


Vocabulary

When teaching vocabulary,

- Please introduce students to 10-12 words per week.
- Use the identified words as those you are teaching to the students (additional words may be selected by the teacher).
- Use the various learning modalities and sample menu in order to deliver instruction .
- Have students see the word in context first before explicit vocabulary instruction.
- Have students repeat the word to ensure proper pronunciation. They are much more likely to use the word if they are confident they are saying it correctly.
- Note: Not all sample activities/modalities need to be used for each word. Base your instruction on the needs of your student population and select modalities/activities that meet their needs.

The Chocolate Touch

<p>Chapter 1:</p> <ul style="list-style-type: none"> ➤ devour ➤ practical ➤ grave ➤ reprove ➤ serious ➤ blame; scold ➤ sensible; realistic 	<p>Chapter 2</p> <ul style="list-style-type: none"> ➤ absentmindedly ➤ declined ➤ habit ➤ hesitate ➤ laden ➤ leaned ➤ route ➤ tonic 	<p>Chapters 3 & 4</p> <ul style="list-style-type: none"> ➤ ambled ➤ contentedly ➤ crossly ➤ frequently 	<p>Chapter 5</p> <ul style="list-style-type: none"> ➤ surveyed ➤ spectacles ➤ treadle ➤ nozzle ➤ basin 	<p>Chapters 6 & 7</p> <ul style="list-style-type: none"> ➤ appetizing ➤ failures ➤ securely ➤ spacious
<p>Chapters 8 & 9</p> <ul style="list-style-type: none"> ➤ baton ➤ cellist ➤ indigestion ➤ mouthpiece ➤ rehearsal ➤ unison ➤ valves 	<p>Chapters 10 – 12</p> <ul style="list-style-type: none"> ➤ alarm ➤ expression ➤ block ➤ matter 			

Vocabulary Strategies: Utilizing Your Learning and Vocabulary Modalities

Introduction:

All information about the environment around us must enter through our senses (smell, taste, vision, hearing, and touch). Vision, hearing, and touch are the main senses we use in learning. These are the ***Learning Modalities***. Every individual uses each of these modalities to bring in information for processing. As time passes, we all develop a preference for the modality we use often. For each learner, their primary modality can identify them as being an *auditory learner* (hearing), *visual learner* (vision) or *tactile/kinesthetic learner* (touch). Once identified, strategies for study, note taking and exam performance may be created or enhanced. Though many of us are dominate in a particular modality, learning is most effective when two or more modalities are used together. It is important when studying to utilize strategies that combine the modalities.

Sample Lesson to Use as a Guide

Text: The Chocolate Touch (Unit 1 Novel)

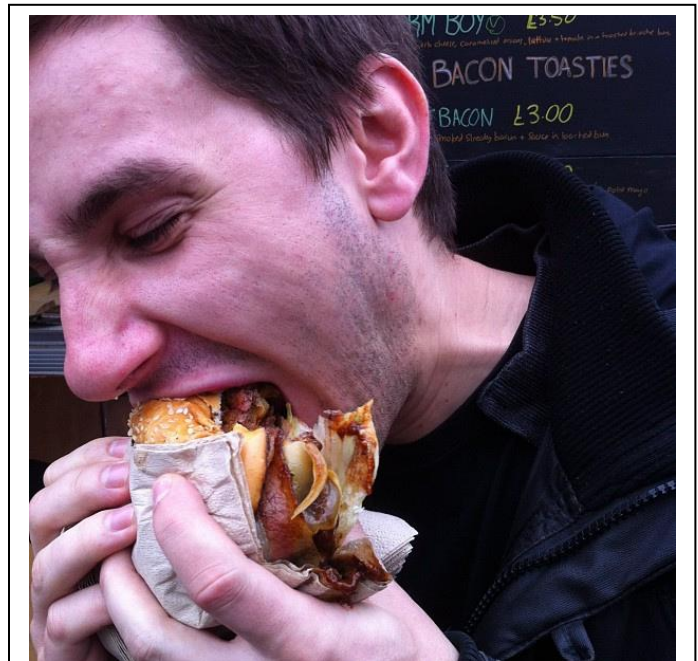
	Context	Meaning from Context	Recall Method	Use and Application
devour	Boiled candy, cotton candy, licorice all-sorts, old-fashioned toffee, candied orange and lemon slices, crackerjack, jelly beans, fudge, black-currant lozenges for ticklish throats, nougat, marrons glaces, acid drops, peppermint sticks, lollipops. Marshmallows, and, above all, chocolates-he devoured them all.	Devour means to eat greedily; to swallow or eat up hungrily	<p><u>Morphemic Analysis</u> de- means a loss or something negative. Similar words are demote, denounce, so dejected means a loss of happiness (morphemic Analysis)</p> <p style="text-align: center;"><u>Place Association</u> zoo</p> <p style="text-align: center;"><u>Association with Self</u> Why would you want to devour your food?</p>	<p style="text-align: center;"><u>Place Association</u> Generate a sentence that shows that the zoo is associated with devour. <i>Animals in the zoo tend to devour their food because they are always hungry.</i></p> <p style="text-align: center;"><u>Association with Self</u> Generate a sentence that would explain a time that you wanted to devour your food. <i>I wanted to devour my food because I was so hungry after not eating for hours.</i></p>

Dialogue about Text
How can you tell that
John **devoured** the
candy.

Dialogue about Text
Generate a sentence that answers the question. *He shows he **devoured** all of the candy because he had one bad fault: he was a pig about candy.*


*How do you think John's way of **devouring** candy can be compared to a pig eating his food?*



Visualization



devour

			<p><u>People Association</u> Think of some people you know who devour their food.</p> <p><u>Kinesthetic</u> Decide on what kind of face or body movement you can use to show that you are devouring your food.</p> <p><u>People Dialogue</u> Think of a kind of person, profession, etc. where people would devour their food.</p>	<p><u>People Association</u> Generate a sentence that shows which people are devouring their food. <i>Children that have not eaten for a long time may devour their food when they finally are given something to eat,</i></p> <p><u>Kinesthetic</u> Say the word devour and have students “show” the meaning by performing the action.</p> <p><u>People Dialogue</u> Generate a phrase to finish the sentence, <i>The athletes, who were always hungry because of training.....</i></p>
gravely	He gravely shook his head and clicked his tongue.	Gravely means to a degree that gives cause for alarm.	<u>Association with a Thing</u> grave	<u>Thing Association</u> Generate a sentence that shows that grave is associated with gravely. <i>The doctor made a grave mistake that could have caused his patient to die.</i>

				<p style="text-align: center;"><u>Visualization</u></p>  <p style="text-align: center;">gravely</p>
<p>declined</p>	<p>John tucked one of the large boxes under his arm, declined the storekeeper's offer to wrap it as a gift, thanked him, and hurried out of the store before there</p>	<p>Declined means politely refuse (an invitation or offer).</p>	<p><u>Morphemic Analysis</u> de- means a loss or something negative. Similar words are demote, denounce, so dejected means a loss of happiness (morphemic Analysis)</p>	

	could be any question of anyone's changing his mind.		<u>Thing Association</u> Think of three items or ideas that you might decline.	<u>Thing Association</u> Generate some sentences that show three items or ideas that you might decline. Use complete sentences and use the word decline in each one.
				<u>Visualization</u>  <hr/> declined
spectacles	Then she opened a little drawer in her desk and pulled out a spectacle case, from which she took her reading glasses.	Spectacles are another term for glasses. People wear spectacles because their vision is flawed.	<u>People Association</u> Think about what kind of professions may cause people to wear spectacles.	<u>People Association</u> Generate a sentence that is about a person who may need to wear spectacles to read. <i>Mr. Smith, the Math teacher, wears spectacles to work with spread sheets.</i> <u>Visualizaion</u>  <hr/> spectacles

TEACHING MODALITIES AND LEARNING MODALITIES FOR VOCABULARY

A. ASSOCIATION

1. **People Association-Recall: Generating Sentences- Use and Application**

A goal of vocabulary instruction is to get students to use the words they are learning verbally, as well as in writing. Students could work individually, in pairs, or in small groups to answer questions in writing. Students could also work together to create stems for others to answer.

- Provide students with sentence stems and have them complete the thought. Target words:
advocate, versatile
 - The lawyer was an *advocate* because...?
 - The player was *versatile* because...?

or

- Ask students to identify specific people, people in specific situations, or fictional characters who illustrate the targeted word. Then ask students to write a sentence about the person they chose using the context clue and the vocabulary word.

2. **Place or Thing Association - Recall: Generating Sentences -Use and Application**

- Ask a student to identify a place or thing that they can associate with the targeted word and write a sentence explaining the association using the targeted word and a context clue.

Targeted word: peculiar

- My aunt's retirement home is very peculiar because everybody lives so close to each other, so many people are jammed into small spaces, and, yet, there is no noise; it's so quiet all the time.

3. **Association with Self - Recall: Generating Sentences - Use and Application**

- Think of a time when you were feeling *melancholy*. Write about what made you feel that way.
- Think of a current event that you could describe as *catastrophic*. Write a paragraph to tell about it.
- Choose one of our words (*malicious*, *distinguished*, or *empathetic*) and describe how a character from a book you've read reflects that word. What about that word made you think of that character

B. DIALOGUE

1. **Dialogue about Text - Use and Application**

- Begin with the context of the story as a basis for discussing the words. Provide students with discussion starters:
 - Many students believe it is *inevitable* that cliques eventually will form in every school. How do you think the characters in “Freak the Geek” would respond to that statement?
 - How are the events in “Freak the Geek” a reflection of the *humiliation* suffered by many middle and high school students?

2. **Dialogue about Everyday Life- Use and Application**

- Develop comments that people might make that are associated with target words
 - What might a person say about a *distinguished* person?
 - What might a person say to another to show *empathy*?

3. **Dialogue from Classroom - Recall: When students respond -Application**

- use the words when giving the class directions or compliments
- have students use the words when asking for something or when complimenting one another's work

4. **Extended Dialogue – Use and Application**

- Students are asked to generate situations **or scenarios** for statements or questions about their words.
- Develop a situation for a specific context
- What would make a coach say the following to his team?
 - What an *exuberant* team you are today!
 - What a *lethargic* team you are today!
- Small group Activity: Different groups develop examples of:
 - Three things that a *malicious* person might say
 - Three things that your parent could say that would cause you to be *astonished*
 - Three things in your home you always need to *replenish*

C. KINESTHETIC/ACTION

- Develop situations across contexts (**Action – recall: Performance – Use and Application**)
 - What might a *timid* cat do when a stranger enters the house? (**can be demonstrated as an action**)
 - What might a person do before entering a *dilapidated* home? (**can be demonstrated as an action**)

D. AUDITORY

Listening Learner

- -Record yourself (GarageBand) (recall)
- -make audio quiz (recall)
- -read sentences or definitions (recall)
- -listen to the recording (recall)
- -study by having the words said out loud (recall)
- -recite everything out loud in order to “hear” it (recall)
- -create word associations and talk through them (recall)
- -read note cards aloud, recite over and over (recall)
- -have students recite a poem or speech highlighting what the word means (recall)

E. MNEMONICS

*Sullen = upset

*Sullen sounds like stolen

*I would be upset if I had something stolen. (recall)

F. VISUALIZATION/PICTURE (non-verbal)

***As much as possible, translate words and ideas into symbols, pictures, and diagrams.

- -Make flashcards of key information. (recall)
- -Draw symbols and pictures on the cards (recall) →
- -Use highlighter pens to highlight key words and pictures on the flashcards (recall) Limit the amount of information per card, so your mind can take a mental "picture" of the information
- -use graphic organizers and charts (recall)
- -group similar words together and color code (recall)
- -color code your words and definitions (recall)
- -organize the terms into groups and study them in chunks (color code) (recall)
- -quiz by writing out key words on white board (recall) limit the amount of information in order to "take" a mental picture
- -use charts or other graphic organizers to frame key ideas (use color to highlight relationships) (recall)
- - watch a video clip illustrating the meaning of the word (recall) then write a sentence about what you saw
- -add picture/emoji to the words on your word wall to trigger what the meaning is
- -color code words/definitions

recompense

Sullen



G. TACTILE-KINESTHETIC /Hands on Learner

- -create a game (**recall**) that requires walking around the room to match (**use and application**) definitions (quiz time: mentally picture yourself walking to the word/definition)
- -create a game (**recall**) that requires retrieving the definition/word (**use and application**) from across the room
- -utilize stressball or other physical stimulus when reviewing words (**recall**)
- -create mini-motion, gestures, expressions (**recall**) for the words. Do the motions while reviewing (**use and application**) and while taking the test
- -create Simon Says (**recall**) having students act out the motions (**use and application**) for the word
- -create Statues (**recall**) that illustrate each word then play statues (**use and application**)
- create an activity using manipulatives
- Sketching Learner -draw pictures/scenes that represent the word or definition (quiz time: quickly sketch your pictures on the page, visualize yourself drawing the pictures next to the word) (**recall**)
- Writing learner -utilize whiteboards to write out when quizzing (**recall**)

H. MORPHEMIC ANALYSIS/ Using prefixes, roots, and word families

- break the word list into chunks, memorizing small groups of words at one time (recall)
- break the word into its prefix and root and put it into a similar word family

I. PEG WORD – RHYME

- create songs or rhymes for words (ex:I winced, (recall) I flinched, my whole face clenched) then sing the song (use and application)
- create a rhythm for the words (recall) and recite (use and application) to that rhythm

J. COMBINED MODALITIES

Auditory/Kinesthetic

- -say the word aloud while writing it on a whiteboard - recall
- -create a game in which you must say a definition (recall) and then race across the room to find the matching term (use and application)
- -listen to a recording of the terms while moving around (jumping, walking, throwing a ball against wall) (recall)
- -recite definitions while moving around (recall)
- -have students act out a skit reciting what the word means
- -create skits(recall) that act out (use and explanation) definitions
- -group (recall) similar words & rehearse (use and application) together

<u>Emotions</u>	<u>Time</u>
sullen	intermittent
jovial	fleeting
ecstatic	abrupt

Visual/Kinesthetic

- create a matching game using the terms and a picture (**recall**) and have students turn over the pictures and words in pairs. (**use and application**)
- use the notecards to create dice, (**recall**) roll the dice and match the word to its definition (**use and application**)
- create a “pictionary” style game in which you draw a picture (**recall**) and partner must guess the term (**use and application**)
- play Pictionary with the words
- create a game using flash cards that requires moving them around
- matching/memory game
- construct dice out of definition flash cards
- utilize study games on Moodle and vocab workshop that require moving the words around the screen
- when creating flash cards put word and definition on separate cards (not front/back)
- walk around the room while reading through flash cards



Visual/Auditory

- recite a definition aloud (**recall**) and then write the definition on a whiteboard (**use and application**)
- write a mini skit (**recall**) act out the mini skits in which the word can be “seen” in action (**use and application**)
- draw a picture of the term (**recall**) and then explain how it shows the meaning (**recall**)

Advanced – Relationships Among Words (using multiple targeted words)

Relationships Among Words

- Encourage students to consider how meanings interact.
 - How can you be *livid* without being *agitated*?
 - Would a *frugal* person ever host a *lavish* banquet?
 - How might someone who was *humiliated* still maintain *integrity*?
- Divide students into groups and have them create sentences using the vocabulary words. Have them share their sentences and have other students explain how the sentence demonstrated the word’s meaning.
 - *Inevitable/diligent* – It might be *inevitable* that a *diligent* person will succeed in life.
 - *Skeptic/inclination* – A *skeptic* might have an *inclination* that the party would not go well.
- Provide more structure by phrasing a question around two words
 - How might someone who was *humiliated* still maintain *integrity*?
 - How might something that is *repulsive* be *gruesome*?

ASSESSMENT

Assessing Students' Application

- Provide assessments that demonstrate that students know the word not just know the meaning of the word. Create assessments that move beyond typical matching, fill-in-the-blank, and multiple-choice items. Many of the formats described above can be used to formally assess students' application of the words.

Respond to each question below:

- Why might a *versatile* thinker be helpful to someone in a *melancholy* mood?
- When might you display an *exuberant* aggressiveness?
- Explain a situation that could have *catastrophic* results.

- **Present items that ask students to distinguish between an example and a non-example of a word:**

- *Proclaim*
- A woman refuses to talk to reporters about the election.
- A woman tells reporters which candidate won the election.

- **Present items that require students to apply the word's meaning to understand the context of its use:**

- Rhonda sent out invitations to all the family, including Uncle Charles, who was a *hermit*. What do you think Uncle Charles's answer was to the invitation? Why?

- **Read the following paragraph, and choose two vocabulary words that could represent the context. Explain how they reflect what’s happening in the paragraph.**

- I can’t believe we just won the lottery, the big lottery, the biggest jackpot ever! I have been jumping around the house for days. Then, along comes my wife, “Debbie Downer,” to put her spin on things. She keeps telling me to keep things in perspective and not spend money, but I can’t help myself. For the first time in my life, I can buy whatever I want, and I plan to take advantage of the situation. Again, the negative one keeps saying, “Go ahead. Spend all your money, and then you’ll see how bad things can really be. We’ll be worse off than we are now. Winning the lottery never works out for anyone.” (*exuberant, pessimist*)

- **Have students write original paragraphs that demonstrate their application of the words and provide an explanation for how that paragraph reflects those words.**
- **Have students write a paragraph including the targeted vocabulary words and provide an explanation for the role those words play in that particular context.**