## **Call my Bluff**



#### **Objectives**

This is a vocabulary building and dictionary usage activity. I have based it on the old TV show 'Call My Bluff' (shows my age!). It is a fun way to encourage level 1 and level 2 literacy students to broaden their vocabulary, improve discussion skills, work as a team and have fun.

#### **Instructions**

Divide the group into teams with each team having 3 members. The team has 15 minutes to pick 3 new words using the dictionary, note the definition and usage of the new word and make up 2 false definitions. As a team they will decide who will define correctly and who will give false definitions. (Vary according to the number of teams)

Opposing teams can question the 'definer' to ascertain if it is a true or false definition but only for a few minutes and only regarding the usage of the word. Then they must decide as a team on the true definition of the word. 3 points are awarded for a correct answer and if an incorrect answer is given, then the 'defining' team receive 3 points. After 'the guess' the person with the correct definition must state the word, definition and the usage of the word.

Ideally each team member will give one true definition and 2 false definitions for the team's chosen words during the course of the game.

The team with the most points at the end of the contest is the winner.

This works best with groups of 12, making 4 teams of 3. Teams of 3 are best but, if you need to, pairs will work too. However this gives the 'guessers' a 50/50 chance rather than using their knowledge of root words, suffixes, prefixes, etc. to work out the answer.

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### **Team Notes for the Guessing Team**

Word	Definition	True/False

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### **Team Notes for the Defining Team**

Word	True definition	False definition	False definition

### **Team Notes for the Defining Team**

Word	True definition	False definition	False definition