

# Playing Linguistik

A Step by Step Guide  
through a typical shake

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# Hello! Welcome to Linguishtik!

- LINGUISHTIK is a cube game that challenges players to improve their grammar, vocabulary, spelling, and writing skills. Players learn to compose better sentences with proper grammar application. They also use richer vocabulary as they compete against others and are rewarded.
- All grade levels play with the same set of procedural rules. However, each division level of competition introduces increasingly more difficult grammatical concepts for the players to use. Competitors are challenged to enhance their vocabulary and grammar skills in increasingly creative ways. Players usually learn more from applying their knowledge in the competition than they do in their normal classroom studies.
- This slide presentation will be an introduction to the game of LING, showing you step-by-step how the game is played.

# What do you need to play LING?

- The game of LinguiSHTIK
  - ✓ Consists of 23 cubes: four each of red, black, green, pink, and yellow, and three of orange
  - ✓ The LinguiSHTIK playing mat
- A challenge cube – usually a piece of foam
- A one-minute sand timer
- The Order of Play Sheet & Scoring Chart
  - ✓ Elementary: grades 4-6
  - ✓ Middle: grades 7-8
  - ✓ Junior/Senior: grades 9-12
- A Demand Form
- A Score sheet for Cube Games

Let's take a look at these materials



# Materials Used:

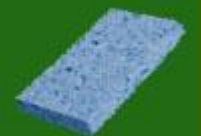
Linguishtik game

Scoring chart & Score sheet

timer



Challenge cube



Linguishtik PLAYING MAT

Linguishtik

A CREATIVE LANGUAGE  
By ROBERT W. ALLEN  
"Games for Thinkers"



## ORDER OF PLAY SHEET MIDDLE DIVISION

Purpose

PATTERN

S-V

S-V-DO

S-V-PN

S-V-PA

STRUCTURE

simple

complex

compound

compound-complex

PURPOSE

declarative

interrogative

imperative

exclamatory

PLAYER TWO - Uses a BLACK or GREEN cube to state a TYPE Demand

NOUN

PRONOUN

ADVERB

PREPOSITION

VERB

CONJUNCTION

ADJECTIVE

INTERJECTION

complex

compound

compound-complex

declarative

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ADJECTIVE

INTERJECTION

complex

compound

compound-complex

declarative

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imperative

exclamatory

NOUN

PRONOUN

ADVERB

## MIDDLE DIVISION GENERAL DEMANDS (LT 18 A-G are not listed)

H. NOUN

1. singular

2. plural

3. collective

4. nominative case

5. objective case

6. demonstrative

7. relative

8. nominative case

9. objective case

10. possessive

11. perfect tense

12. perfect progressive form

13. function for gerund

14. function for participle

15. function for infinitive

16. function for appositive

17. function for modifier

18. function for complement

19. function for object

20. function for subject

21. function for predicate

22. function for modifier

23. function for complement

24. function for object

25. function for subject

26. function for predicate

27. function for modifier

28. function for complement

29. function for object

30. function for subject

31. function for predicate

32. function for modifier

33. function for complement

34. function for object

35. function for subject

36. function for predicate

37. function for modifier

38. function for complement

39. function for object

40. function for subject

41. function for predicate

42. function for modifier

43. function for complement

44. function for object

45. function for subject

46. function for predicate

47. function for modifier

48. function for complement

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53. function for complement

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57. function for modifier

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59. function for object

60. function for subject

61. function for predicate

62. function for modifier

63. function for complement

64. function for object

65. function for subject

66. function for predicate

67. function for modifier

68. function for complement

69. function for object

70. function for subject

71. function for predicate

72. function for modifier

73. function for complement

74. function for object

75. function for subject

76. function for predicate

77. function for modifier

78. function for complement

79. function for object

80. function for subject

81. function for predicate

82. function for modifier

83. function for complement

84. function for object

85. function for subject

86. function for predicate

87. function for modifier

88. function for complement

89. function for object

90. function for subject

91. function for predicate

92. function for modifier

93. function for complement

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107. function for modifier

108. function for complement

109. function for object

110. function for subject

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160. function for subject

161. function for predicate

162. function for modifier

163. function for complement

164. function for object

165. function for subject

166. function for predicate

167. function for modifier

168. function for complement

169. function for object

170. function for subject

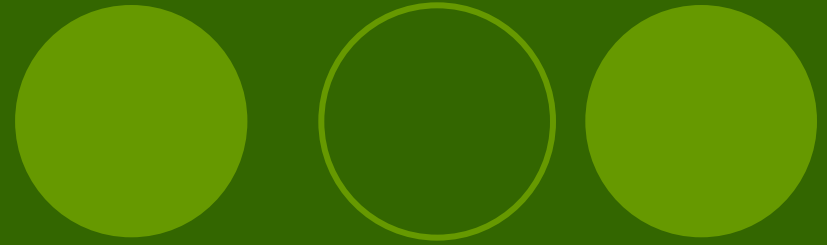
171. function for predicate

172. function for modifier

173. function for complement

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# Begin the shake...



- Take out the cubes, the challenge cube, and the timer. (Note: the challenge cube is usually a sponge.)
- Place the challenge cube where each player can reach it and put the timer where it is visible to all players.
- Count the cubes to make sure there are 4 of each color. Orange is the exception; it has 3 cubes.
- Each player rolls a **RED** cube to see who goes first. The player who rolls the cube closest to “A” begins the game.




# Players have rolled the red cubes...



- Two of the players rolled "M's."
- Louie rolled an "A."
- Louie will begin the game.

# As **Player One**, Louie begins the game.

- Louie rolls all the cubes.
- He chooses a Sentence Pattern, Structure, or Purpose from the Order of Play Sheet.
- He has chosen S-V-DO (subject-verb-direct object)



**ORDER OF PLAY SHEET  
ELEMENTARY DIVISION**

**PLAYER ONE - Rolls cubes and states a Sentence Pattern, Structure, OR Purpose**

<b>PATTERN</b>			
S-V		S-LV-PN	
S-V-DO		S-LV-PA	
S-V-IO-DO		INVERTED	
<b>STRUCTURE</b>			
simple	complex	compound	compound-complex
<b>PURPOSE</b>			
declarative	interrogative	imperative	exclamatory



# Player One determines what kind of sentence will be written.

➤ **Note:**  
*Louie's turn is rolling ALL the cubes. He does not place a cube on the playing mat.*



- Each player has one minute to complete his/her turn.
- Donna & Robert will write S-V-DO on their papers.



Louie writes his sentence choice on his own paper and on the Demand Form for this shake.

- *This is a close-up view of Louie's paper and the Demand Form.*
- *Louie now passes the Demand Form to Player Two – Donna.*



## Player Two

- The play moves clockwise, so now it is Donna's turn.

# Player Two states a TYPE demand.

- Select a part of speech from the Order of Play Sheet.
- Donna selects NOUN.

PLAYER TWO - Uses a BLACK or GREEN cube to state a TYPE Demand			
NOUN	PRONOUN	VERB	ADJECTIVE
ADVERB	PREPOSITION	CONJUNCTION	INTERJECTION

This is a portion of the Order of Play Sheet

# A part of speech is selected...

- Player Two must place any black or green cube on the mat in the Demands column.



- Donna has placed a green “T” in the Demands column.
- She demands that the word must be a NOUN.
- She writes her demand on the Demand Form and on her own paper.
- The other players write “Noun” on their papers.

# Player Three states a FUNCTION demand.

- The play moves clockwise, so now it is Robert's turn.
- He selects a function listed under NOUN
- Robert chooses "Subject."

**PLAYER THREE** - Uses a **BLACK** or **GREEN** cube to state a **FUNCTION Demand**

**NOUN** - Subject, Direct Object, Indirect Object, Predicate Noun, Object of the Preposition, Appositive, Noun used as adjective

**PRONOUN** - Subject, Direct Object, Indirect Object, Predicate Noun, Object of the Preposition, Appositive

**VERB** - Main Verb, Auxiliary, Infinitive

**ADJECTIVE** - Noun Modifier, Pronoun Modifier, Predicate Adjective, Adjacent Adjective

**ADVERB** - Verb Modifier, Adjective Modifier, Adverb Modifier

**PREPOSITION** - Introductory word in an Adjective Phrase  
Introductory word in an Adverb Phrase

**CONJUNCTION** - Subordinator, Conjunctive Adverb

**INTERJECTION** - NONE - The second demand is a General Demand or a cube played to LETTERS

This is a portion of the Elementary Order of Play Sheet

# The word will have a grammatical function in the sentence.

- Player Three must place any black or green cube on the mat in the Demands column.



enlarged  
detail of  
Demands  
column



- Robert places a black “T” in the Demand column.
- He states the function for the noun – “Subject.”
- He writes the demand on the Demand Form and on his own paper.
- The other players write “Subject” on their papers.



# The shake continues...

- Each player gets 1 minute (on the timer) to EITHER
  - ❖ Make a demand (with a black or green cube) OR
  - ❖ Play a cube to the Letters section of the playing mat.



➤ *It is Louie's turn again...*

➤ *He places a letter of his choice on the playing mat, in this case, an orange "E."*

➤ *Nothing is written on the Demand Form since no new demand has been made.*



# The shake continues...

- Each player gets 1 minute (on the timer) to EITHER
  - ❖ Make a demand (with a black or green cube) OR
  - ❖ Play a cube to the Letters section of the playing mat.



- *It is Donna's turn again...*
- *She places a letter of her choice on the playing mat, in this case, a pink "S."*
- *Nothing is written on the Demand Sheet since no new demand has been made.*
- *Players are now very alert, since playing the next cube might make it possible for a player to call Challenge Now.*

# Time out to talk about **strategy**...

- According to the rules of LinguisHTIK, the word to be formed must be at least **4** letters long (not more than 10 letters).
- Also, according to the rules, Challenge Now can be called when a player can make a word which meets all the demands by using the cubes already played to the mat under Letters, plus ONE MORE CUBE from Resources (if needed).
- A player cannot call Challenge Now if they have just placed a cube; therefore, a player who places the third cube to Letters must be aware that he/she might make it possible for someone else to call Challenge Now.
- At that point, a game strategy could be for that player to make an additional demand from those listed on the Order of Play Sheet or one of the Additional General Demands listed in the Tournament Rules.



# Robert's strategy

- Make an additional demand.
- Robert demands that yellow is wild.
- That means that any yellow cube may represent any letter for any player.



- Robert has moved the green "T" to the demand column.
- He writes the demand on the Demand Form and on his own paper.
- The other players write the demand on their papers.
- Robert's strategy makes it possible to make more words since yellow cubes are wild.

enlarged  
detail of  
Demands  
column



# Louie's strategy...

- Louie wants to limit the word that must be made.
- He states that the word must be a specific number of letters, one of the Acceptable Demands.



➤ Louie has now limited the other two players' choices by specifying that the word must be 6 letters long.

➤ He moves the green "T" to the demand column.

➤ He writes the demand on the Demand Form and on his own paper.

➤ The other players write the demand on their papers.

enlarged  
detail of  
Demands  
column



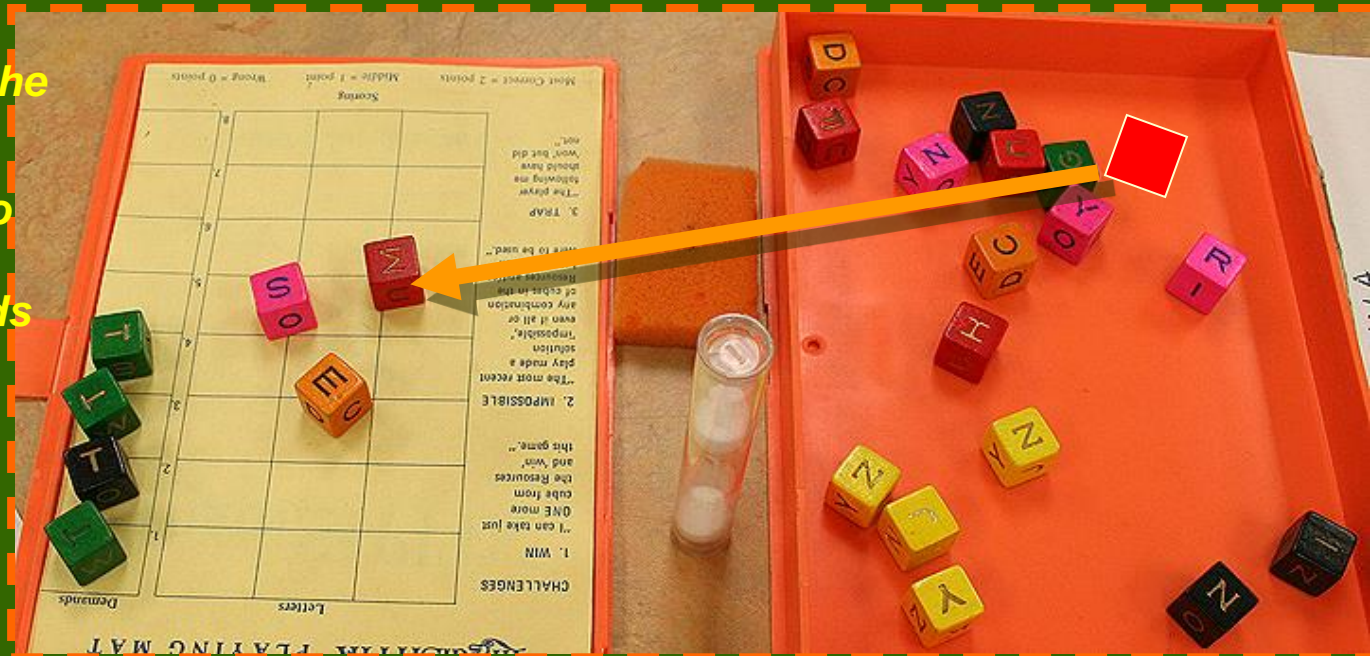


# Donna's strategy...

- Donna plays a cube to the Letters portion of the mat.
- She places a red “M” on the mat.



- Donna wants to use the “M” in her word.
- She knows it's safe to put a cube in Letters because the word needs to be 6 letters long.
- Nothing is written on the Demands Form because no new demands have been made.

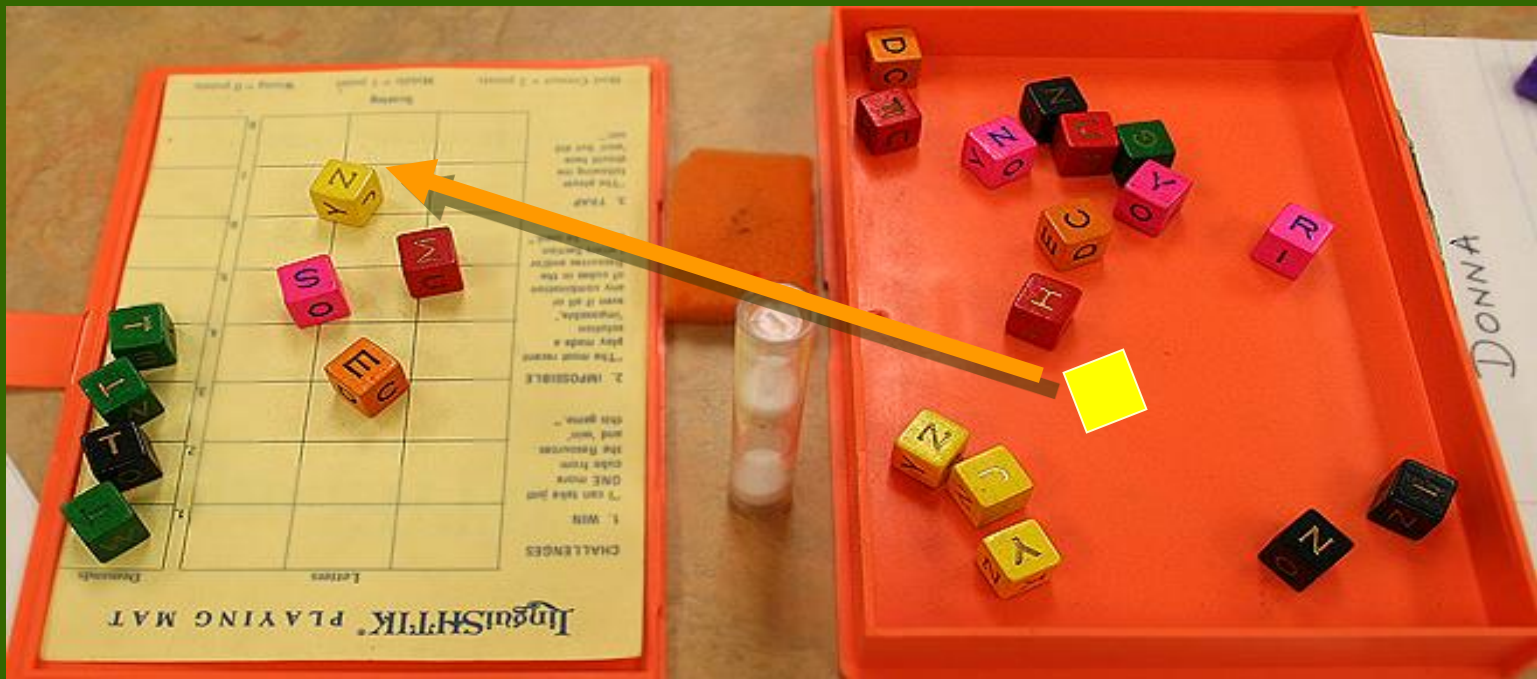


# Robert's turn...

- Robert puts a cube on the Letters portion of the mat.
- He puts down the yellow “Z.”
- *Robert knows it is safe to play another cube because the word must be 6 letters long.*

➤ *He plays a yellow cube – a wild cube – and it will be any letter a player needs to make his/her word.*

- *Once a cube touches the mat, it is considered to be played.*





- **Louie demands that the word contain a “double consonant.”**
- **He places the black “I” in the Demand column.**
- **He writes the demand on the Demand Form and on his paper.**
- **Donna & Robert write the demand on their papers.**

A sequence of six dice showing the numbers 1, 2, 3, 4, 5, and 6 in order, with an orange arrow pointing to the 6.

# Donna's turn...

- Donna chooses to place the orange "D" under Letters.
- She thinks it is a safe move because she doesn't think anyone can use it to write a solution.



➤ Donna hopes someone will play a letter she needs to make her word.



# Robert's thoughts & his turn

- Robert plays a cube to the Letters.
- He believes that putting the pink “R” on the mat is a safe move.
- In addition, he needs the “R” for his word.



- Robert is thinking of the word “surrey.”
- When Louie puts a letter on the mat, Robert plans to say “Challenge Now.”



# Donna challenges!

- Donna grabs the challenge cube and says, "Challenge Now."

❖ Either Louie or Donna can make a Challenge.

❖ Robert may not challenge because he put the last cube on the mat.



# Now what happens?

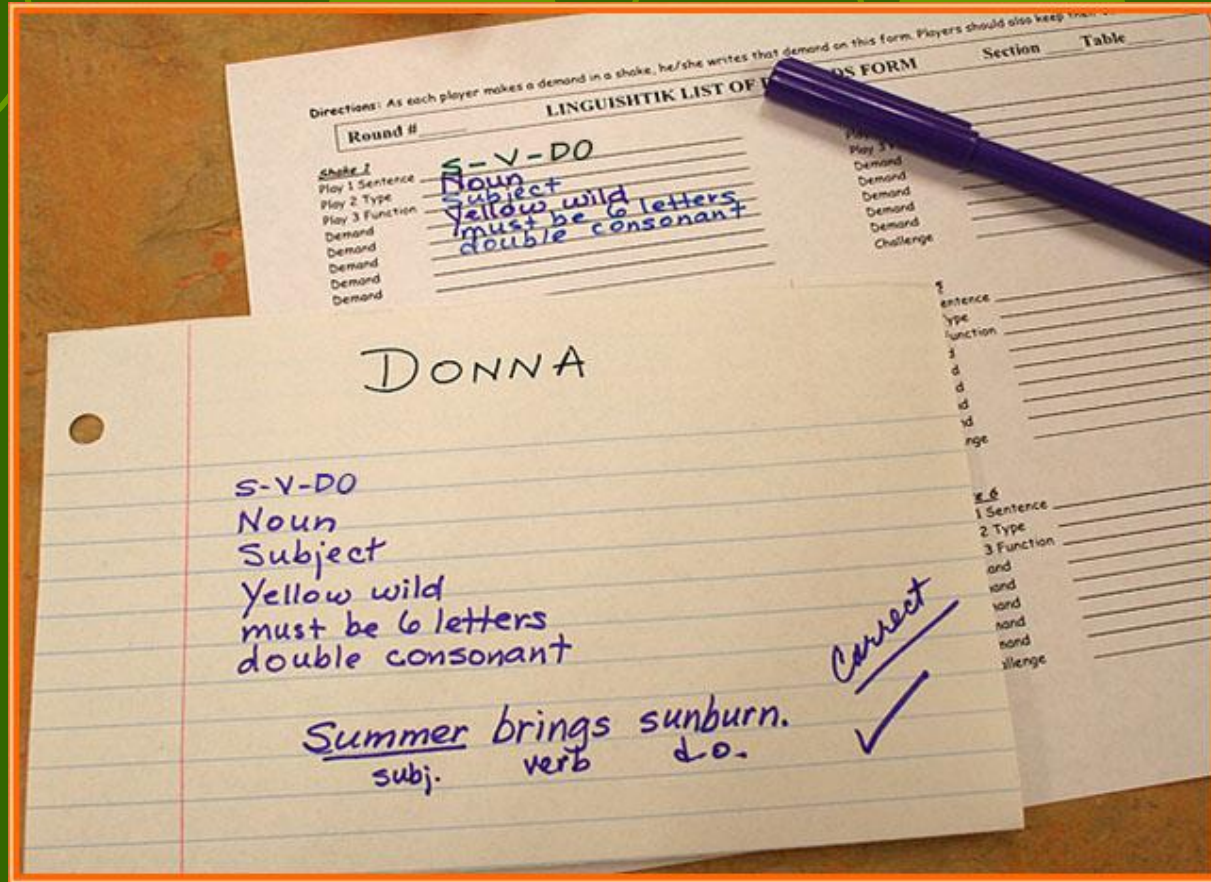
- A Challenge Now has been called.
- Both Louie and Robert may write solutions.
- In LING, a player does not “side with” another player. He/she is either Neutral or a Solver.
- Neutral means the player chooses not to write a solution.
- A Neutral player either doesn't see a word that will meet the demands or thinks there is no solution possible, so he/she does not present a solution.
- Players have 3 minutes total to write their solutions. Then they present them to be checked.
- Neither Louie or Robert decided to be Neutral, so they will each try to write a solution sentence.

# Presenting solutions to be checked...

- Donna presents her solution to the other players.
- They have 2 minutes to see if it meets the demands for this shake.
- The solution is a sentence in an **S-V-DO** pattern. It contains a **Noun** used as a **Subject** which is **6 letters** long and contains a **double consonant**.
- The noun Donna has chosen is “summer.”

# Donna's sentence is correct!

- All words in the sentence must be spelled correctly.
- The sentence should be grammatically correct and be realistic.
- If necessary, Donna can point out the cubes she used to make her word.
- The word must be underlined so the other players can identify it. [Note: circle your sentence if there are more than one on your paper.]

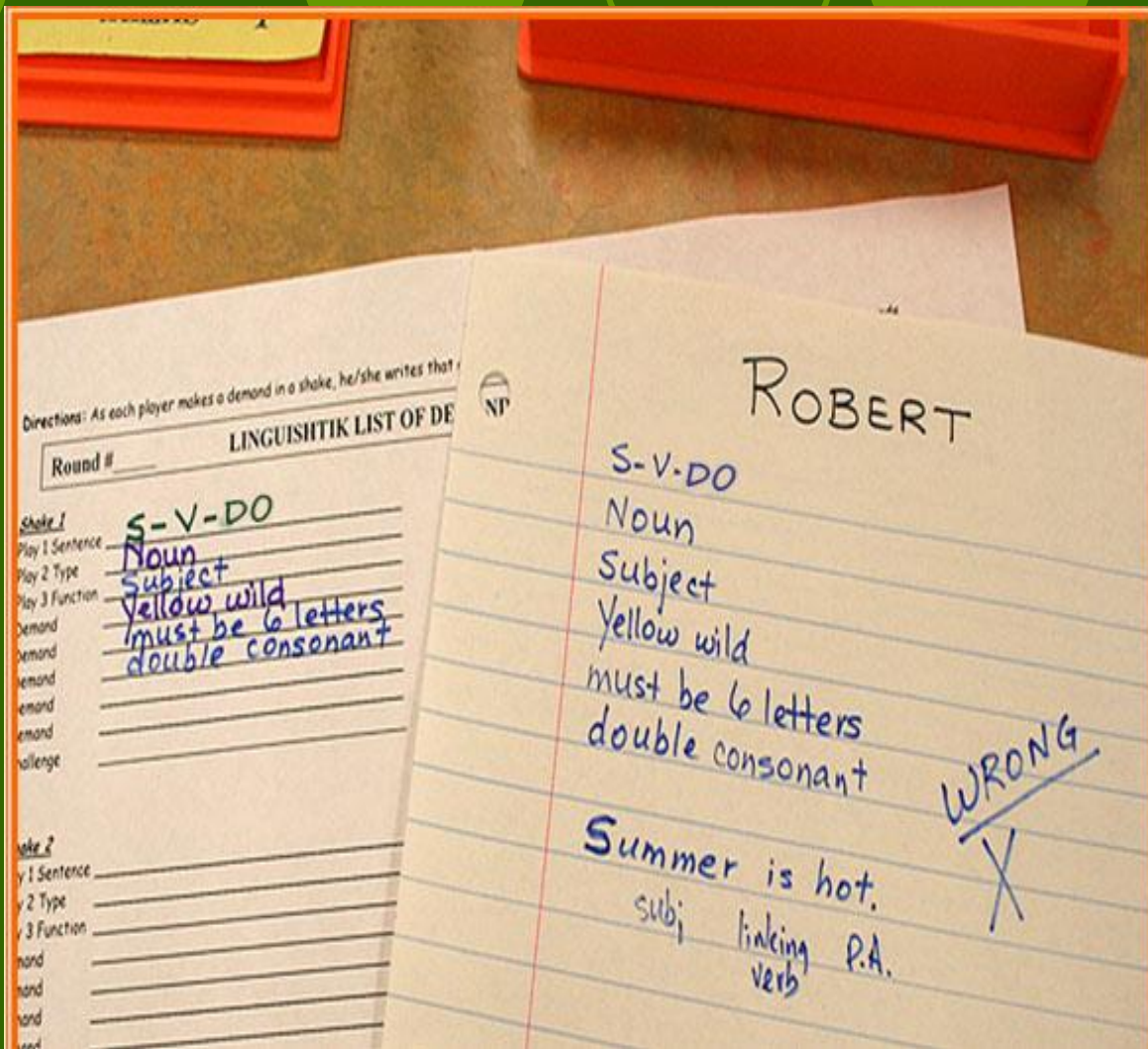


- Donna's sentence: Summer brings sunburn.
- It is an S-V-DO sentence.
- The word "summer" is a noun subject.
- It is 6 letters long with a double "m."
- Donna has challenged correctly.



# What about Robert's solution?

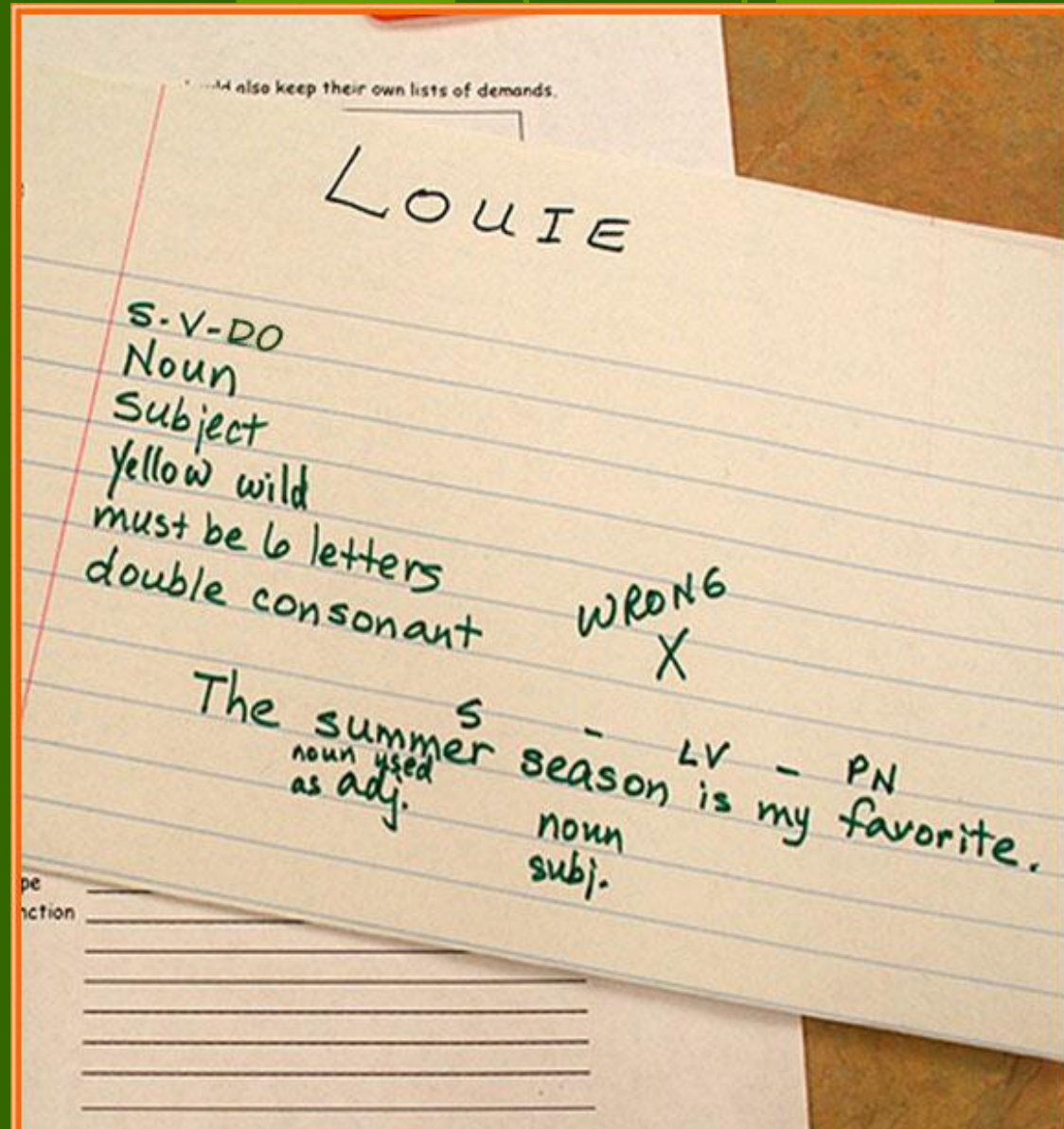
- Robert's sentence: Summer is hot.
- The sentence is incorrect because it is the wrong pattern.
- This is an S-LV-PA sentence, not S-V-DO.
- Because his sentence does not meet **ALL** the demands, it is incorrect.





# And Louie's solution?

- Louie's sentence:  
The summer season  
is my favorite.
- Louie's sentence is  
also the wrong  
pattern. It is S-LV-PN.
- Louie has another  
problem. The word  
"summer" is a noun  
used as an adjective,  
not functioning as a  
subject.
- Louie's sentence is  
incorrect.



# How should the shake be scored?

- Check the scoring chart to find the Situation.
- Situation A: Challenge Now, and the Challenger has a correct solution.

**AGIOA CUBE SCORE SHEET**  
(Circle one game, one Division, and one Round)  
EQUATIONS ON-SETS LINGUISTIK

**LINGUISTIK SCORING CHART**

Game: \_\_\_\_\_ Division: \_\_\_\_\_ Round: \_\_\_\_\_

CHALLENGER: The player who picks up the Challenge cube and presents a solution.

SOLVER: A player other than the Challenger who presents a solution.

NEUTRAL: A player other than the Challenger (Challenge Now) OR a player other than the Challenger or the Mover (Impossible) who does not present a solution.

WRONG: A player who presents an incorrect solution when there has been a Challenge, OR a player who either presents an incorrect solution or presents a solution during a Forceout.

MOVER: A player who makes the last move before a Challenge.

AGREER: A player who agrees to a Forceout and presents a correct solution.

NAME	1	2	3	4
LOUIE				
DONNA				
ROBERT				

SITUATION	6 POINTS	4 POINTS	2 POINTS
A. CHALLENGE NOW Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG
B. CHALLENGE NOW Challenger DOES NOT have a correct solution, but another player does	SOLVER		NEUTRAL CHALLENGER WRONG
C. CHALLENGE NOW NO PLAYER has a correct solution		NEUTRAL (SEE LT 26*)	CHALLENGER WRONG
D. CHALLENGE IMPOSSIBLE NO PLAYER has a correct solution	CHALLENGER	NEUTRAL	MOVER WRONG
E. CHALLENGE IMPOSSIBLE at least one player has a correct solution	SOLVER		CHALLENGER WRONG NEUTRAL
F. FORCEOUT ALL PLAYERS agree		AGREER	WRONG

\*LT 26: If a player is four or more points ahead of any other player when the warning has been called, and the leading player CHALLENGES NOW, and NO PLAYER has a correct solution, ANY NEUTRAL PLAYER receives six (6) points.

**TOTAL POINTS**

Card one Team Score

Scoring Key

1st Alone = 6  
2nd Alone = 4  
2-way Tie for 1st = 5  
2-way Tie for 2nd = 3  
3-way Tie for 1st = 4  
3rd Alone = 2

SITUATION	6 POINTS	4 POINTS	2 POINTS
A. <u>CHALLENGE NOW</u> Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG

The Challenger gets 6 points.

# Record the scores:

- Donna gets 6 points.
- Louie and Robert were each Wrong, so according to Situation A, they each get 2 points.
- Record the scores on the score sheet.

A photograph of an 'AGLOA CUBE SCORE SHEET' form. The form is titled 'AGLOA CUBE SCORE SHEET (Circle one game, one Division, and one Round)'. It has sections for 'EQUATIONS', 'ON-SETS', 'JUN', and 'SEN'. Below these are fields for 'Game:', 'Division:', and 'Round:'. The 'Division:' field is filled with 'ELEM'. The 'Round:' field is filled with '1'. The form has a table with columns for 'NAME', 'TEAM', 'ID', and 'SCORE'. The 'NAME' column has 'LOUIE' and 'DONNA' written in it. The 'SCORE' column has '2' and '6' written in it. The 'TEAM' column has 'ROBERT' written in it. The 'ID' column has '1' and '2' written in it.

SITUATION	6 POINTS	4 POINTS	2 POINTS
A. <u>CHALLENGE NOW</u> Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG

- *Players should make sure the scores are recorded correctly.*
- *The shake is done.*



# The game continues...

- A new shake begins.
- The play moves clockwise.
- Since Louie rolled the cubes for the first shake, it is now Donna's turn to be Player One.
- She rolls the cubes and chooses a Sentence Pattern, Structure, or Purpose...

