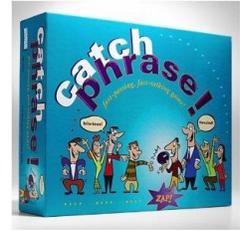


CATCHPHRASE VOCABULARY PRACTICE

You really need to purchase a copy of the older version of the CatchPhrase game and play it at least once with your students. The new electronic versions are nice, but they don't give the feeling of loading a vocabulary card into the handheld device. You also need the cool timer that comes with the older version. The game can be purchased new from Amazon or used from somewhere like eBay. The older version comes in a blue box, like the picture at right.



Here's how I use the older version with my classes.

1. Divide the class in half – two teams.
2. Ask for one volunteer from each team to come to the front of the classroom.
3. Slip a vocabulary card into the handheld device, and hand it to the Team 1 Volunteer. He can use words, gestures, anything to get his team to guess that word or phrase. (He cannot use any part of the word.) I allow them to skip one time during their entire stint up at the front, in case they come across a word they absolutely don't know.
4. Start the timer. Tell them that the timer could go off after 15 seconds, 30 seconds, or even 45 seconds. It's a random timer.
5. The minute that Team 1 Player's team guesses the word, he clicks the device to make it go to the next word. Then he hands the device to the Team 2 Player next to him. She tries to get her team to guess the new word. The minute she succeeds, she hands it back to Team Player 1, and so on.
6. Whichever player (Team 1 or Team 2) is holding the device when the timer goes off does NOT earn a point for his/her team. The other team gets the point.
7. Those two sit down, and two new volunteers – one from each team – come to the playing area.

The nice thing about the real game is that it is not directly course-related. There are movie actors, science terms, old-fashioned slang terms, animals, and all kinds of categories mixed up together on the vocabulary cards. Students get used to giving clues for whatever term they see in the window of the handheld device.

AFTER YOUR STUDENTS HAVE ENJOYED PLAYING THE REAL GAME A COUPLE OF TIMES, IT'S TIME FOR THEM TO CREATE THEIR OWN CATCHPHRASE GAME WITH VOCABULARY WORDS.

SUPPLIES

1 two-pronged roundhead fastener



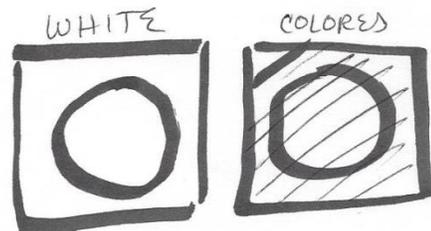
1 piece white cardstock (or let them cut up old folder files)

1 piece colored cardstock (or use construction paper or old folder files)

1 pair scissors

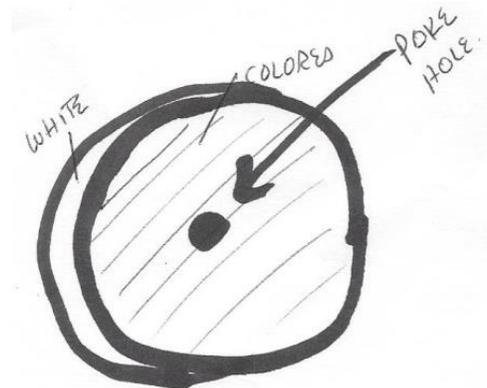
1. Have them scour the textbook, their notes, and anywhere else for a list of vocabulary words.
Note: If you are worried about getting too many repeat words, separate the class into categories (e.g., "This row of students can only use words that start with A-G" or "This group can only use words from Chapters 1-7.")

2. Each student should have the supplies listed above. Using a compass or anything round, trace a circle (approx. 3-6 " diameter) on both the colored cardstock and the plain cardstock. The size of the circles is not terribly important, but they have to be the same.

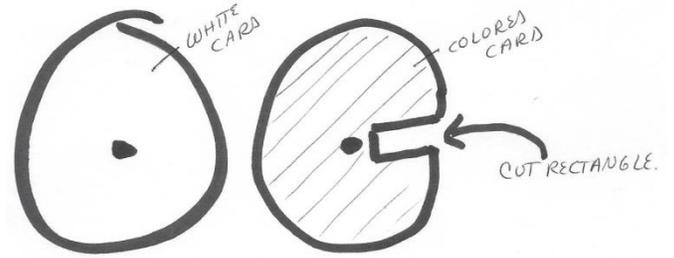


3. Cut out the circles. Since they are the same size, they should fit right on top of each other. Put the colored one on top and the white one on the bottom.

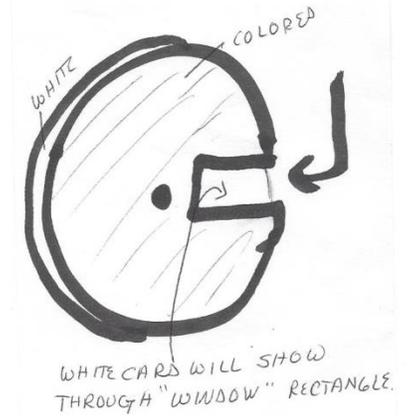
4. Carefully using the point of the scissors or compass, poke a hole in the exact center of both circles.



5. Separate the cards. On the colored card, cut a rectangle that stretches from one edge to about 1 inch from the center hole. (This will be the window through which the word will show.)



6. Now, put the circular cards back together again, white circle card on bottom. Poke the two-pronged fastener through the hole in the middle of both cards. Fasten it in the back of the white card by spreading the prongs apart. When the prongs are fastened, you should be able to rotate the colored card on top of the white card



7. Finally, add words to the bottom, white card as you rotate the rectangle on the top card. Make sure that the words are visible through the rectangular window. Move the window; write a word; move the window; write a word.
8. Now, you're ready to play the game, just as you played the game with the real version of CatchPhrase. You can have students play in small groups (you'll need individual timers), or you can have them play in half-class teams, using different student-made vocabulary devices each time. This is a fun way to review vocabulary!