

Pun of the Day

Grades 3-8 • 10-15 minutes

LEARNING OBJECTIVE

Identify multiple meanings, explain how a language connection creates humor, and draft an original example.

MATERIALS

One student sheet per learner; an age-appropriate pun; pencils.

BEFORE YOU BEGIN

Select and preview one pun. Decide whether students will respond independently, with partners, or as a class.

STANDARDS CONNECTIONS

Useful practice for vocabulary acquisition, word relationships, collaborative discussion, and explanatory writing.

SUPPORT & DIFFERENTIATION

Read the pun aloud; draw both meanings; offer a sentence frame: 'This works because ____ can mean ____ and ____.'

EXTEND THE LEARNING

Ask students to revise the setup so the double meaning is clearer without explaining the joke.

WORKED EXAMPLE

'The bicycle was two-tired.' Meaning 1: it had two tires. Meaning 2: it was too tired to continue.

Name _____

Date _____

TODAY'S PUN

Write or paste today's pun here:

1 SPOT THE TWO MEANINGS

What two words, meanings, or ideas make the pun work?

Meaning or idea A

Meaning or idea B

_____**2 EXPLAIN THE WORDPLAY**

Explain why the pun is funny, clever, or surprising. Use a complete sentence.

_____**3 MAKE IT YOURS**

Create a new pun using one of the same words, sounds, or ideas.

_____**BONUS****Share your new pun. Can someone else explain both meanings?**

Turn one pun into a 10-minute language activity.

This page is a flexible discussion guide for classrooms, libraries, clubs, and family play. The goal is not speed; it is noticing how language can carry more than one idea.

01 CHOOSE A PUN

Use a PunWorks daily challenge, select one from the Pun Library, or invite a player to bring a favorite. Read it aloud before showing it in writing.

02 LET PLAYERS NOTICE

Ask: What sounds familiar? Which word might have two meanings? Give quiet thinking time before calling on anyone.

03 MAKE THE THINKING VISIBLE

Collect both meanings, then connect them. Accept different wording when the underlying explanation is sound.

04 CREATE ONE MORE

Change a key word, setting, or character. New puns do not have to be perfect; revision is part of the activity.

Helpful prompts

- What else could that word mean?
- Does the joke depend on spelling, sound, or both?
- Can you draw the two meanings?
- How would you improve the punchline?

KEEP IT SUPPORTIVE

Use hints freely. Let players say answers aloud before writing. Treat an unclear clue as something to discuss, not a failure.