Vocabulary Quiz Game Show
Grades 4–6

Designed to meet these objectives:

Language
- Students will recognize synonyms and antonyms.
- Students will identify prefixes, suffixes, and root words.
- Students will understand similes, metaphors, and analogies.
- Students will define words.
- Students will identify idioms.

This fun-filled game reinforces essential vocabulary skills in an exciting quiz-show format! The game includes over 200 engaging questions, all specially selected to prepare students for standardized tests. Answers are found on the backs of the question cards, so reviewing language skills couldn’t be easier!

What’s Included
- 10 category cards
- 210 question cards
- 20 point cards
- 15 bonus cards
- Title card
- Pocket chart

About the Category Cards
The category cards cover ten different vocabulary topics: synonyms, antonyms, idioms, prefixes and suffixes, root words, definitions, similes and metaphors, analogies, multiple meanings, and “using the word.”

As shown in the illustration, the pocket chart can accommodate up to five categories at a time.

About the Question Cards
Each of the ten category cards has twenty-one corresponding question cards—for a total of 210 questions. The category names are marked in the lower right corner for quick reference.

As you look over the cards prior to using them for the game, you will see that they vary in difficulty. Remember this as you place the question cards in the pocket chart and assign point values.

About the Point Cards
We have supplied you with twenty point cards: five each of 100, 150, 200, and 250. Refer to the illustration to see a standard point formation for playing the game.

About the Bonus Cards
There are 15 bonus cards (5 each of “Double Points,” “Triple Points,” and “Risk Any Amount”). Each time you play, hide a few of these cards at random in the chart to make the game more exciting.
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Setting Up

Setting up the game is easy. Just follow these simple instructions:

1. Hang the pocket chart in a highly visible place.
2. Cut apart the question cards, category cards, point cards, and bonus cards.
3. Pick five category cards that relate to the language concepts your students are currently studying, and place them in the pocket chart.
4. Pick five question cards for each category and place them in the pocket chart with the question sides facing out. Place them in order of increasing difficulty from top to bottom. (In other words, the easiest questions will be at the top of the pocket chart and the most difficult questions will be at the bottom.)
5. Place the point cards over the question cards, as shown in the illustration.
6. Pick a few of the bonus cards and hide them in random locations directly behind the point cards.

How to Play

Once you've set up the Vocabulary Quiz Game Show, you and your students are ready to play!

1. Ask for three volunteers (or divide your class into three teams). Designate them Player 1, Player 2, and Player 3 (or Team 1, Team 2, and Team 3).
2. You or a volunteer game show “host” should then describe the five vocabulary categories displayed in the pocket chart.
3. Player 1 chooses a category and selects a point value: 100, 150, 200, or 250.
4. The host pulls the point card from the chosen category and asks the question on the card that is revealed. (Look at the answer on the back of the card, but don’t completely remove it from the chart.)

   **Note:** If a bonus card is revealed, the point value of the question changes. For “Double Points” and “Triple Points,” multiply the point value by 2 or 3, respectively. If “Risk Any Amount” is revealed, the player may name any point value up to the total she has earned so far. But if she does not answer the question correctly, the points she risked will be subtracted from her total.

5. If Player 1 answers correctly, mark down how many points she earned and turn over the question card in the pocket chart (revealing the answer). She can stay with her present category or pick a new category and select a new point value. Play remains with Player 1 until she answers a question incorrectly.

   If Player 1 answers incorrectly, Player 2 or Player 3 answers the question depending on who raises his hand first. If that player answers correctly, play proceeds as described above. If that player answers incorrectly, the last player has the opportunity to answer the question. If the last player answers correctly, play proceeds as described above.

6. If the last player answers the question incorrectly, the host reads the answer out loud and turns the question card over in the pocket chart.
7. Play continues in order from Player 2 to Player 3, then back to Player 1, and so on—as described in the steps above.
8. Play continues until all answers have been provided. The winner is the player with the most points at the end of the game.

Additional Ways to Play

There are many ways students can play this game that will bring hours of learning and fun to the classroom! Feel free to alter the game so that it meets the specific needs of your class. Here are some suggestions to try:

- Reduce the number of category cards or question cards used.
- Reduce or increase the number of players (or teams).
- Direct the questions to the class as a whole instead of using players or teams.
- Instead of having players raise their hands, supply hand bells, maracas, or other classroom instruments.
- Have the host select the categories and point values.
- Use the question cards as flash cards.
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