**Vocabulary Strategy**

**Games: Jeopardy, Flyswatter, & Password**

**Purpose of Vocabulary Games**

* Engage students in reviewing vocabulary
* Create fun ways to assess students learning of vocabulary

**Directions**

**Jeopardy**

1. The teacher reviews the structure of jeopardy (students are given the answer and have to generate the question).
2. The teacher asks: “If \_\_\_\_\_\_\_\_\_\_\_\_ (vocabulary term) is the answer, what is the question?”
3. Students provide the definition of the term in the form of a question.

**Resources for Jeopardy can be found at**:

<http://jeopardylabs.com>

<http://techteachers.com/jeopardytemplates.htm>

**Flyswatter**

1. The teacher writes the vocabulary words that have been taught on the whiteboard.
2. The class is divided into two teams and each team is given a flyswatter.
3. The teacher reads the definition of the vocabulary term.
4. The first student on each team uses the flyswatter to “swat” the vocabulary term on the whiteboard that the teacher stated.
5. Whichever team “swats” the term correctly most often wins the game.

*\*While students really enjoy this game, strong classroom management skills are necessary for it to be used successfully.*

Password

Directions

* Write a vocabulary word on the whiteboard.
* One student stands with back to the whiteboard.
* The class gives the student clues to the vocabulary word.
* The student tries to guess the word.

Examples

* <http://jc-schools.net/tutorials/vocab/ppt-vocab.html>