

Game: Left, Center, Right Vocabulary

OVERVIEW: A card and dice game to help teachers assess vocabulary across content areas.

CREATED BY

Melissa Capozzoli

Math Teacher / Lead Teacher

Jennifer Sikorski

Reading Teacher / Lead Teacher

Founder's Hall Middle School

McKeesport, PA

PROJECT DETAILS

Grade Level: 6-8

Skills Taught: Collaboration, Communication, Vocabulary

Activity Type: Game

Length: 20 minutes

LEARNING GOAL

Students will demonstrate their mastery of vocabulary used in different content areas.

MATERIALS

- Vocabulary card deck
- 3 LCR dice
- Recording poster

STEPS

STEP 1: Students are broken into two teams, alternating seats so that no one is sitting by someone on their team. A deck of vocabulary cards is dealt out evenly to all players.

STEP 2: On his/her turn, a student will roll 3 Left, Center, Right dice, which tells them what actions to take. Rolling an L means the student has to pass a card to the left. Rolling an R to means pass to the right. If a dot is rolled, that means to do nothing. Rolling a C requires students to choose a word they can define, provide an example of, or use in a sentence.

STEP 3: Each team has a recording poster to write down their vocabulary when they roll a C. Rolling 3 dots at once gives a student the chance to check their team poster for errors.

STEP 4: Points are awarded for each word for correct definitions, contextual sentences, and examples.

ASSESSMENT

The entire structure of the game is designed to assess students' vocabulary and its application.

It is very easy for the facilitator to see if the learning goal is met on an individual and a group level if you watch students when they play. For example, you can see the cards that students are choosing to pass to the other team because they are unsure of their meaning or how to use them in context. You can also see words students are confident about because they are the first ones up on the posters.

Formative assessment can be made instantaneously for each group as well as the individual if you assign the students a specific color marker on their team poster.

This game also provides an opportunity to tier for different ability levels based on the deck of vocabulary words and what you require students to write on the poster (in content specific sentences, pictorial examples, or just definitions etc).

DIVE DEEPER

At the end students have the opportunity to steal points from other teams that were simultaneously playing. Having a gallery walk enables students to see the work of other groups, award points, or try to steal points from other teams. This part of the game keeps the competitive edge going and opens the class up for a debate on the meaning and context of the vocabulary.

Also, allowing students to award points to other groups or steal their points opens up the class to a discussion where student discourse can allow for assessing knowledge.

Other suggestions/mods:

- To make the game more fast-paced, add an extra set of die going around.
- Create extra cards in the deck that would allow you to pass cards to your own players etc. and life lines that would have you ask the teacher to use the word in a sentence (context clues).
- Allow students to steal points from your opposing team during play instead of after.

WHY USE THIS?

Students struggle with vocabulary. They are vague when explaining their thoughts in a discussion and it's easy to give them the benefit of the doubt. When it's in the written word, however, the struggle is real. They can match definitions or choose them from multiple choice without issue, but creating their own is difficult. They really seem to have difficulty putting their thoughts into words to convey to others what they understand. Their language is vague (stuff, things), they use a different form of the word to define the word, or are just not quite specific enough. This game will allow students a safe way to be critical when evaluating each other and pay closer attention to their word choice and strive to make better definitions and sentences.