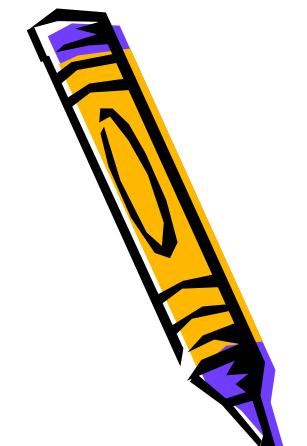


Degrees of Comparison

1. Positive



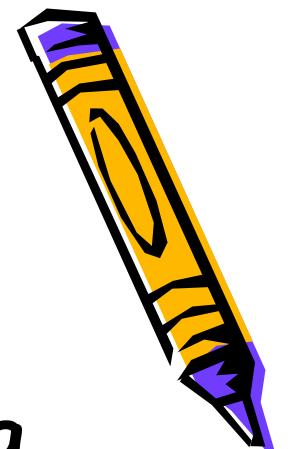
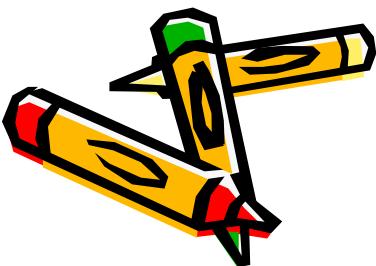


Degrees of comparison are used when we describe a person or a thing.



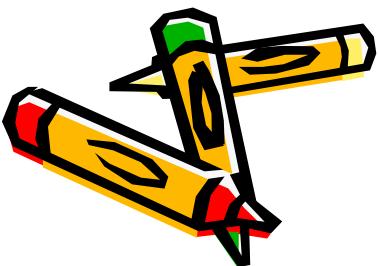
Adjectives make the comparison.

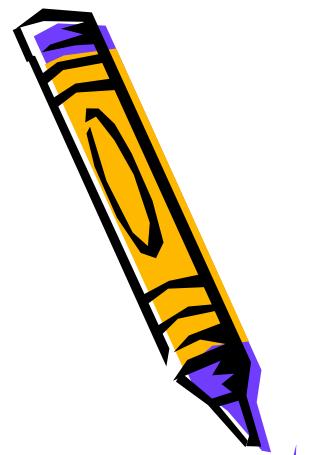
- Remember adjectives are describing words.
- Example: (Positive degree)
 1. Fast
 2. Slow
 3. Big
 4. Small



Positive comparison

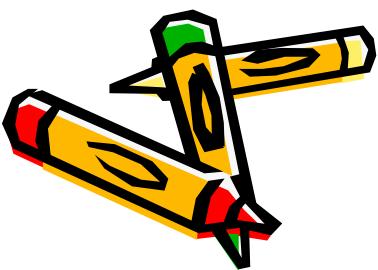
- This is used for when we only describe one person or thing.





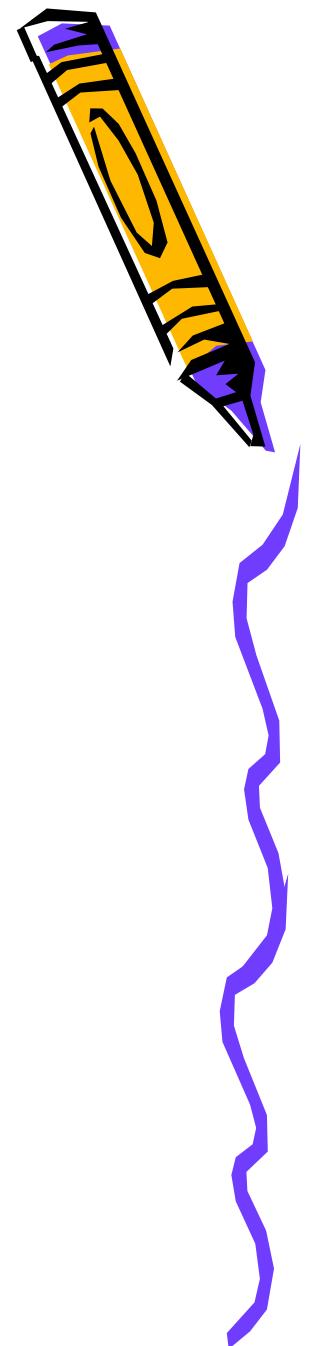
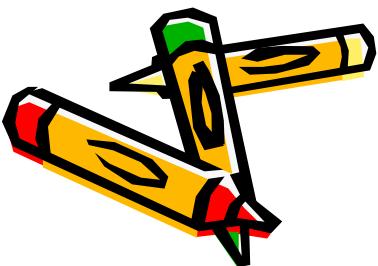
Example:

- The house is big.



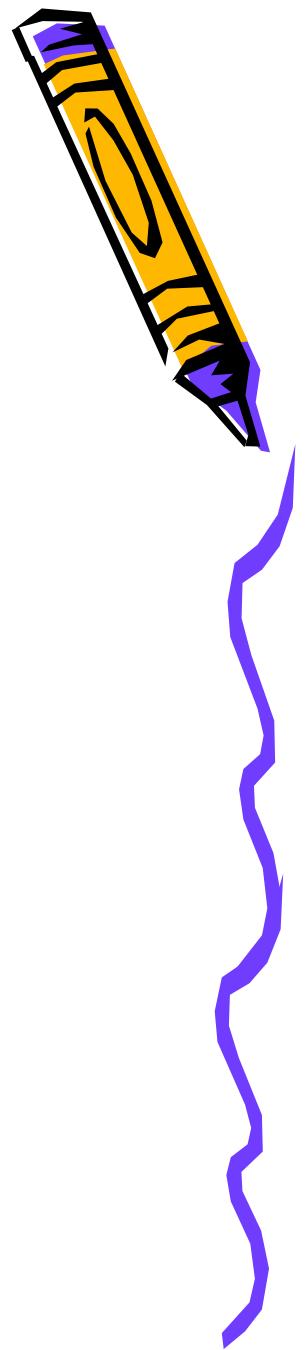
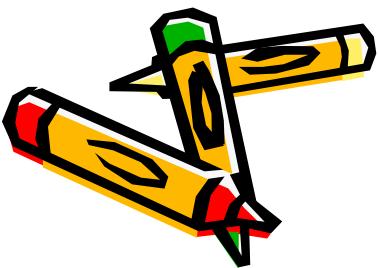
Example:

- The boy is **fast** on his bicycle.



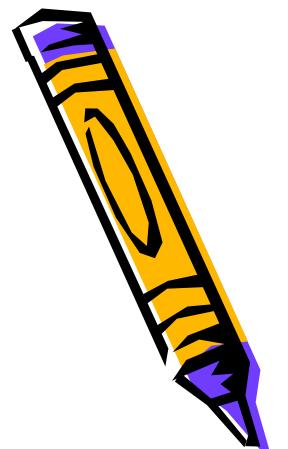
Example:

- That girl is **smart**.



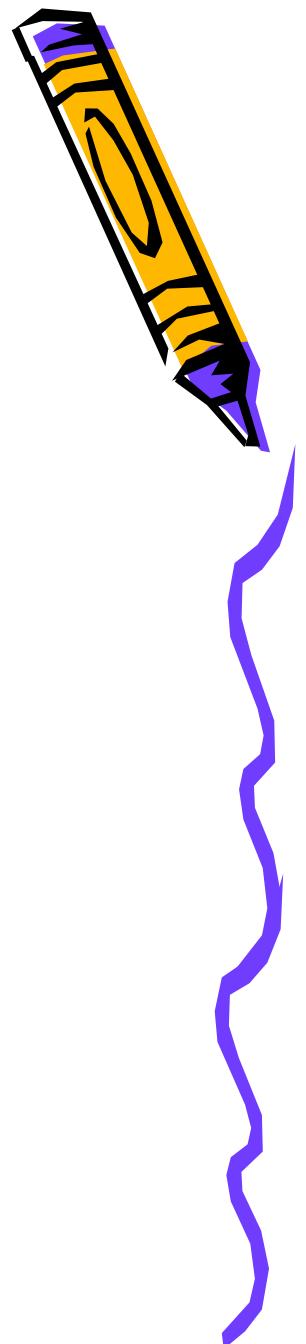
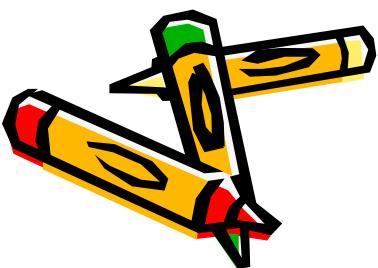
Example:

- The radio was loud.



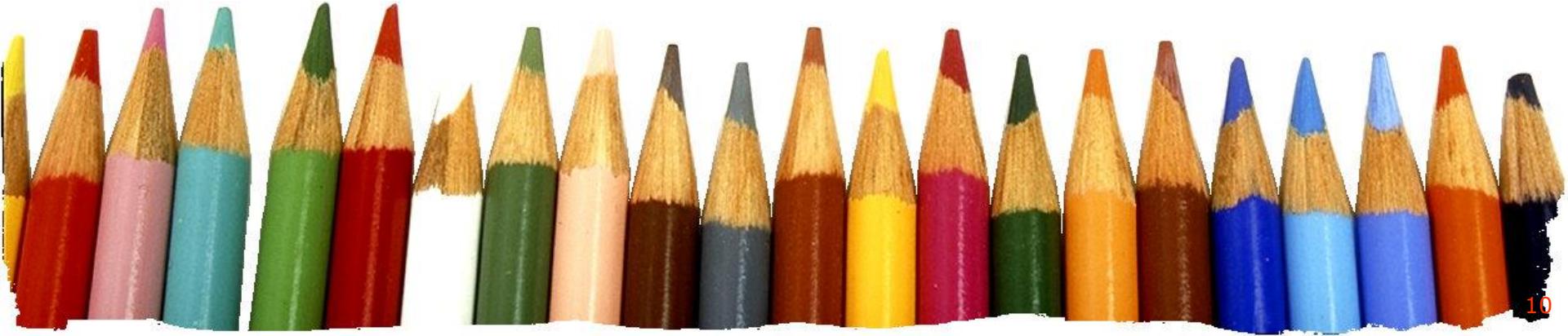
Activity:

- Write four sentences using the positive degree of comparison.
- Use the words on the board.



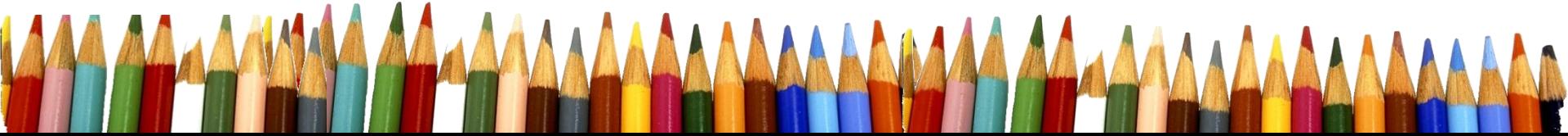
Degrees of comparison

2. Comparative



2.Comparative degree

- This is when we compare two people or things to each other.



Rule- add er to the adjective

1. Fast = Faster
2. Slow = Slower
3. Big = Bigger
4. Small = Smaller
5. Tall = Taller



Examples:

- The house is **big** but my house is **bigger**.



Big



Bigger

Example:

- The boy is **fast** on his bicycle but I am **faster**.



Fast

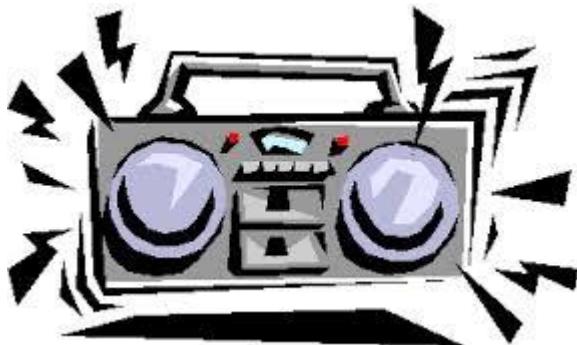


Faster



Example:

- The radio was **loud** but the T.V was **louder**.



Example:

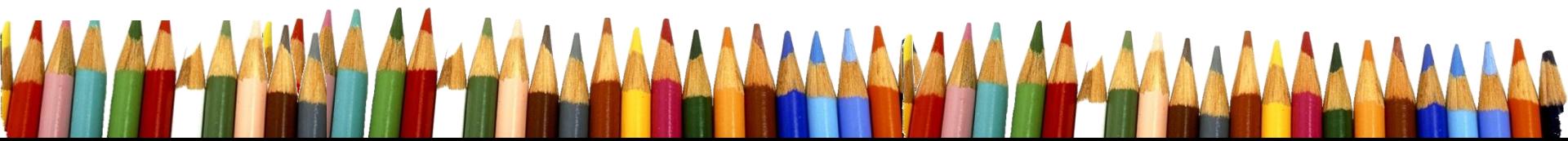
- Painful = **more** painful
- Hopeful = **more** hopeful
- Beautiful = **more** beautiful
- Expensive = **more** expensive

Adjectives ending in ful or e we use more.



Exceptions to the rule:

- Good = better
- Bad = worse
- Many/much = more
- Little/few = less
- Far = farther/further
- Old = older/elder



Activity:

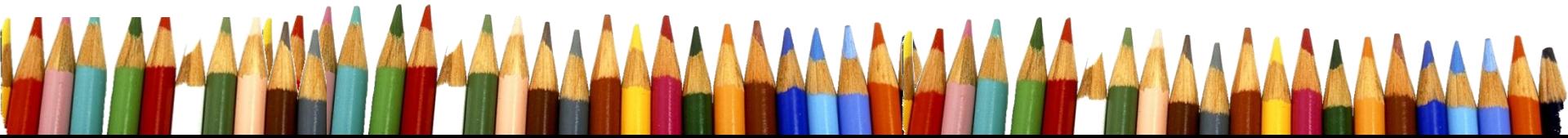
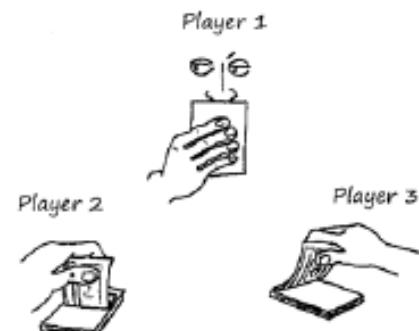
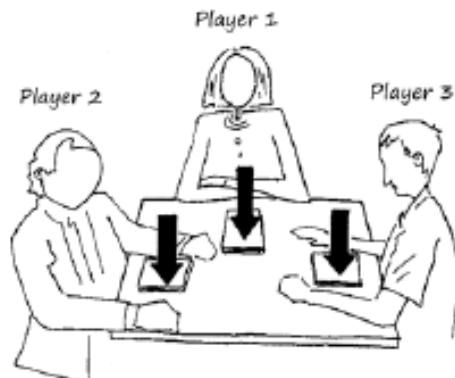
ANIMAL CARD GAME - THE RULES

(3 players)

- Divide the cards equally between the players.
- Each player has a pile of cards face down ↓ on the table.
- All players look at their top card but KEEP IT SECRET.
- Player ONE starts.

Example:

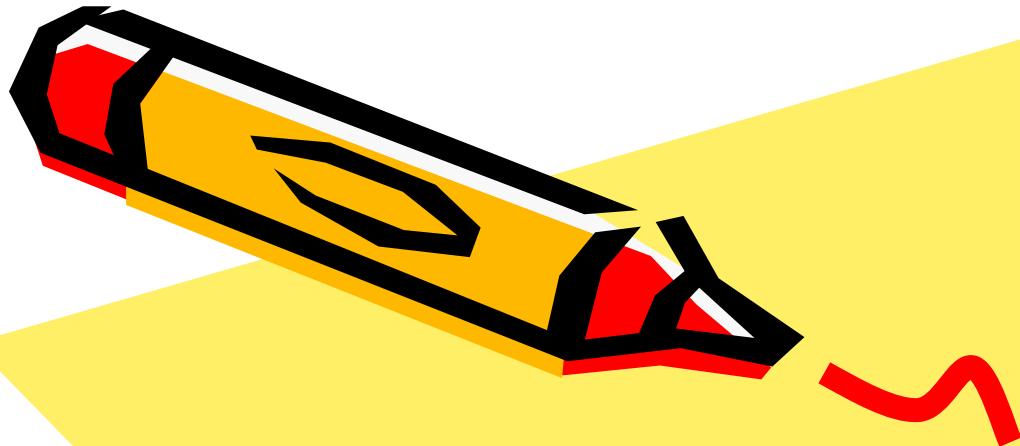
onestopenglish
.cc



How to play:

- Player **one chooses a category** to compare (Speed, intelligence, strength)
- Player **2 and 3 turn over their cards.**
- The first person to **compare the animals** the fastest gets to keep both cards.
- The **winner** also gets to **choose the next category.**
- Person with the most cards wins.





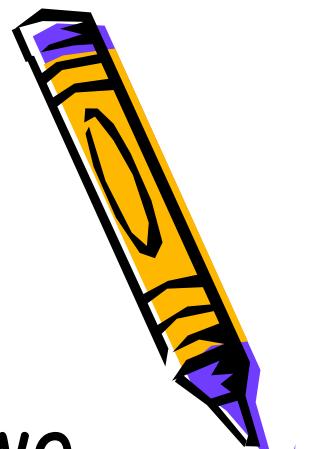
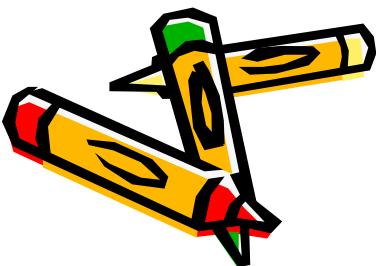
Degrees of comparison

3. Superlative degree

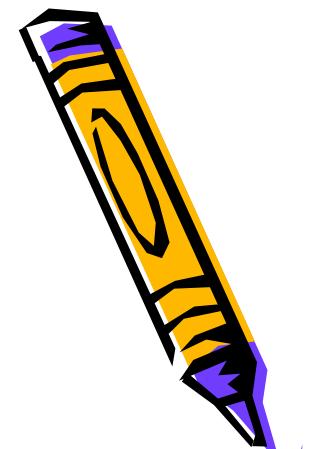


Superlative degree

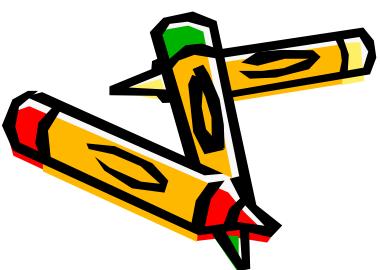
- Used when comparing more than two people or things.



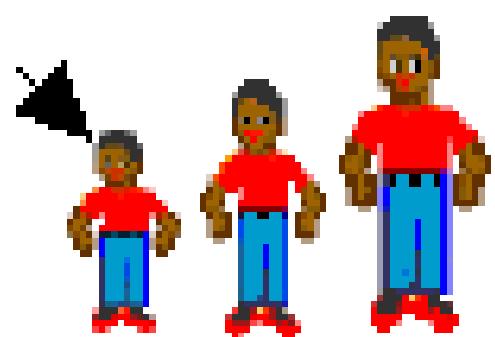
Rule- add *est* to the adjective

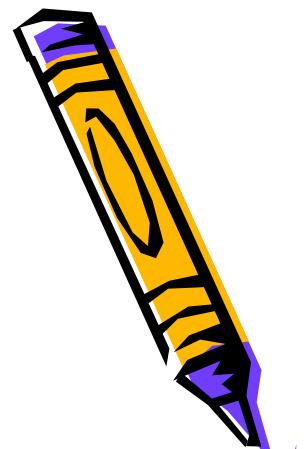


1. Fast = Faster = Fast**est**
2. Slow = Slower = Slow**est**
3. Big = Bigger = Biggest
4. Small = Smaller = Smallest
5. Tall = Taller = Tallest



Shortest

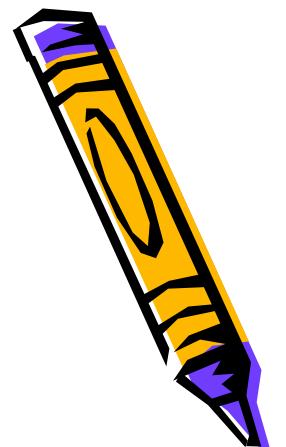




Example:

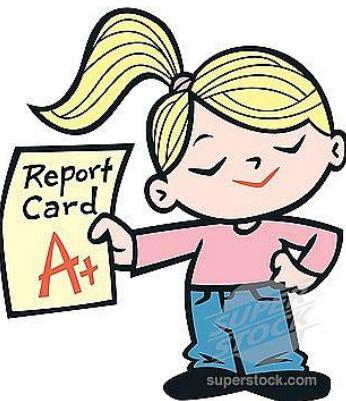
- He was the **fastest** in the bicycle race.

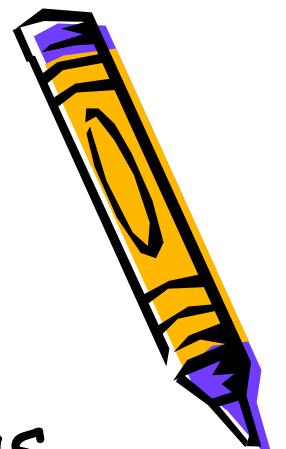




Example:

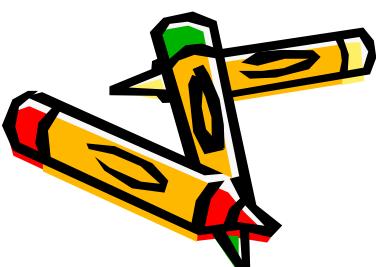
- She was the **smartest** girl in the class.

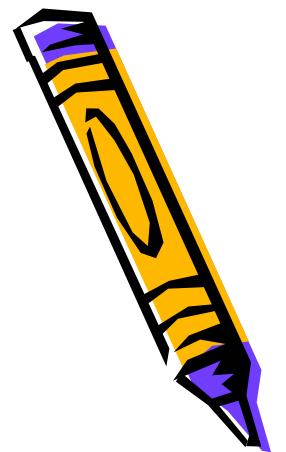




Example:

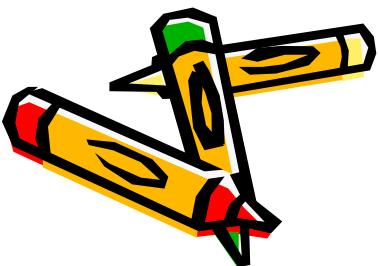
- The **biggest** house on the block was for sale.

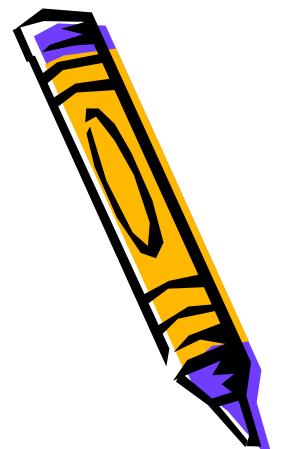




Example:

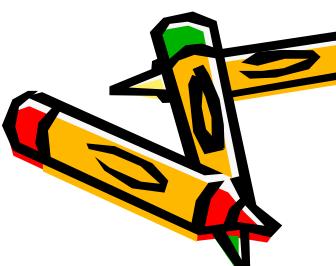
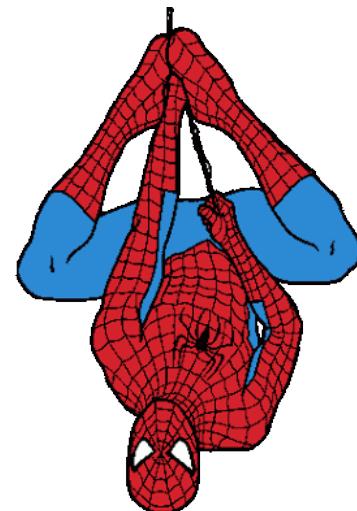
- The **slowest** computer in the class belonged to Miss Brockway.





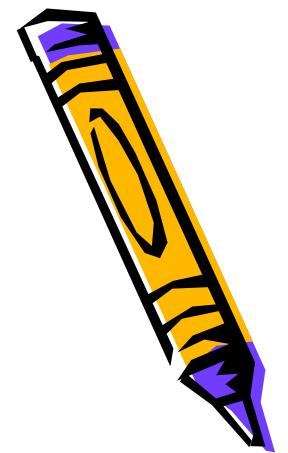
Example:

- Superman was the **strongest** and **fastest** of all the super heroes but spider man was the **most flexible**.



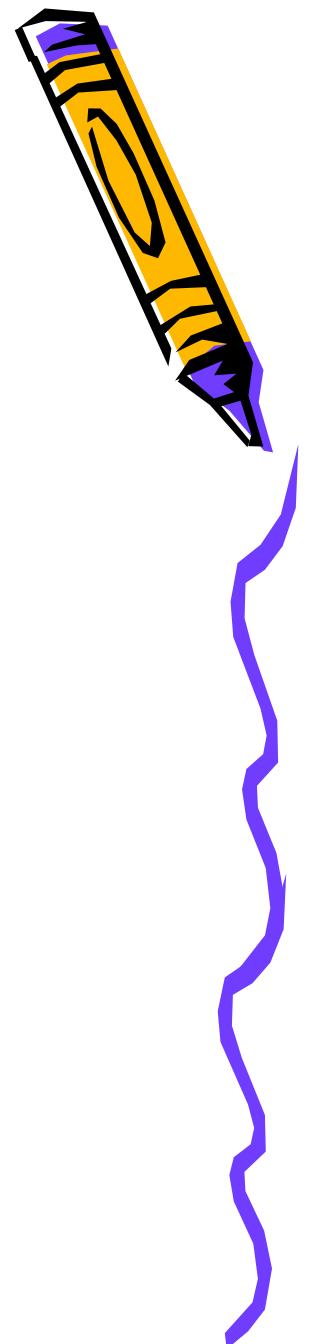
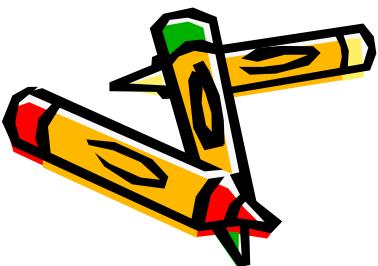
Example:

- Painful = more painful = Most painful
 - Hopeful = more hopeful = most hopeful
 - Beautiful = more beautiful = most beautiful
 - Flexible = more flexible = Most flexible
- Adjectives ending in ful or e we use most.

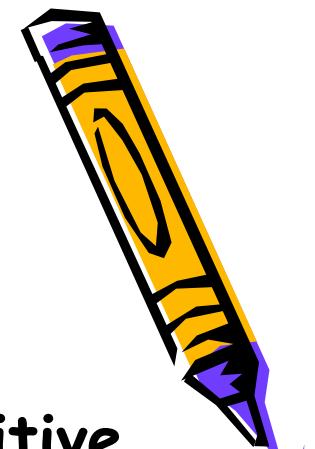


Exceptions to the rule:

- Good = better = best
- Bad = worse = worst
- Many/much = more = most
- Little/few = less = least



Identify the degree



1. The lion is a **strong** animal. Positive
2. Rochelle is the **kindest** of all. Superlative
3. The apple is **sweeter** than the pear. Comparative
4. It is a **tall** building. Positive
5. Facilitator Anthea had the **most wonderful** birthday cake. Superlative

