

# 10 VOCABULARY GAMES FOR MIDDLE/HIGH SCHOOL

- **Rolling Words:** Students only need word cards (or definition cards) and a die. Players take turns flipping a card and giving the definition (or if it is a definition card- they give the word). If they are correct, they roll the die to see how many points they get. If they are incorrect, it is the next person's turn. The winner is the person with the most points when time is up or all the word cards are gone.
- **Kaboom!:** For this game, you can use the word cards from Rolling Words or you can write words on Popsicle sticks. You will also want to include a few kaboom cards or write kaboom on a few sticks. Put the cards or sticks into a container. Students take turns pulling one card or stick out of the container. If they pull a word card, they must give the definition. You can change this up a bit by requiring them to give a synonym and antonym if you prefer. If they answer correctly, they keep the card/stick. If they are wrong, it goes back in the container. If they draw a kaboom, they must put all of their cards/sticks back in the container.
- **BUZZ:** In Family Feud fashion, two students face off! I ask any vocabulary question and when a student thinks they know the answer, they push their buzzer. The first buzzer I hear gets to answer. If they are correct, they get a point. If they are incorrect, the other student gets a chance to buzz in and answer. The winning student is the one with the most points when time is up or you run out of questions.
- **DICE GAME:** For each vocabulary word, students roll a die. The number they land on tells them the activity to do.  
1 = Define the word. 2 = Use it in a sentence. 3 = Spell the word. 4 = Draw it. 5 = Act it. 6 = Student's Choice
- **Board Games:** You will need word cards. The game is played according to the rules. The only change is that before a player can take their turn on the game board, they must flip over a word card and correctly define it. If they are correct, they get their turn. If they are incorrect, it is the next person's turn. Connect Four or Checkers are great to use with this activity.
- **Sticky Head:** Write a vocabulary word on a post-it, and place on student's forehead. The person wearing the post-it can only ask the group (or just you) questions that can be answered with a yes/no until they figure out what word is on their head.
- **Bottle Caps:** Use numbered bottle caps to match the number of words you are working with. Place them in a bag or container that can't be seen through. When student draws #4 for example, call out the 4th word on your list. Each bottle cap represents one point. Up the game by using colored caps (gold ones) can be worth double points if correct. Pick a black one, lose a point. Make up your own rules, and change them often!
- **Vocabulary Bingo:** Each student will need a blank VOCAB board (see next page). If you want to be able to use them over and over, laminate and have students use dry erase markers. Provide a list of vocabulary words, and they decide which words and what order to write them in so that every board is different. When you are ready to play, give students a definition. Students determine the word. If they have that word on their board, they can cover it or mark it. The first person to get VOCAB is the winner.
- **Solve The Puzzle:** A Wheel-of-Fortune without the wheel, or hangman without the hangman. Simply draw blanks on chalkboard or paper, and have the students guess the letters until they can solve the puzzle.
- **Vocabulary Pictionary:** One player draws the word while others (or you) guess. It's a great way to practice vocabulary, as players connect the word with an image.



# Vocab Bingo

Print a sheet for each player. Write vocabulary words or short definitions in boxes with a dry-erase marker. Laminate to use again and again.

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