

# VOCAB – WORD WHEEL

## Preparation

- Download [the Unit 2 Vocab Guide](#)
- Create Unit 2 vocab cards
- Create another set of cards that are synonyms for your Unit 2 vocab words
- Print vocab wheel (see activity PDF) and create a spinner

## Purpose

In this final vocab activity of the unit, as with all the final vocab activities in each unit, students will engage in a deeper exploration of the unit’s vocabulary. Students move beyond defining words to representing them in a variety of ways, including acting them out, drawing pictures, defining them in sentences, providing antonyms, and connecting them to course content.

## Process

As your students come into the classroom, hand a vocab card to each of them. If there aren’t enough cards for everyone in the class, create a few extra cards that are additional synonyms of the Unit 2 vocab.

Tell your students as they come into class that they should find everyone in the class that has a word with a synonym of theirs. They may want to hold their words up to their forehead so it’s not difficult to figure out what words other people have.

Once they’ve found their groups (there should be at least two people in a group), tell them you’re going to play a few rounds of the Word Wheel Game. The Word Wheel game works like this:

- The teacher spins the wheel and calls out the action.
- For each spin, one person in each group has to complete the action related to where the spinner has landed. (Note that all groups do this simultaneously.) The actions are as follows for each word:
  - Use it in a sentence
    - Come up with a sentence that uses the word.
  - Think of an antonym
    - Come up with a word that is the opposite of the card you have.
  - Draw it
    - Create a quick sketch of the word.
  - Act it out
    - Act out the definition of the word (don’t just act out the word itself).
  - Explain how their word relates to course content.
    - Relate the word to an activity, a lesson, a concept, the unit driving question, or even one of the practices. (Note: This one can be hard!)
  - You choose!
    - You can do any of the above.
- The other person or people in each of the groups determine if their teammate gave a correct answer. If a group can’t decide, they can ask the teacher to help.
- Each time a student gets a correct answer, they get a point.
- Then, the teacher spins the wheel again and it’s the next person in each group’s turn to go.
- Once all of the words in the group have been explained (after two or three rounds), collect the cards, shuffle them, and redistribute them. Repeat the process as many times as you’d like!

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## Process

Your teacher will give you a vocab card. Once everyone in the class has their cards, hold your card up to your forehead (with the word facing out), and try to find the other students in the room that have synonyms of your card. You and your synonyms are a group.

Now, you're going to play a few rounds of the Word Wheel Game. The Word Wheel game works like this:

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