

# VIRAL VOCABULARY TOOLKIT

The Lexonik vocabulary toolkit includes non-screen time activities to be used in any home or classroom context in order to develop learners' vocabulary.

The activities can be used as standalone activities simply exposing students to the richness of vocabulary and words, or linked to specific subjects or curriculum areas and used as a low stakes assessment or quizzing tool.

## KEY



### Prep time

1 clock = no prep needed; 2 clocks = very little; 3 clocks = longer prep needed



### Writing equipment needed



### Independent activity



### Paired work



### Group activity



### Used in any subject



### Specific subject

## LETTER STORY



- Choose a letter
- Write a story, letter, article, postcard, poem, instructions, etc. using words that only start with the chosen letter

## ACRONYMS



- Choose a word – this could be subject specific
- Create a sentence which includes each letter of the chosen word
- The sentence must relate to the chosen word  
E.g. SNAIL: Slimy Nocturnal Animal Invading Lettuce

## ACROSTICS



- Choose a word and write it down the page
- On the opposite side of the page, write the same word but in reverse
- Fill in words that start and end with the letters on the page
- The winner could be: person who finishes first; person with the longest word or person with the highest score

E.g.

The chosen word is English

Each

NameS

Gobal

LiteraL

IndulginG

SeveN

HugE

## ALPHABET SENTENCES



- Create a sentence where each word starts with successive letters of the alphabet  
E.g.  
After Buying Countless Envelopes, Fred Gave His Invitations...

## ANAGRAMS



- Create a list of words linked to a specific subject or category
- Shuffle the letters of each word. This could be prepared in advance or prepared by students
- Groups or individuals are given the rearranged letters and the challenge is to arrange the words correctly

## MALLETS MALLET



- Played in pairs
- Teacher or a chosen student plays umpire
- The pair stand facing each other
- The first player says a word. This could be an independent word or one linked to a specific subject, theme or category
- The second player says an associated word to the previous without hesitation
- This continues until one player hesitates, freezes or can't think of anything. Speed is the key

## BLOCKBUSTERS



- The classic TV game
- Templates can be found online

## ANTONYMS AND SYNONYMS



- Work in pairs
- The first player says or writes a word. This could be an independent word or one linked to a specific subject, theme or category
- The second player has to then say an antonym (a word that means the opposite)
- The game returns to the first player who has to say a synonym (a word that means the same)
- The game continues with players swapping between antonym and synonyms

E.g.  
Emma: Sweet  
Alex: Sour  
Emma: Grumpy  
Alex: Cheerful  
Emma: Happy  
Alex: Sad  
Emma: Depressed...

## BOGGLE



- The classic board game
- 16 letters are chosen and placed in a grid 4x4
- A timer is set and the game begins
- Either independently or in groups, students come up with words adjoining horizontally, vertically or diagonally
- Letters cannot be used twice
- The winners could be chosen in a number of ways: groups score 1 point for every word that the other team doesn't have or 1 point for three letter words, 2 for four letter, 3 for 5 etc

## CATCHWORD



- The objective is to think of as many words that include a given set of letters
  - 3 random letters are given to players
  - At speed, players have to think of words where the given letters appear in sequence
- E.g.  
Given letters are: P F T  
Possible words are: Perfect, Prefect, Profit, Profanity

## CATEGORIES



- To find words that begin with a particular letter and fit into a given topic, theme or category
- Players are given a topic and a letter
- They have to list words linked to that topic that start with the given letter

## WORD SNAKE



- To make a 'snake' of words linked to a specific topic
- Teacher chooses a word to start with linked to a specific topic
- Students add words to form a snake
- Each new word has to start with the end letter of the previous word

E.g.

The topic is coasts

C O A S T

I

D

E R O D E

S

T

U

R

I

N

E

## STOP THE BUS



- To be the first to complete an alphabetised grid of topics
- Teacher or class chooses 5 or 6 topics to explore linked words for. These can be random topics or linked to a specific theme
- Some random topics could be: Boys name, Things to take on holiday, TV show, Singers, Food
- Teacher selects one student to say the alphabet in their head
- They are told to stop and whatever letter they land on is used for items under each topic
- The first to complete their grid shouts 'Stop The Bus'

E.g. The Letter is 'S'

Boy's name	Holiday Items	TV Show	Singer	Food
Steven	Sun cream	Simpsons	Sting	Sausages

## ROMAN NUMERALS



- To list words that amount to a given number or have the biggest numerical value
- Using Roman Numerals, certain letters are given a specific value

C = 100            I = 1            M = 1000        X = 10  
D = 500           L = 50           V = 5

- Players could be given a topic or this could be a random list of words

E.g.

The topic is vocabulary used in the dance classroom

Dynamics = 1501 points [D, M, I]

Flexibility = 113 points [L, X, I]

Levels = 105 [L, V]

## VOCAB YES OR NO



- To guess an opposing team or individual's word
- One team or an opposing partner decide upon a word in secret
- The other team or partner try and guess the word by asking questions that can only be answered yes or no

## DEFINITIONS



- To guess words from their given definitions
- Players are simply given the definition of a word and players guess the word

## WORDS WITHIN WORDS



- To find as many words as possible that appear in one given longer word
- The winner is the one who comes up with the most words

E.g.

Knowledge = no, know, ledge, wedge, go, low...

- An extension could be to find new words in a given passage of writing

## CALL MY BLUFF



- The classic TV game
- To guess the true meaning of words
- An obscure word is given and 4 definitions. 1 definition is the truth, the other 3 are false
- Players guess the correct definition

## LETTER PAIRS



- To think of words containing a given pair of letters
  - The winner has the largest amount of words
- E.g.

The given letters are: D and L

Possible words: Paddle, Saddle, Fondle, Handler, Kindly, Handlebar...

## WORDS IN CONTEXT



- Using a prepared selection of words ask students to put the word into a context relevant to them  
E.g.  
Describe a time when you were engulfed in something  
Describe a time when you felt like an accomplice

## WHICH WORD?



- Put together questions around key words, asking students which word they would prefer and why  
E.g.  
Would you rather be commanded by your best friend or head teacher? Why?  
Would you rather delegate the washing up or delegate eating cake? Why?  
Would you rather meander through town or meander through a park? Why?

## WORD WEBS



- To create a spider's web of words for either synonyms, antonyms or words linked to a theme
- Teacher decides whether the webs are to be created for synonyms, antonyms or linked to a theme and states the first word under investigation
- Students add words to the first web
- They then start to take each of their new words and create 'off shoot' webs



## EARTH, AIR, WATER



- To think of words linked to a topic at speed
- Students sit or stand in a circle
- Teacher starts and throws a ball, or small object, to a member of the group saying either 'Earth, Air or Water'
- The student then has 10 seconds to think of and say a creature, object or thing found in or linked to that topic
- The student then throws the ball/object to another student and the game continues

## JOT THOUGHTS



- Students are given a topic and pile of post it notes or scrap paper
- In a given time period they are to litter the table with as many words associated with their given topic
- In discussion, students then justify their vocabulary choices
- An extension is then for teams to visit other tables and either add to their words; provide synonyms or create word webs

## ENDINGS



- The objective is to think of words with a specific ending
- Give or display a pair of letters
- Players must think of a word that ends in the given letters
- The winner could be the quickest to think of a word, or the one with the most words ending in that pair
- An extension could be that players are given 3, 4 or 5 letters that would form the end of words

## HEAD BANDS



- To guess your new identity through questions that can only be answered yes or no
- Students take a post-it note and write down a person, object or thing
- The written items could be random or linked to a theme or area of study
- Students then stick the post-it to a fellow student's forehead
- Each student takes it in turns to try and decipher the thing stuck to their head by asking yes/no questions

E.g.

The Post-it note says King Lear

Student A: Am I alive

Student B: No

Student A: Am I a person?

Student B: Yes

Student A: Am I real?

Student B: No

Student A: Am I a character from a story?

Student B: Yes...

## GEOGRAPHY



- To think of words that start with the last letter of the preceding word
- Students stand in a circle (or similar) and the teacher states the first word. It could be a random word or one linked to a theme
- The next person says a word starting with the last letter of the previous word.

E.g Category = Sports

1. Football
2. Lacross
3. Snooker
4. Rounders...

## HANGMAN



- The classic word game where students try to guess a mystery word or phrase by guessing letters, whilst trying to avoid being hung
- The words or phrases chosen can be random or linked to a theme or subject

## DINGBATS



- Classic game where students guess phrases or words from pictures or diagrams. The words or phrases to be guessed can be random or linked to a theme
- Teacher displays a series of images and students guess what the word or phrase is they depict

E.g

Ox Bow Lake



## CHARADES



- The classic mime game
- One student is chosen to be on
- They stand at the front of the class and the teacher secretly gives or whispers the name of a person, thing, object, animal, TV show, book...to them. The category of things can be random or linked to a theme/subject area
- The student who is on then must mime their given item with the other students guessing what it could be

## I WENT TO THE SHOP AND BOUGHT...



- To remember a growing alphabetical list linked to a theme
- Students stand in a circle or similar
- Teacher states the topic and starts with the letter A stating something linked to the chosen theme that starts with the letter A.
- If the topic was 'animals' the teacher would say: "I went to the shop and bought an ant"
- The next student would repeat the phrase and add something starting with B: "I went to the shop and bought an ant and a bear"
- This continues around the circle until students get to Z