

# The Great Dictionary Race

Name \_\_\_\_\_ Date \_\_\_\_\_



## The Great Dictionary Race

Was invented and developed at Suffolk New College, Ipswich, by the FUNSKI® team.

It is designed to teach the use of a dictionary to students of any age or ability, and is adjustable to make that possible for any group.

It can be used in any-sized class, and can be cropped or extended to cover any amount of time above about 15 minutes. It could be used in any language.

It makes a good energizer at the start of the lesson, or a reward at the end – it's very exciting if done well.

We have found that it is a good team-builder, and that students who talk to each other and help each other make the winning side.

We are also developing two more modules which can be used as additions or extenders, to make single or several lessons: Look out for The Great Thesaurus Hunt, and Adventure on a Desert Island.

Try this game – you will love it, and so will your students. Be warned that it can be very tiring, especially if you get caught up in the excitement.

-o-O-o-

We all use and love the contributions on Skillsworkshop, and this is our contribution, in recognition of the help that we have derived from previous contributors.

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## The Great Dictionary Race

### RULES

The group is split into two teams, **Reds** and **Blues**.

The idea is to look up in the dictionary, and write on the Whiteboard, the words and their explanations from the tables below.

The Blue team uses the blue words, and the Red the red.

The student nearest the front looks up the word in the dictionary and writes it on the board.

The next student in the team does the same, but only after the first student has returned to his seat and sat down.

The winning team is the one which first writes all the definitions on the board, is seated, and GETS THEM ALL RIGHT (including spelling).

### Resources:

- 1 Whiteboard, 1 Smartboard
- 2 Dry-markers, one **red** and one **blue**.
- 4 Dictionaries.
- A Quantity of Students

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Tangible	Exonerate
Credible	Tactile
Susceptible	Sustain
Diction	Proportion
Demonstrable	Transition
Notion	Enigma
Contribute	Antibody
Licit	Lucid
Mistral	Moonshine

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Ingot	Equine
Raceme	Inkling
Travail	Succint
Crypt	Panoply
Palindrome	Pangolin
Sett	Meagre
Pallid	Ragtime
Dependable	Curative
Meander	Rheostat

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Retsina	Retina
Neural	Niche
Dragoon	Detritus
Lithe	Lobotomy
Skanky	Slalom
Moratorium	Morose
Tableau	Talisman
Dryad	Dumdum
Militant	Oakum

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Name \_\_\_\_\_ Date \_\_\_\_\_



Type your own words in	here to suit your students
Check that they are in the	dictionary you are using.

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