

Rationale

Research has shown that visual imagery, use of synonyms, word association, and sound/letter cueing, among other strategies, have been effective in facilitating word retrieval and building vocabulary. The following strategies have been selected and highlighted in *WordBURST*:

Visual Imagery

(cards 1 - 25)

Create a picture in your mind of the item or its associated environment. For example, for **Things you see at a grocery store**, you might say, "Close your eyes and paint a picture of a grocery store. Imagine that you are walking down the fruits and vegetables aisle. Tell me what you see."

Synonyms

(cards 26-50)

Think of a word that has a similar meaning. For example, for **big**, you might say "*large, huge,*" or "*tremendous.*"

Word Association

(cards 51-75)

Recall words by identifying related items such as objects, parts, descriptors, and object functions. For example, for **bird**, you might say "*nest, wings, fly, chirp*" or "*beak.*"

Sound/Letter Cueing

(cards 76-100)

Recall a given word by cueing with the initial sound or letter. For example, for **Flowers**, you might say, "It starts with the sound *d.*" The player says, "*daisy.*" Or you might say, "It starts with the letter *d.*" The player says, "*daisy.*"

Guidelines for Play

Players

WordBURST is played in teams. Divide the players into two teams. It doesn't matter if the teams do not have the same number of players.

Object

- to facilitate word recall and promote internalization of successful word retrieval strategies
- to be the team with the most points at the end of a predetermined time period or to be the first team to reach a predetermined score

Components

100 double-sided game cards

4 category divider cards

(Visual Imagery, Synonyms, Word Association,
Sound/Letter Cueing)

instruction manual

two-minute timer

vinyl card sleeve

grease pencil

Preparation

Prior to game play, review the word recall strategies as described under Rationale. Players should clearly understand what each term means, and should be able to provide examples of each strategy. If necessary, use the game cards to help the players understand the strategies. There is a variety of words listed on each game card, ranging from high to low frequency. Higher-level vocabulary has been included to challenge the players.

Have each team select a presenter to give the game card information to the opposing team and a scorekeeper to keep score during the game. Players should take turns with these roles.

Game Play

The team with the youngest player goes first (receiving team). The first presenter for the other team (delivering team) takes the top game card, inserts it into the card sleeve, announces the word recall strategy and the stimulus category or word, and sets the timer. The receiving team then gives answers as the scorekeeper on the delivering team keeps track of the responses by writing a check mark on the card sleeve with the grease pencil by any answer that appears on the game card. It might be helpful to have one or two other team members assist the scorekeeper.

Please note that the *Synonyms* cards are different in that there is no category or word that ties the words on a card together. Choose one person from the delivering team to act as presenter and scorekeeper since the words are given one at a time as score is kept. The presenter says the first word on the card. The receiving team then names a synonym for that word. If the receiving team says the synonym listed on the card, a check mark is written beside it. The presenter continues reading one word at a time from the card while the receiving team names a synonym for each word.

Once all the answers are given, the receiving team cannot think of any more responses, or the timer has run out, the score is tallied. One point is given for each correct response. The reproducible scoresheet on the back cover of this manual may be used for team tally. For reinforcement, have the scorekeeper read the correct answers aloud.

Wipe off the check marks on the card sleeve with a tissue or paper towel before continuing play. The delivering team now takes the role of the receiving team. Play alternates between teams.

Use of the Timer

If the time constraint from the two-minute timer puts too much pressure on the players, turn the timer over as many times as needed to allow for ample response time. Time challenge can be increased at any point.

Answers Not on Game Cards

There will be times when the players give answers not listed on the game card. Give credit for appropriate items, depending on the players' abilities. You might have the players decide whether to give credit for answers not on the game card before play begins.

To Win

The game is over when time is up and the team with the most points is declared the winner or when one of the teams is first to reach a predetermined score.

Hints

1. For better brainstorming, encourage team members to give answers at the same time, rather than taking turns.
2. If a team is unable to come up with any ideas on a given topic, have the presenter read one of the answers on the game card. No points are awarded for the clue.
3. At any time, you may go back to words on a game card and provide additional cueing from any of the word recall strategies.

Variations

1. If only one person is playing, have him see how many words he can list for a given topic. If necessary, provide additional cueing for words missed. Two or three people can play against each other, or they can work together as a team.
2. Choose a game card and have players work in teams to write as many words as they can think of for the topic, beyond what is listed on the game card. The winner is the team that lists the most words.
3. Have teams work at the same time to come up with category items. Each team receives one point for each appropriate answer.
4. Play with an entire class, dividing up into two teams. Give the category title and have teams work cooperatively to write down as many items as possible until the timer runs out. Each team receives one point for each appropriate answer.

Here is an example of how to use the scoresheet to tally points.

Team	Visual Imagery	Synonyms	Word Association	Sound/Letter Cueing	Total
1	5/10	10/10	5/10	3/10	37/70 possible
	5/10	6/10			
	5/10				
2	7/10	5/10	6/10	5/10	45/70 possible
	6/10	9/10			
	8/10				

Score points received under the appropriate strategy.

Team	Visual Imagery	Synonyms	Word Association	Sound/Letter Cueing	Total
1					
2					

Score points received under the appropriate strategy.

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