

## Vocabulary and Word Finding // Year 10+

### Who wants to be a Millionaire?

Ask students a question about the meaning of a word and give four possible answers. If they select the correct answer they progress on to the next question. This game takes a while to set up – see the internet for topic based versions written by other teachers.



### Bingo

Give students a list of keywords related to a topic. Ask them to write down 5 of them. Start to give definitions of the words. The students tick off any words they have matching your definition. The first student to tick off all their words wins. You can also ask the students to give the definitions.

### Affix game

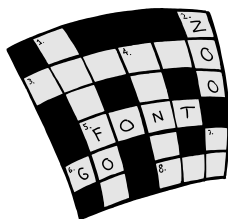
Write words with one or more affixes onto large pieces of paper. The student can then cut the affixes off, and find out whether the remaining word is a real word. Can they work out the meaning of the affix? E.g. disagree – agree. What does ‘dis’ mean? Can they think of other words beginning with ‘dis’, e.g. disapprove, disadvantage.

### Academic vs. general vocab pairs

Play a pairs or snap game using academic vocabulary and the corresponding general vocabulary terms, e.g. vocabulary vs. words, produce vs. make, establish vs. set up.

### Similar meanings

Give the student an adjective – they must think of one with a similar meaning. This will help them to think of an alternative word if unable to retrieve a particular word in conversation. e.g. pretty, attractive, nice, good looking, etc.



### Crosswords

The student has to think of possible words from clues. There are lots of curriculum based crosswords on the internet.