

INTRODUCTION

Vocabulary GROWth is a collection of activities designed for classroom teachers and specialists who teach and/or reinforce vocabulary skills. The activities included in this book are fun and interesting for both teachers and students, and they are definitely a break from normal classroom routine. Lessons are designed to be easily used by teachers who provide large or small group language intervention. Collaborative teaching becomes easy!

The target population for Vocabulary GROWth is generally first through eighth grades, but many high school resource classes could also benefit. Use of resource lists in the appendix will allow you to expand lessons and challenge students. Each activity is designed to involve every student.

When grouping students for team activities, do so as equitably as possible. This will result in better cooperative learning, and will encourage students to perform more competitively.

All necessary materials except regular classroom supplies, such as pencils and paper, are included in this book. Only a few pages will require duplication before using.

Most activities in this book can be easily adapted to a variety of game or non-game formats. Alternative methods for implementing each activity are suggested under MODIFICATIONS by narration and/or by symbols. The MODIFICATION SYMBOLS section of the book (pages vii - ix) gives complete explanations of each symbol.

Vocabulary GROWth lessons address many goals in addition to vocabulary development, such as auditory skills, cooperative teamwork, and analytical thinking. OBJECTIVES for each activity can be individually reviewed for more specific information.

The authors of this book feel strongly that there are many fun, nontraditional ways to be successful in the classroom without being tied to worksheets. This is the reason for the publication of Vocabulary GROWth.



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(Read below the title on each activity page a single sentence summary of the lesson.)

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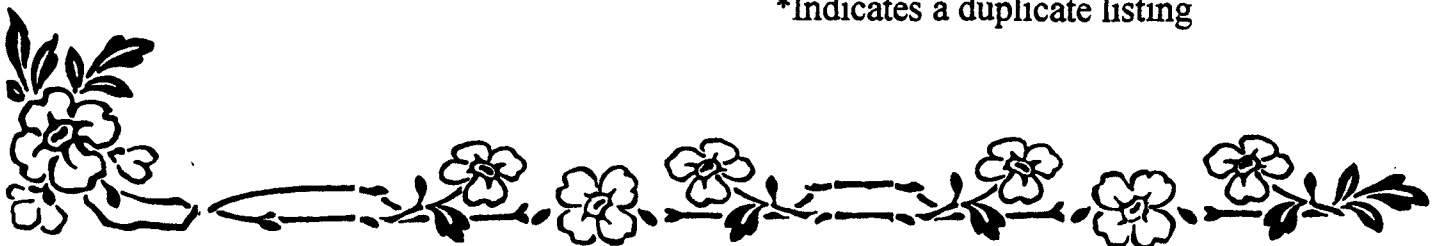
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*Indicates a duplicate listing



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*Indicates a duplicate listing



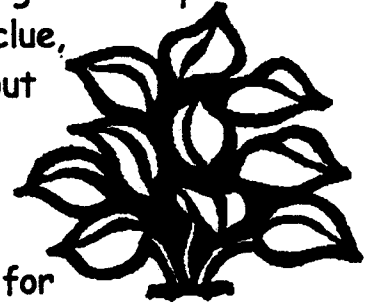
SECRET WORD

Students will try to guess a secret word from given clues.

OBJECTIVES: Vocabulary, Thinking
Auditory association & memory
Teamwork, Categories

TARGET POPULATION: Grades 2 - 5
MATERIALS: Clue List (provided)
Chalkboard & chalk

PROCEDURE: Divide students into several teams and designate one person from each team to be "It". Explain that after hearing a clue, the person who is It will try to guess a secret word without assistance from teammates. If he successfully does so after only one clue, he earns five points for his team. If he is incorrect, the second clue is given to the same spokesperson. If he is now correct, he earns four points for his team. Each time he is incorrect, the next clue is given. With each additional clue, the possible number of points to be earned is reduced by one. A secret word guessed on the fifth clue, therefore, earns only one point. After a spokesperson has given one guess for each of his first three clues, he may ask his teammates to suggest responses for the final two clues.



Begin with Team 1's spokesperson. Give him the first clue that is written below the secret word on the provided clue list. The first clue always tells the category that the word fits. Continue giving clues until the correct answer is revealed. If a team does not identify the secret word, ask for volunteers from the class to do so but award no points.

Tally on the chalkboard the points earned by Team 1. Repeat the procedure with Team 2 by giving clues for another secret word. When each team has had one turn, assign a new person from each team to be It and proceed as described. Continue the activity until each person has been It at least once. Be certain that each team has an equal number of turns to respond, even if some teams must have someone respond twice.

Total all scores when finished. The team with the most points is the winner.

MODIFICATIONS: ❖ ≡ ❄️ 📄 Ω ✌️

SECRET WORD

Clue List

<u>POINTS:</u>	<u>GRAPES</u>	<u>KANGAROO</u>	<u>CARROT</u>	<u>HELICOPTER</u>	<u>DIAMOND</u>
5	fruit	animal	vegetable	vehicle	gemstone
4	round	hopping	crunchy	military	expensive
3	small	Australian	long	noisy	hard
2	juicy	short-armed	slender	rotary	faceted
1	green	pouched	orange	hovering	sparkly
	<u>FLOWER</u>	<u>JEANS</u>	<u>TORNADO</u>	<u>MOUSE</u>	<u>G. WASHINGTON</u>
	delicate	clothing	weather	animal	American
	living	pocketed	sudden	tiny	historical
	colorful	heavy	windy	quick	white-haired
	fragrant	blue	destructive	quiet	military
	cultivated	denim	twisting	cheese-eating	presidential
	<u>BOAT</u>	<u>SUITCASE</u>	<u>POPSICLE</u>	<u>COMPUTER</u>	<u>CIRCUS</u>
	vehicle	container	snack	machine	entertainment
	motorized	lockable	sweet	expensive	fast-paced
	topless	rectangular	flavored	high-tech	tented
	waterproof	handled	cold	bootable	colorful
	floating	traveling	frozen	programmed	3-ringed
	<u>SALT</u>	<u>CHILI</u>	<u>HEART</u>	<u>TRAMPOLINE</u>	<u>WRISTWATCH</u>
	mineral	food	body part	plaything	jewelry
	white	hot	internal	round	practical
	granular	Mexican	fist-sized	outdoor	buckled
	flavorful	spicy	bloody	dangerous	numbered
	sprinkled	soupy	pumping	bouncy	ticking
	<u>DINOSAUR</u>	<u>ASTRONAUT</u>	<u>ROOF</u>	<u>COOKIE</u>	<u>FLASHLIGHT</u>
	Animal	occupation	house part	dessert	equipment
	large	high-tech	protective	sweet	hand-held
	varied	scientific	slanted	crunchy	lightweight
	pre-historic	flying	exterior	round	battery operated
	extinct	moon-bound	shingled	chocolate-chip	illuminating

CLASS-Y BINGO

Students will listen to a list of related words and identify the category.

OBJECTIVES: Vocabulary
Classification, Thinking
Auditory association & memory

TARGET POPULATION: Grades 2 & above
MATERIALS: Category List (provided)
Class-y Bingo Grids (copy one/student)
Pencil/student

PROCEDURE: Give each student a copy of the Class-y Bingo Grid, which includes a list of 25 categories. Tell students to complete their grids by writing one category from the list in each of the sixteen squares, but not in the order given. Each bingo card prepared in this manner will be unique.

When students have completed their grids instruct them to listen to the four words that will be read. Students must identify the category that the given list fits and, if that category is written on their grids, mark an X in the appropriate square. Do *not* announce the category at this time. Slowly repeat the list several times. Keep track of the categories that have been read to make it easier to verify winning bingo cards.

The game proceeds as above with additional category lists being read. The first student to mark four squares in a row vertically, horizontally, or diagonally calls, "Bingo". Have the potential winner name the four categories that she has marked, and check to make sure that they were indeed called. To get credit for the win the student must name another (unread) word that would fit each of those categories.

Continue playing until several students have achieved "Bingo". Students



who have already won should continue to try for a second win.

To use the same bingo cards to play again, have students use a crayon or marker for the next game.

MODIFICATIONS: The game could be played in pairs with two students sharing bingo grids. This will help students who have difficulty functioning independently.

Category List

(Do not read the NAME of the category, just the items listed.)

BUGS

ant
wasp
mosquito
honey bee

DOGS

beagle
poodle
shepherd
retriever

FURNITURE

recliner
sofa
table
stand

TREES

beech
palm
spruce
sycamore

4-SYLLABLE WORDS

chrysanthemum
unemployment
Mississippi
communicate

DRINKS

milk
soda
juice
tea

TOOLS

hammer
screwdriver
drill
saw

MACHINES

lawn mower
vacuum cleaner
water pump
air conditioner

HOLIDAYS

Halloween
4th of July
Thanksgiving
President's Day

SPORTS

volleyball
soccer
golf
tennis

CLOTHING

shirt
dress
sock
coat

VEGETABLES

onion
celery
broccoli
lettuce

BODY PARTS

chest
thigh
neck
shoulder

GEMSTONES

diamond
emerald
amethyst
ruby

HOMES

nest
burrow
apartment
den

BABY
ANIMALS

kitten
cub
calf
fawn

BODIES
OF WATER

lake
ocean
puddle
river

MUSICAL
INSTRUMENTS

accordion
trombone
banjo
xylophone

WOODEN
THINGS

table
baseball bat
house
guitar

PIZZA
TOPPINGS

green peppers
cheese
pepperoni
olives

THINGS
THAT FLY

bird
kite
airplane
helicopter

WHITE
FOODS

milk
cream cheese
potatoes
sugar

SCHOOL
SUBJECTS

math
English
social studies
spelling

HOT
THINGS

sun
fire
summertime
steam

SPICES/
HERBS

oregano
cinnamon
dill
garlic

