

Words in a Word

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<i>Levels</i>	<i>intermediate and above</i>
<i>Aims</i>	<i>Strengthen the form-meaning link and activate recall</i>
<i>Class Time</i>	<i>5+ minutes</i>
<i>Preparation Time</i>	<i>none</i>
<i>Game Name</i>	<i>none</i>
<i>Resources</i>	<i>Paper, pen, timer Dictionary (optional)</i>
<i>Video Tutorial</i>	https://youtu.be/2W2BFPAVXlc
<i>Cost</i>	<i>free</i>

Introductory blurb: In this activity, learners are asked to use letters from a given word to create new words. Within short period of time, learners should generate as many words as they can, spell the words correctly, and be able to define the meaning of the words. Learners with the most unique words (i.e., words not shared among players) will win the game. This game is intended to strengthen productive vocabulary and spelling skills.

Procedure:

1. The teacher picks a target word from a chapter or just a random word from a newspaper/magazine and writes the word on the blackboard/whiteboard (e.g., window).
2. Students make a list of words by using the letters used in the “target word” (see Appendix 1)
3. After 30 seconds or 1 minute, students stop writing.
4. Students with the most words win the game.

Caveats & Options:

Two or more students can compete to write the most number of unique words. As listed in Appendix 2, both students may have some overlapping words (the same words in both lists). After they have crossed out words they have in common, unique words are calculated. For example, student A has 12 unique words while student B has 10. For more advanced learners, proper names (e.g., city, university, company names), prepositions (e.g., at, under, in), and function words (e.g., is, am, are) do not count toward the total word count, which will encourage students to write words beyond prepositions and proper names. While reviewing the words, students are encouraged to consult a dictionary if they are not sure about the spelling or meaning of the words used by a peer. Teachers can use this activity as a review session for a unit/chapter vocabulary; or, it can be used as a warm-up activity - to engage students before a new chapter is introduced.

References: none

Appendices:

Appendix 1

Target word 1: WINDOW

Possible words within WINDOW (in, wind, down, now, no, own, win, won, widow, don, nod, do)

Appendix 2

Target word 2: ADVENTURE

Possible words within ADVENTURE

#	Student A	#	Student B
1	ad	1	vent
2	vent	2	ad
3	tar	3	ten
4	nature	4	are
5	eat	5	dart
6	ate	6	art
7	dent	7	van
8	tend	8	run
9	run	9	ran
10	ran	10	trend
11	tan	11	rent
12	net	12	red
13	dart	13	hut
14	nerd	14	tan
15	dure	15	rat
16	van	16	read
17	dare	17	dear
18	rent		
19	ant		
	12 original words		10 original words