

"If You Give A ..."

Mad Lib

If you give a _____ a _____, hatches is going to ask for a _____
(person) (object) (person)

When you give hatches the _____, hatches will want to _____
(best reason) (action)

When hatches is finished, hatches will _____
(action)

Then hatches will _____ and _____ to the _____
(action) (action) (location)

Since that doesn't work out, hatches will want to go to _____
(location)

On the way, hatches will see a _____ and will want _____
(person) (action)

Then you will have to take hatches to the _____, hatches will _____
(location) (action)

When hatches is done, hatches will ask you for some _____, On the way home
(object)

hatches will start a game of _____, When you finally get home, you'll have
(game)

to _____, Then hatches will want a _____, You'll have to find a _____
(action) (person) (person)

and _____, When hatches sees the _____, hatches will start
(object reason) (best reason)

(action ending in -ing)

Then hatches will _____ out of _____, Of course, when hatches is finished
(action) (plural noun)

hatches will want to _____, So, hatches will ask for a _____, And otherwise you
(action) (best reason)

If you give hatches a _____, hatches is going to want a _____
(noun) (noun)



PlayDiction