

INTERVENTIONS FOR VOCABULARY
Guess the Word Game

Purpose:

The student will identify vocabulary words from a story.

Description:

Guess The Word Game

Materials:

1. Selected story
2. List of vocabulary words

Procedure/Steps:

1. Review chosen vocabulary words.
(Ex: terrible, rumpus, mischief)
2. Ask students to tell which word goes with another word
(Ex: Which word goes with terrible? Very bad or nice?
Which word goes with rumpus? Playing dolls or wild play?
Which word goes with mischief? Naughty or helpful things?)

Evaluation of Effectiveness:

Compare vocabulary data before and after the intervention.

Sources:

http://reading.uoregon.edu/voc/voc_sbooks_5.php