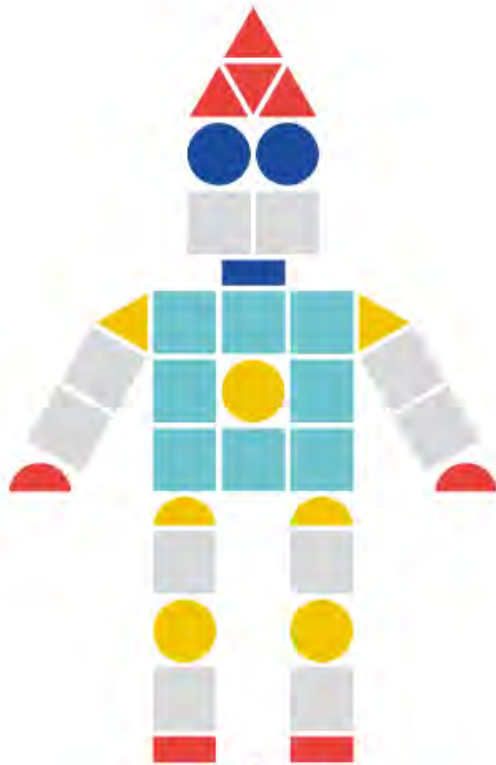
The bus arrived at 10.15. The bus waited at the bus stop for 5 minutes before leaving, and the journey took 20 minutes.

What time did I arrive at my destination?

*Write the time inside the digital clock.
Color the bus.*



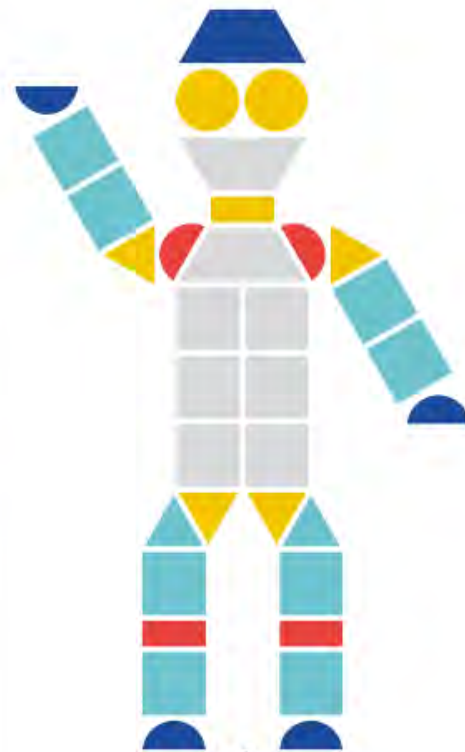
*Help Pete to count all the shapes he can see below.
Name the shapes you know.*



A

	8			

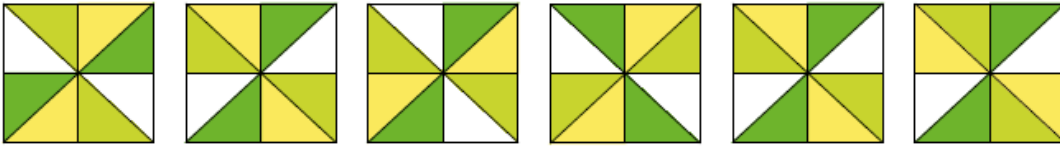
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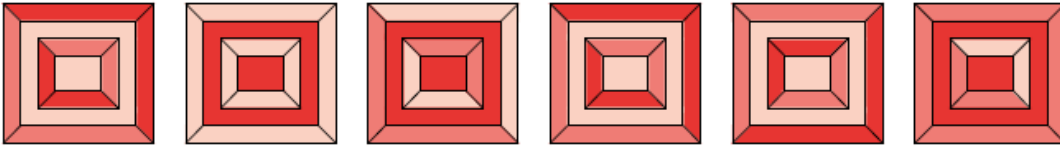
B

Unit 2

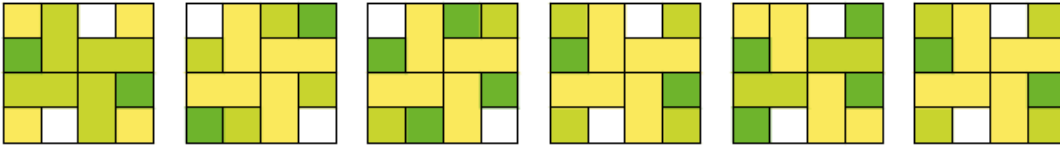
Help Pete to find two identical pictures. Circle them.



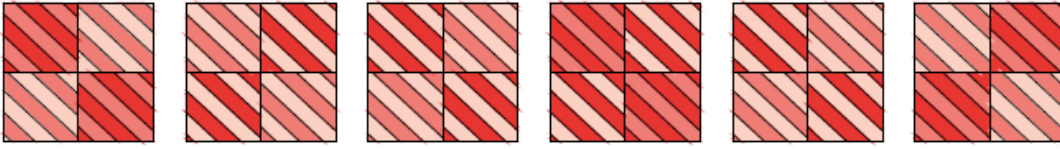
A B C D E F



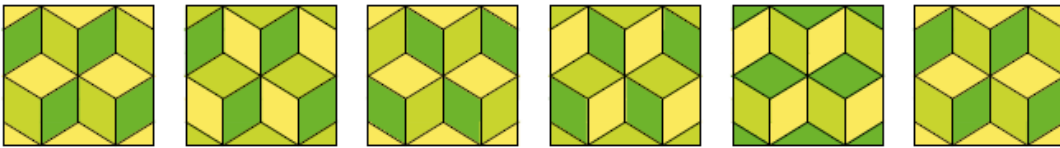
A B C D E F



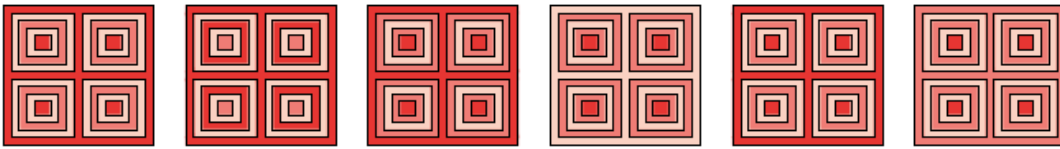
A B C D E F



A B C D E F



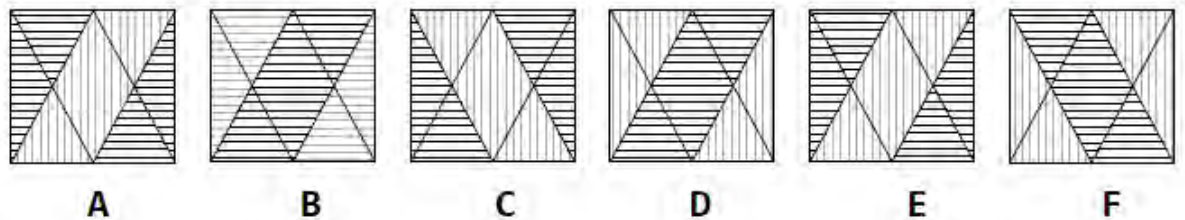
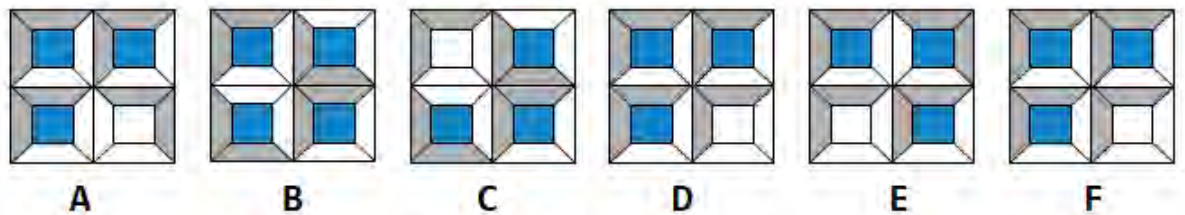
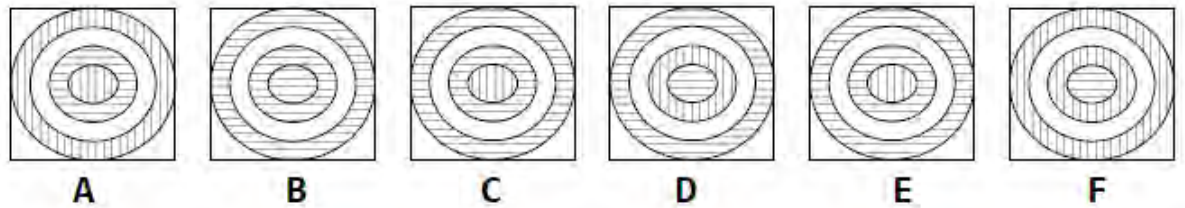
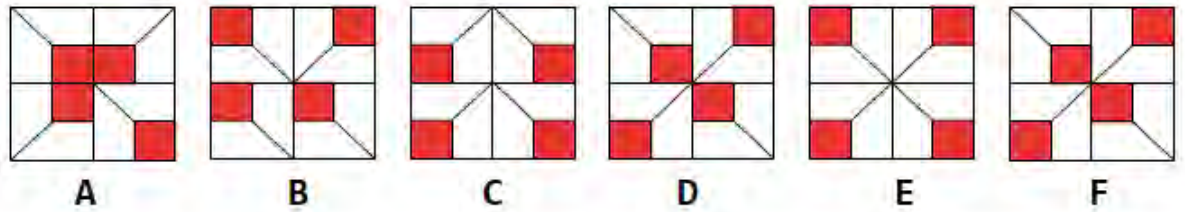
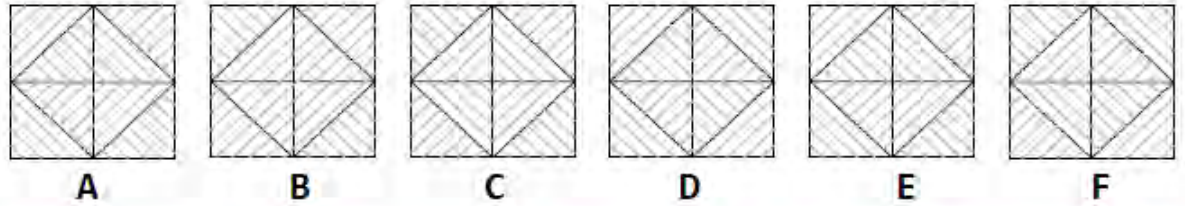
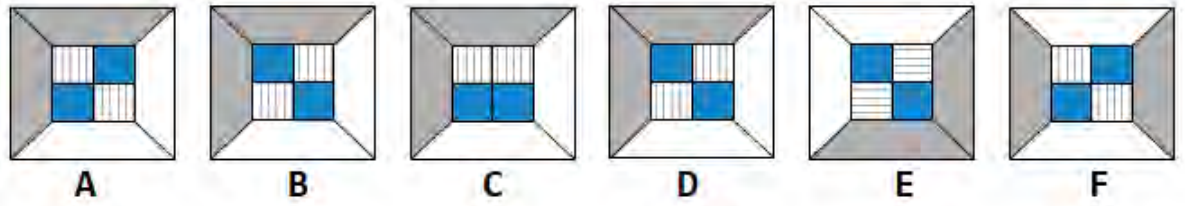
A B C D E F



A B C D E F

Is it difficult? How difficult is this exercise for you?

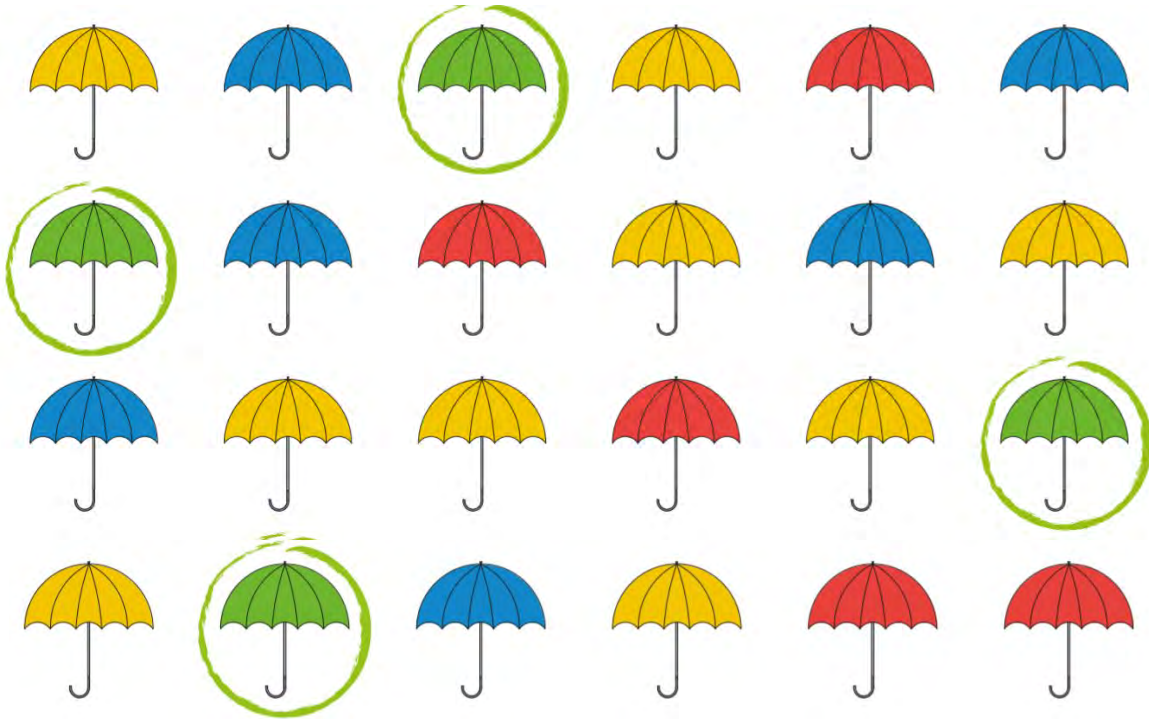
These games will help you to make less spelling mistakes.



Help Pete to find and count yellow, blue, and red umbrellas. Green has been done for you.



Are you always attentive?



4



*Help Pete to find and count identical balls.
Write down the number of the balls as a word.*





--	--	--	--	--	--	--	--	--	--	--	--	--



--	--	--	--	--	--	--	--	--	--	--	--	--



--	--	--	--	--	--	--	--	--	--	--	--	--



--	--	--	--	--	--	--	--	--	--	--	--	--





Help Peter to solve the puzzle. One has been done for you.

In these questions the two shapes are either added together or subtracted from each other. The shapes do not turn. Circle one answer. Look at this example:



Improve your attention

These games will help you to study
new words faster.

Unit 3

Help Mr. Smarty to create a comic story. The pictures are given. Fill in the dialogs. Write in pencil so that you can erase and change your dialogs later.



Here are the characters. What are their names? Be creative!



Name: _____
Age: _____
Likes: _____
Dislikes: _____
Other information: _____



Name: _____
Age: _____
Likes: _____
Dislikes: _____
Other information: _____



Name: _____
Age: _____
Likes: _____
Dislikes: _____
Other information: _____

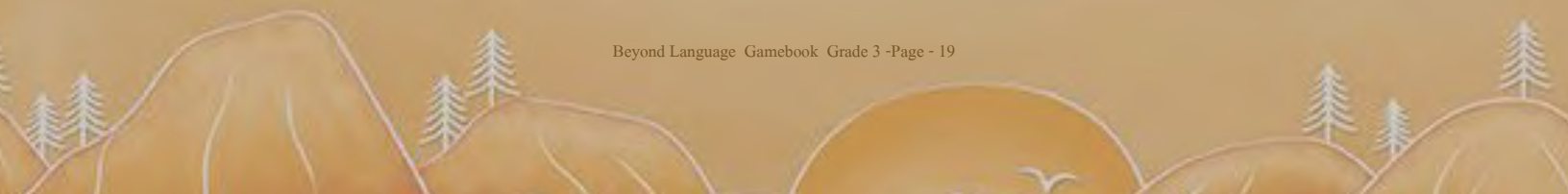








Write down your story here.
Imagine that you are a writer.



Unit 4

them to solve the riddles.

Help Mr. Smarty to solve the riddles. The answers to the riddles are given first. But they are coded. First, decode the words (answers). Then, use

EHNMYORTEV

13		16	14	

	20	21	8	2

COLKC

	18	23		

RMYOEAN

--	--	--	--

24	5		7

KAET

	10	1	9

OSPIIMRE

26	17	22		3	4	19

NGWOR

12	6	15	11	25



There's only one word in the dictionary that's spelled wrong.
What is it?

If you don't keep me, I'll
break. What am I?

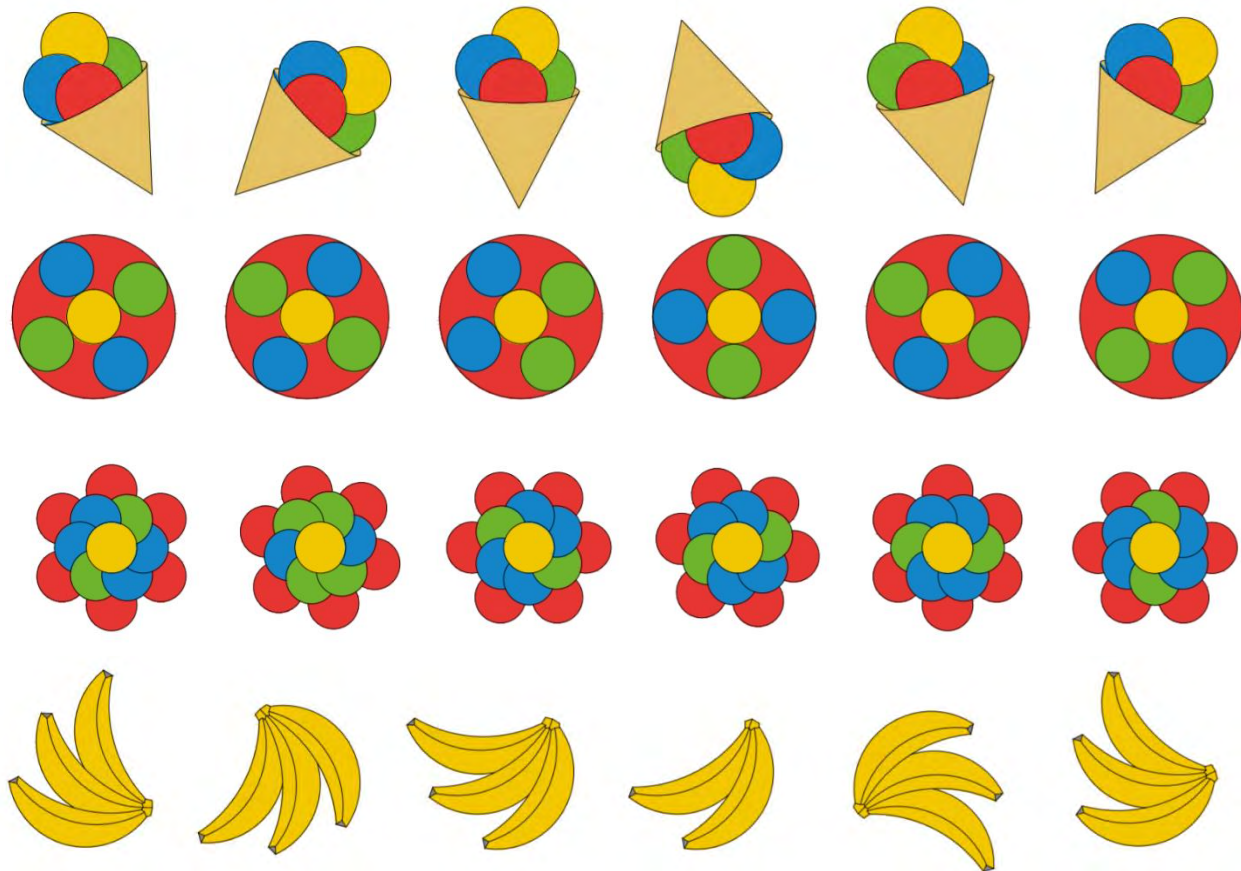
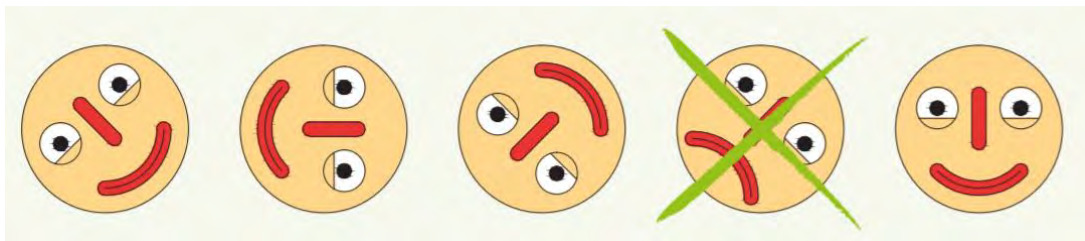
What has hands and a
face, but can't hold
anything or smile?

*It belongs to you, but
your friends use it more.
What is it?*

**Kate's mother has
three children:
Snap, Crackle and
_____?**

How many months of
the year have 28
days?

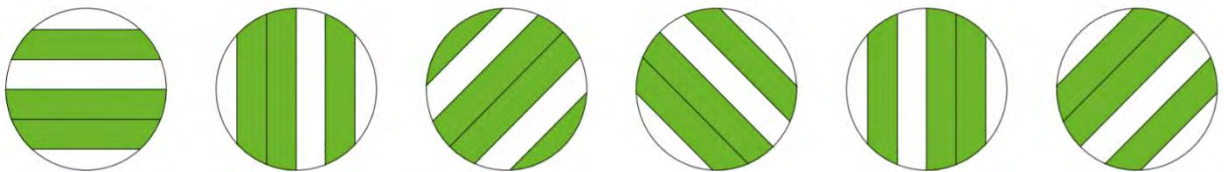
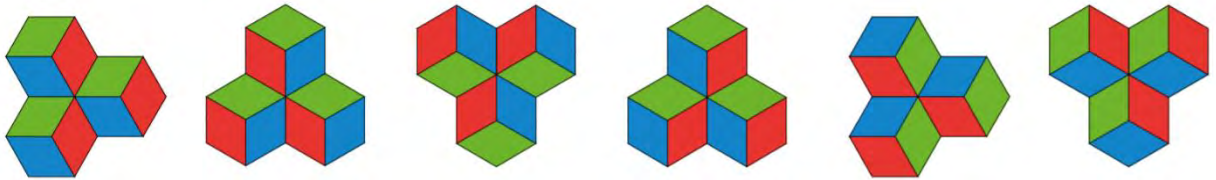
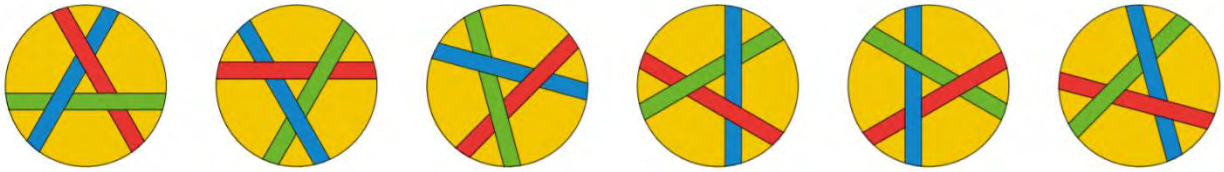
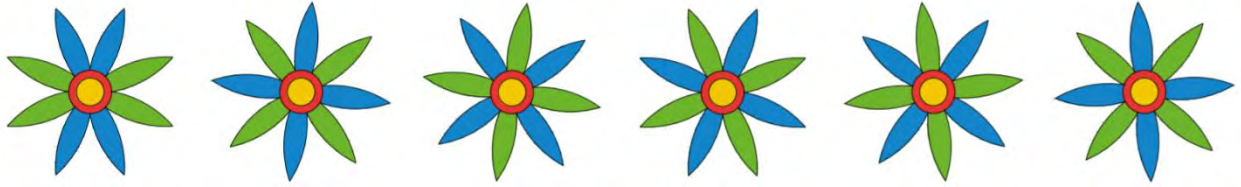
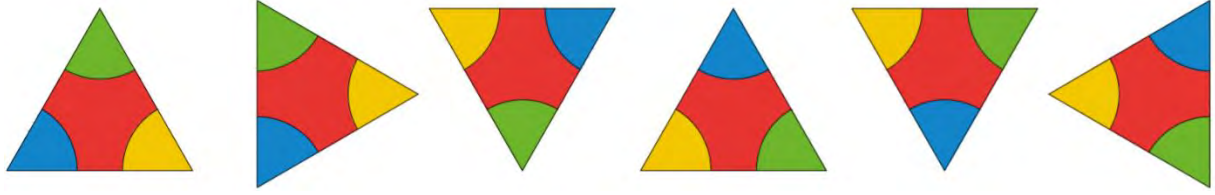
Help Mr. Smarty to find the odd figure. Study the example that has been done for you. Explain your answer.



Compare your answers with your friends'. Remember, there are no wrong answers if you can explain your thinking logically.



These games will help you to improve your memory.



Help Mr. Smarty to find understand the logic behind the patterns. One example has been done for you. Study it and do the same. Explain your answers to your friends.



Unit 5

Help Mr. Donut to revise the words. QR-code will lead you to the revision video.



How many words are hidden inside the heart of Mr. Donut?



Words can go in any direction. Words can share letters as they cross over each other.

M V B Q B K
 V X U I S S N X G S C B
 T T B W I P F B A W M E P V Z R X L
 Y O Y M J M Q K A C Z M R Y N P D E
 V R P R E S E N T S I N V I T A T I O N
 G F H R V K W L C P N D E B X I M P O J
 O E M A G U A R F Y R E L K R A P S U I
 N S R E W O L F Y W I T D I Q C T T S X A
 Y U C Y D G C R Y V W G K W Y B S J C W
 H P S T A H N K B I Z P L
 T I N Q E T P R
 T H O S M G M V B I D
 E V X N Q U K J G T Q N E J
 P D L O X I M T U N Z R H J C C U P
 D O D M M Y S S G D I A T A O H R X W
 O N A J L C O N Q Y A F R R I R H Z P S
 F A F I O I C O S E B P N C R D J A G D J D E
 C N U E S L O N K Z A C M C B T G B L O Y
 R R Q U O L C A A Z R E I R T I C I D D Z
 Y E M W L K C E G T F X O W W Z L N
 Y Z N A H Y D N Y V I N K F R R X
 B A N V H I F Z L F C
 C B T H O J I K X
 T B W
 P Z T

BALLOONS
 CLOWN
 DECORATION
 FOOD
 INVITATION
 PRESENTS

CAKE
 COSTUME
 DRINKS
 GAME
 MUSIC
 SPARKLER

CANDLE
 DANCE
 FLOWERS
 HATS
 PARTY

Cut out the flash cards and play with your friends.

1. **Matching.** Match the pictures with the word.
2. **The fastest player.** Who can name most cards in 30 seconds?
3. **Pantomime.** Place the pictures face down. Each student takes a picture but does NOT show it to other students. Try to mimic (show) the meaning of the picture without any words. Use only your face and hands.
4. **Describe the word without naming it.** Place the pictures face down. Each student takes a picture but does NOT show it to other students. Try to describe the meaning of the picture without naming the word or using its forms.



a. E.G. This is something **BIG** and **SWEET**. We have it at a birthday party.

5. **Yes/No- game.** Place the pictures face down. Each student takes a picture but does NOT show it to other students. Other students should ask Yes- / No – questions.

a. E.G. Is it something sweet? – No.

The team / the student who can guess most words wins.

6. Create your own game and play with your friends.