

Madlibs

Combine storytelling, probability and coding together in this engaging project with endless possibilities!

Teacher Prep

- Introduce students to Madlibs stories. Madlibs are “phrasal template word games where one player prompts others for a list of words (such as 2 nouns and 3 verbs) to substitute for blanks in a story, before reading the – often comical or nonsensical – story aloud.”
- Open the “Vocabulary Madlibs” project in the Root Coding app. The project is pre-loaded with two lists of 5 verbs and 5 nouns.
- Write a few short Madlibs templates with a corresponding parts of speech list -OR- download our example packet from the Root Coding app.

With the Class

- Students can now edit their code project, modifying all the filler Say Blocks words. For example, replace “Noun 1” with “dog” and “Noun 2” with “cat.” Replace “Verb 1” with “run” and “Verb 2” with “eat.”
- Distribute madlibs templates to the class and tell students to begin reading their stories aloud, using Root to fill in all appropriate blanks.
- For example, with the “Vocabulary Madlibs” project, Root will recite any of the listed nouns when its top touch sensors are touched and verbs when either bumper is bumped.
- Students can switch stories or write their own to keep this parts of speech game rolling!



Code Level(s):

2-3

Subject(s):

ELA
Computer Science

Time:

15 mins.

Grade Level(s):

3-5

Students:

Groups of
1-3

Supplies:

- Root Robot
- Device with Root Coding App

Educational Standards:

CCSS.ELA-LITERACY.

- L.3.1.A, .L.4.5.C (prompt for synonyms/antonyms)
- L.5.1.C (incorporate verb tense categories)

