

Relative Pronouns and Adverbs

Introduction

We use pronouns and adverbs to introduce dependent clauses. A clause is a group of words that has a subject and a predicate. Some sentences have a dependent clause which gives more information about the main clause. The dependent clause cannot be a sentence on its own.

main clause	dependent clause
[Some kids like to play games][that are hard for others to play.]	

What are pronouns? Pronouns are *who, whose, whom, which, and that*. They can introduce a dependent clause. We use *who, whose, and whom* when we are talking about people. We use *that* and *which* when we are talking about places or things.

Many of us have relatives who come to visit often.

Mark's family made pizza last night which they love to do!

What are adverbs? Adverbs are *when, where, and why*. They can also help introduce a dependent clause.

When I go to the park, I like to take my dog.

Let's Practice Together

Underline or highlight the dependent clause in each sentence, then circle the pronoun or adverb that introduces the clause.

1. When Megan goes for a run, she always takes a friend with her.
2. Basketball, which is my favorite sport, is so much fun to watch on television!
3. My friend Michael, who is on vacation, sent me a postcard yesterday.
4. People who go to the beach might get burnt if they don't wear sunscreen.
5. John, whose family just moved here, is the new kid in class.
6. When she comes to school April always tries her best.

Now It's Your Turn!

Name: _____

For numbers 1-4, choose which word in each sentence introduces the dependent clause.

1. Martha likes to play in the park when she has free time.
 - A. likes
 - B. play
 - C. when
 - D. free
2. Craig likes to play four-square, which is great exercise.
 - A. square
 - B. likes
 - C. which
 - D. to
3. When Aiden goes to Michael's house, they play a lot of games.
 - A. when
 - B. to
 - C. they
 - D. of
4. Go to the store where you will find what you need to make dinner.
 - A. will
 - B. where
 - C. you
 - D. dinner