# Vocabulary activities – understanding and use

These activities can be used in a 1:1, in the classroom and in language groups to support vocabulary learning. They have been written for use with any topic vocabulary.

## Naming games

Select target vocabulary pictures/objects. Use some known words as well. Introduce and label new words.

Games:

- Fishing game: Attach paper clips to picture cards. Student has to pick up a picture card using a fishing rod (a stick with string and magnet attached). Then name the picture.
- Posting game: Take turns at naming and then posting picture cards into a posting box. Posting boxes can be creative and fun, for example, a post box, a monster or animal's mouth.
- Feely bag: Place objects or pictures into a bag and take turns taking them out and naming them.
- Spinner game: Place pictures around a spinner. Student has to spin and name corresponding picture.
- Board game: Lay pictures out in pattern. Student takes turn at rolling dice and naming picture the counter lands on.
- Sticking game: Student can stick pictures onto a scene associated with topic and name each picture, for example, the sea side, a farm, a plant. This resource can also be used as a display in the classroom.
- Use well illustrated books related to the topic and discuss/name the pictures.
- Envelope game: Place topic pictures into envelopes. Student takes turn at opening envelopes and naming pictures inside.
- Hide pictures around room and take turns to find and name.
- Play pairs game where child has to name pictures.

- Some of the above activities can also be adapted and used as understanding activities where the new words are named by the adult, and the student has to find the picture.

**Category games**

Introduce and label two categories or more if appropriate, for example fruit and vegetables. Name vocabulary and talk about why words belong in each category. Use pictures or objects to support this.

Games:

- Share vocabulary pictures/objects out, and take turns to name and categorise words.
- Place vocabulary on table, face down and take turns to choose, name and categorise.
- Play pairs game where child has to say whether 2 cards belong to the same category.
- Roll a dice, child has to categorise that number of words.
- Place or stick vocabulary pictures under skittles. Student rolls a ball into skittles and has to name and categorise word.
- Ask Student to name as many words as they can for each category.
- Hide pictures around room and take turns to find, name and categorise.

**<u>Teaching and reinforcing the meaning (nouns)</u>**

- Word map: This is a resource that can be used to discuss the meaning of a new word. A noun is placed in the middle of the map and attributes are written around the word for example: category, function, colour, shape, size, where it is found, what it is made of, and special features.
- Counter game: Hide a counter under a picture and describe the picture. Student has to find the right picture. Adult must describe the picture including: what it looks like, the function, what group it belongs to, where you would find it, words that mean the same thing, describe attributes.
- Guessing game: One person describes a target picture and the other has to guess what it is.
- 20 questions: One person chooses a word, and the other has to guess the word asking questions about its attributes. Word wheel/spider diagram: Put the key word at the centre. Student has to think of associated words and write/draw these words around the key word. Ask the student to talk about why the words are associated.
- Use memory games, for example, “I went to the market and I bought…”
- Talk about how new words sound, for example, what sound it begins/ends with, rhymes with, how many syllables it has.
- Using new words in a sentence: Once the student has learnt a new word, ask them to use the word in a sentence. The naming activities above can be extended in this way.

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