**Workshop Template**

**Title of Workshop: Effective Vocabulary Activities & Games**

**Intended Audience:** K-12 Teachers, Parapros

**Approximate Time Needed: 1 ½ - 2 hours**

**Purpose:**

The purpose of the workshop is to give teachers and parapros specific, fun activities and games that they can use with students to promote vocabulary learning.

**Participant Outcomes /Success Criteria:**

**Participants will learn:**

* Marzano’s 6 step process for teaching new vocabulary terms.
* Discuss their current methods to teach vocabulary to students.
* Practice several activities and games that allow students to add to their knowledge and play with the terms.
* Implement 1-3 activities with students in the upcoming school year.

**Materials Needed:**

**General supplies:** bells (to signal finish of task),

All games come from the book “Vocabulary Games for the Classroom” by Lindsay Carleton and Robert Marzano and “Building Academic Vocabulary Vocabulary – Teacher’s Manual” by Robert Marzano and Debra Pickering.

* 1. Game 1- Vocabulary Charades
  2. Game 2 – Create a Category Create a Category Word List
  3. Game 3 – Word Harvest Tree illustrations, 2 buckets, word cards, category labels
  4. Game 4 – Opposites Attract Antonym words written on 3x5 cards, tape
  5. Game 5 – Name That Category Pyramid game board with a category title written in each section but covered with a Post-it note when the game starts
  6. Game 6 – Where Am I? A map for each student or pair of students
  7. Game 7 – Name It! Photo images, 2 whiteboards,
  8. \*Game 8 – Two of a Kind Homonyms note cards for each team or pair of students
  9. \*Game 9 – Puzzle Stories Easy puzzles made from simple photo images, paper and pencils for students to create a story about the image.

**Handouts:** Antonyms list

Two of a Kind Homonyms list

**Draft Agenda Topics**