

Word of the Day Activities

Featuring **Deck of Terms** Vocabulary Flash Cards for Grades 3-12

Introduction:

Deck of Terms vocabulary flash cards review the terms and concepts students must know to do well on state and national assessments, such as author's purpose (*Deck of Terms for Reading/Writing*), Pythagorean theorem (*Deck of Terms for Mathematics*), colonialism (*Deck of Terms for Social Studies*), and theory (*Deck of Terms for Science*).

View sample cards and order online at www.showwhatyouknowpublishing.com!

Game 1: Vocabulary Catch Phrase

How to Play: Cover the detailed explanation on the back of each Deck of Terms vocabulary flash card by adhering a colored index card. Divide the class into two teams of students. Have students sit in a circle so that the students on their right and on their left are members of the other team. With a stopwatch or timer, set 3-5 minutes on the clock. Give one student the Deck of Terms vocabulary flash cards so that all cards have the terms facing down and the colored index cards facing up. When the student flips over the first card, start the stopwatch or timer. The student must describe the term or concept without saying the actual term in his or her description. Students on that team yell out guesses for the correct term until they get it correct. When that team guesses correctly, the student sitting on the left of the student who just described a term quickly receives the deck and flips over a new Deck of Terms vocabulary flash card to review and describe to his or her team. When the timer runs out, whichever team is still explaining the term or concept loses the round, and the other team gets one point. The team with the most points at the end of the game wins!

Game Variation Ideas:

- 1) Give an alternative. Allow students to choose a new card if they think the first card they receive is too difficult to explain to his or her team members.
- 2) Points for correct guesses. Give the team a point when it correctly guesses the term or concept that its teammate describes. Then when the timer runs out, give the team not describing a term or concept 2 points.
- 3) Higher-level thinking points. Have students use the term or concept by solving a problem that incorporates it or by citing a real-life, real world example of the term or concept to earn extra points.



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Game 2: Vocabulary Scavenger Hunt

How to Play: Cover the detailed explanation on the back of each Deck of Terms vocabulary flash card for Reading/Writing, Science, Mathematics, or Social Studies with a colored index card taped over it. Hide the Deck of Terms flash cards around the classroom. Tell students to quickly find a card and return to their seats. Students view the term or concept on the front of the card and write a correct definition or detailed explanation of the term on the colored index card taped on the back. Have students turn in these cards to receive extra credit based on accuracy.

Game Variation Ideas:

- 1) Make it a race! Have students quickly find the cards and write their definitions. Choose a winner based on the time completed and accuracy.
- 2) Give each student a Deck of Terms vocabulary flash card that reveals both the term or concept on the front of the card and the detailed explanation on the back of the card. Then send students into the classroom to find an object they can use to help them demonstrate the term or concept to the rest of the class. When each student has found their object, let each student take turns explaining how the object relates to the vocabulary term or concept they received.

Game 3: Vocabulary Hot Potato

How to Play: With music playing, have students sit in a circle and pass an object, such as a soft ball or a potato, from student to student. When the music stops, whomever is holding the object must state the correct term or concept of a definition that the teacher reads out loud. If the student says the correct term, he or she stays in the circle. If the student says an incorrect term, he or she must leave the circle for one round. When a student gives an incorrect term, allow all of the students, inside and outside of the circle, a chance to raise their hand and say the correct term. If the class gets stumped by a term, unveil it to the class and follow up with a review lesson. There are no "winners" and no "losers" with this game. Continue playing until you have covered all the terms you wish to review.

Game Variation Ideas:

- 1) Make the game competitive by permanently removing students from the circle when they give an incorrect term. The students remaining in the circle after all the vocabulary cards have been reviewed, win the game. Or if one student remains at some point in the game, he or she wins the game. Reward these students with bonus points, pencils, or another kind of classroom privilege.



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Game 4: Pictionary for Math

How to Play: Divide the class into two groups of students. Have one student from the first group draw a Deck of Terms Mathematics flash card, reviewing the term and its definition in private. Then the student must describe the term using pictures on the board in front of the class. The first group has 30 seconds to correctly guess the Mathematics term. If time runs out and the first group has not given the correct term, the second group has one chance to correctly guess the term. Then a student from the second group chooses a Deck of Terms Mathematics flash card and draws on the board for his or her team. A correct guess earns that team one point. The team with the most points at the end of the game wins!

Game Variation Ideas:

- 1) Have students solve a problem involving the chosen Mathematics term to win extra points.
- 2) Get active! Allow students to try to shoot a small ball into a basket to earn extra points, to earn an extra turn, or to add time to the clock.

Game 5: Traveling Train & Passport Game

How to Play: Review terms and concepts found on Deck of Terms vocabulary flash cards with this travel-themed version of the popular game Hangman! Draw a train on the board with one L-shaped engine and 10 boxes to represent the attached railroad cars. Ask students to pick a location where they would like to travel, such as New York City, and write that location on the board. Give students the following scenario: "Pretend that our class has been given permission to go on a field trip to New York City by train. The train has 10 passenger cars and our class is riding inside the first passenger car behind the engine. This train is very old and in order to make it to our destination, we must use our knowledge to keep the train from falling apart! Now, I'm going to read a definition to you and you will take turns guessing the correct term. If you guess correctly, the train is safe and the passenger cars remain. If you guess incorrectly, one passenger car from the end of the train will be removed. At the end of the game if the passenger car with the class (the one next to the engine) still remains, the whole class wins and we will arrive at our destination!" Depending on the class's proficiency with the terms, have students guess the correct term or concept for 1-5 definitions during one game. Reward students with a stamp or a sticker on their passports. Make a passport sheet for each student with a place for their name and multiple boxes with a space in each for the student to write the name of their destination. If the class makes it to the destination, give each student a sticker or a stamp to be placed in that box. These fun passports give students a visual representation of their success and their progress in learning new classroom terms and concepts.



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Game Variation Ideas:

- 1) A geographic excursion! Create a PowerPoint presentation with interesting facts, maps, and pictures of the location students will be “traveling to” in the game to make a lesson that teaches geography and cultural diversity.
- 2) Don’t have time to make passports? Reward students with other travel-inspired treasures like seashells, postcards, or erasers shaped like a train, an airplane, or a ship.

Game 6: Vocabulary Password

How to Play: Based on the former TV game show, Password, this game encourages students to help their peers discover the correct term or “password.”

Choose two students to be the participants. Have these students sit in chairs at the front of the classroom facing their peers. Then reveal the secret term from a Deck of Terms vocabulary flash card to everyone but the two participating students. You can write the term on the board or just hold up the card for students to read. Ask the students who can see the secret term to raise their hands and volunteer one-word clues to help the two student participants guess the correct mystery term. Allow the two students to take turns calling on clue volunteers until one of the participants correctly guesses the secret term. The student participant who guesses the correct term wins that round. Then the student who gave the final clue and another student replace the two student participants to begin a new round of the game. This game works best with terms that have multiple synonyms or meanings.

Game Variation Ideas:

- 1) A helpful hint. It may be difficult for students to think of synonyms or meanings for a given term. Help your students when they struggle to find a clue word with cards that have synonyms for that term written in large letters so that students can read the cards from the back of the room. Use a thesaurus for synonyms or use a clue word from a class lesson.
- 2) Pre-game password construction. Have students break into small groups and give each group 1-5 Deck of Terms flash cards. Ask students to review the term and its definition and write down three clue words that could be given during a game of Vocabulary Password. Then have each group present its cards and clue words to the class.



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Game 7: Vocabulary Memory Match

How to Play: In this classic memory game, students must reveal and match a term and its definition from hidden locations on the classroom board.

Begin by selecting 5-10 Deck of Terms vocabulary flash cards that you would like to review with your class. These cards will display the term's definition during the game. Create term cards for these definitions by writing the terms on blank index cards. Mix up all the cards - terms and definitions - and count how many total cards you have. If you picked 6 terms to review, you will end up with a total of 12 cards. Using this example, the educator would then take 12 sheets of construction paper and write the numbers 1 through 12 on each sheet. Tape or use magnets to randomly place the term cards and definition cards on the board in front of the classroom. Then tape the numbered construction paper over the term and definition cards so that the paper can be flipped up to reveal the card underneath. Place the construction paper in numerical order over the term and definition cards so that the cards are completely covered. The numbered construction paper is used to hide the terms and definitions until a student selects to reveal the contents under that number.

During the game have students go in order and call out two numbers to reveal. If the term and its definition are revealed, write the numbers on the board so students know these numbers have been eliminated from the game. If the term and the definition do not match, go on to the next student to reveal more numbers. There are no winners or losers in this game. The game ends when the class has successfully revealed and matched each term with its definition.

Game Variation Ideas:

- 1)** Another way to play this matching game is to place selected Deck of Terms vocabulary flash cards in a column on the front board. Then write the definitions on the board in a random order so that students can go to the board and connect the term with its definition by drawing a line between them.
- 2)** Turn it into a competition. Divide the class into teams and keep a tally of how many correct matches each team makes. At the end of the game, the team with the most correct matches wins!
- 3)** Higher-level thinking. Have students give a real-world or classroom example of one of the terms or definitions that they reveal, e.g., for the math term "addend" the student could say 24 and 3 are the addends in $24 + 3 = 27$. An example may only be used once for each term or definition. If a student struggles, let him or her "phone a friend" to receive additional help from a peer to create an example.

