Name_

Be sure to write your name and save a screenshot when you are done. Identify the direct and indirect objects in the sentences below.

<u>Black underline</u> – direct object <u>Red underline</u> – indirect object

- 1. One day, his architecture class gave Professor Erno Rubik an idea.
- 2. He made his students a game to help understand three dimensional space.
- 3. He gave his game the name "Magic Cube."
- 4. The game earned the professor the award for "Game of the Year" in Germany in 1980.
- 5. Its simple design won the game a universal appeal within a few years.
- 6. American toy manufacturers rebranded the game the Rubik's Cube, after the name of its inventor.
- 7. Toy enthusiasts showed the world the brilliance and versatility of the cube.
- 8. The World Cube Association allowed "speed cubers" a chance to show off their skills.
- 9. An internal pivot mechanism allows the cube thousands of possible rotations.
- 10. Cubers teach one another special moves to solve more quickly.