

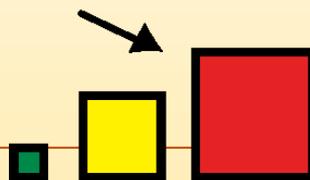
Vocabulary

Five-minute vocabulary games—KS1/2

These games are fun opportunities for children to encourage children to become more 'word aware.' It is useful for words to be introduced in topic-based themes which are relevant to the child's curriculum, rather than random word sets.

Activities to try:

- ⇒ **'I spy' with meaning clues** Play I spy but give a clue about its meaning. 'I spy a building with books in', 'I spy some weather that's wet', 'I spy some kitchen equipment that's sharp. 'Keep giving clues until the child can identify the word.
- ⇒ **'Lucky Dip'** - child picks a word and explains what they know about it
- ⇒ **'Name three things'** In a group throw a bean bag in a circle, and ask each person to say 3 girls names/3 colours/3 lunch foods, etc.
- ⇒ **'Guess my word'** – child picks a word and talks about it without saying the word. Rest of the group have to guess the word as quickly as possible
- ⇒ **Similarities and differences.** Put two pictures down and see if the child can tell you something that is the same about them and then something that is different. Make this game harder by choosing words that are very similar in meaning.
- ⇒ **What does it make you think of?** If you say a word can the child think of an associated word, eg. "cat" – dog, whiskers or kitten.
- ⇒ **Think of opposite words.** Can the child think up a word with the opposite meaning to the one that you say. Eg. "Stop" – "Go".
- ⇒ **Think of a similar word** Give the child a word and see how many words they can think of which have the same or a very similar meaning. Eg. BIG – huge, large, enormous. Talk about the different words and how you might use them.



Measuring progress: Improved understanding or recall of targeted vocabulary.—Increased ability to supply accurate information about a word, e.g. its meaning or phonic structure.