

 **WHAT IS IT? (RATIONALE)**

Expanding vocabulary in children is a very important part of development. This game is designed to accomplish this task in an interesting and playful manner.

 **GETTING STARTED (PROCEDURES & MATERIALS)**

Assign everyone in the room an unfamiliar word. When asked, the student must give two definitions, one correct and one incorrect. The other students must consider the definitions given and determine which is correct. This can be used with unfamiliar words from any curriculum.

You will need:

Unfamiliar words and their definitions written on a piece of paper

 **ADAPTATIONS**

- ◆ If this activity is too difficult at first, try dividing the students into teams. The teacher will then read the word with the corresponding correct/incorrect definition and the students as a team must decide whether or not it is correct.
- ◆ To increase the difficulty of this activity have students look-up the definition in the dictionary on their own rather than providing it for them on the card.
- ◆ Alternatively, students could develop their own list of unfamiliar words from text or literature that they are reading in the classroom.

 **DEVELOPED BY:**

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**DOMAINS ADDRESSED**



**FOLLOWING DIRECTIONS**

**SELF CONTROL**



**LANGUAGE**

**COOPERATION**



**COMPASSION/RESPECT**

**HAND/EYE**



**BEST EFFORT**