

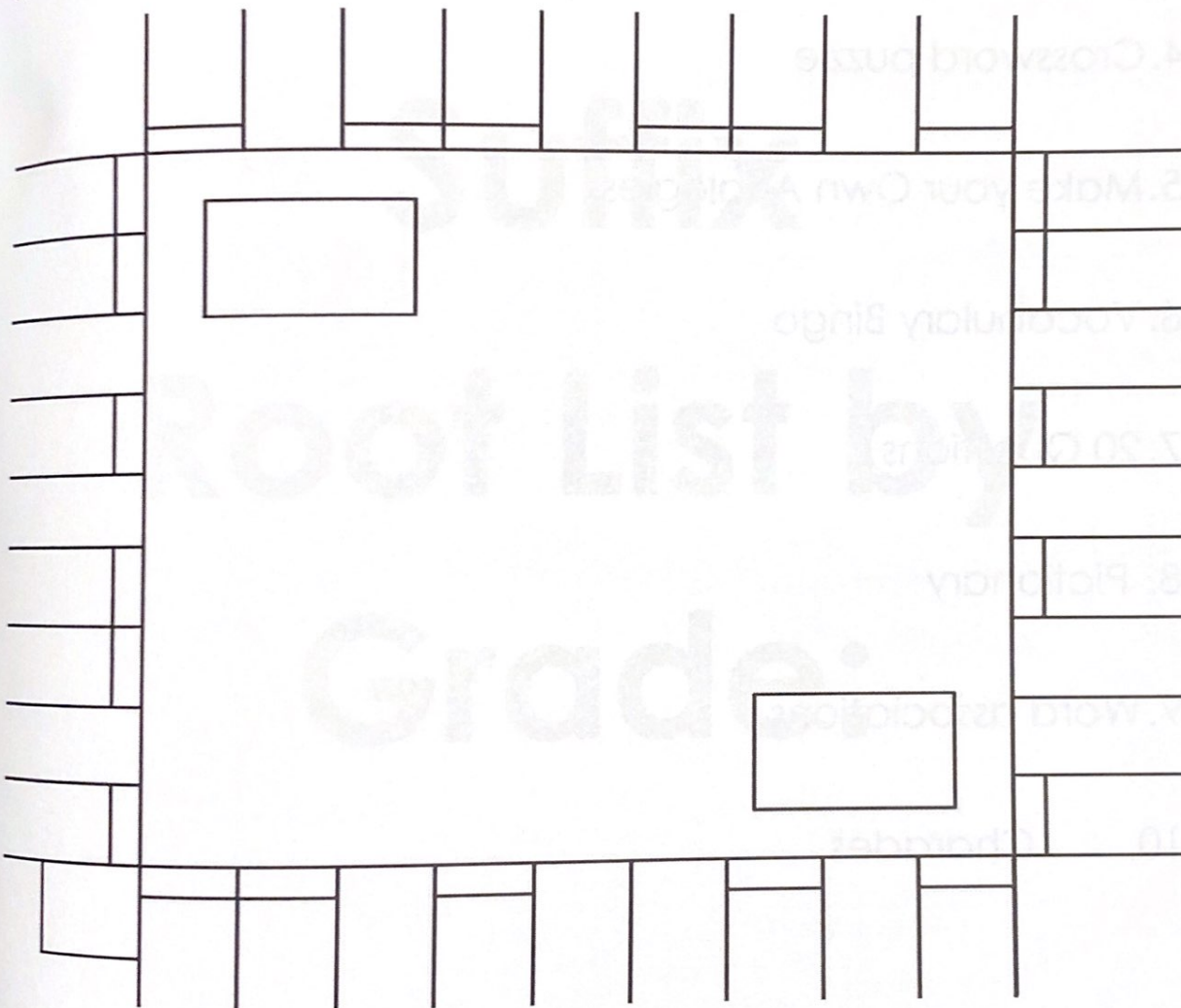
FREE CHOICE GAMES

Vocabulary Journal
Vocabulary Jeopardy

1. Use a grid. The number of columns and rows depend on the number of categories and affixes you would like to use.
2. Make headers for the categories.
3. Make answer cards – which are cards with the points on one side of the card and the answer on the other side of the word.
4. Make clue cards that match the answers. For example, clue card: not possible; answer card: impossible.
5. Choose who will go first. The first player gets to select the question category and point clue.
6. Facilitator reads the clue card that matches that point value.
7. The first player to get that answer correct gets the points and chooses the next question category and point value.
8. (Optional) Players who get the answer incorrect get the same point value subtracted from their score.
9. The winner is the player with the most points at the end of the time allotted or at the end of all the answer cards.

Vocabulary Journal
Vocabul-opoly:

1. Players write two sets of clue cards with similar categories. (For affixes, one set might be prefixes and the other set might be affixes).
2. Players put their markers at the start.
3. Players roll the dice to see who goes first.
4. Player 1 rolls the dice and moves the number of spaces indicated on the dice.
5. The player chooses a card from one pile and provides the answer to the clue and how they know. The player gets one point for the correct answer and one point for the correct reason.
6. Each player takes a turn moving clockwise through the group.
7. The player with the highest score wins.



Additional Games for Free Choice:

1. Synonym match
2. Antony match
3. Tic tac toe
4. Crossword puzzle
5. Make your Own Analogies
6. Vocabulary Bingo
7. 20 Questions
8. Pictionary
9. Word associations
10. Charades