ELD Websites

[www.chompchomp.com](http://www.chompchomp.com)

This one has a great selection of **pictures for** **science**, but it does have pictures of human anatomy, so it might be best to use it as a teacher resource and not let students search freely. [http:www.infovisual.info/](http://www.infovisual.info/)

This one has a great selection of **language arts games** for K-6 students. <http://www.gameclassroom.com/>

This one was also in Instructor Magazine and has pre-made interactive games for teachers to use! :)

<http://www.gameclassroom.com/>

<http://teacher.scholastic.com/activities/storystarters/storystarter1.htm>

Hi ELD and ILLP teachers,

Check out this fun writing site from a teacher at Cash! It’s a story starter generator, and is really easy to use.  It gives students an option to print their final product, which allows for accountability.  This could be used for centers (or whole-group if you use a projector or smart board).

It says it’s for K-6, but 7/8  students would enjoy it also (as long as you can convince them to click on the 6th grade button).  Kinder and low 1st grade readers will probably need a TA, IA, or buddy to read the prompt with them and help them type.)

Websites

<http://pbskids.org/sesame/index.html#/games> Big Bird - show 8 pics and kids have to find where Ernie is hiding (behind a living thing, with 4 legs and stripes)

<http://www.primarygames.com/langarts/letterblocks/index.htm> spell any word with connecting letters and the blocks drop

<http://www.vocabulary.co.il/> corny games

<http://www.primarygames.com/see-n-spell/see-n-spell.htm> Floating letters need to be put in box to spell given picture words (short vowels, blends, digraphs etc.)

<http://eslbears.homestead.com/Contact_Info.html> Games (links to other games too) “Speed words” have limited amount of answers so low vocab kids can succeed

<http://www.manythings.org/cts/> Catch the spelling – letters fall from top and kids move arrows to catch in order. Topics are Days of Week, Dolch, countries, furniture, etc.

<http://eslbears.homestead.com/cognates.html> English Spanish cognates (some are really hard English words)

Mixed up letters in vocab words (with hints) <http://www.playkidsgames.com/classgamelists.php?d=5> (a thousand teacher made lists – many are lame) <http://www.playkidsgames.com/games/membergames/scramble/scramble.php?d=662> Two Bear Cubs

<http://www.playkidsgames.com/games/membergames/scramble/scramble.php?d=790> Me and Uncle Romie

<http://www.playkidsgames.com/games/membergames/scramble/scramble.php?d=1278> If You Made a Million

<http://www.playkidsgames.com/games/membergames/scramble/scramble.php?d=1999> First Day Jitters

<http://www.playkidsgames.com/games/membergames/scramble/scramble.php?d=1836> Statue of Liberty

<http://www.fekids.com/kln/games/ballhogs/ballhogs.html> ball falls on court with word on it – jump on it if it fits clue (opposite of wet; synonym for big etc.)

<http://pbskids.org/lions/games/flood.html> putting books on shelves by grouping titles (subject sorting)

<http://pbskids.org/lions/games/gizmo.html> mix up words and hear the sentence again

<http://www.scholastic.com/learningarcade/game.asp?shell=david&current=char6&game=wordolder> DAVID book character! Mixed up letters in short words – letters bounce back if done incorrectly

<http://pbskids.org/wordgirl/index.html#/games/game_8/> Choose the picture that monkey is portraying (glum, happy, sheepish) definition is given when correct

<http://www.scholastic.com/learningarcade/game.asp?shell=david&current=char6&game=makeaword> add short vowel to middle of words (David game)

<http://www.missmaggie.org/scholastic/supermatch_eng_launcher.html> homophone match to reveal picture

<http://primarygames.com/langarts/flipwords/index.htm> flip any letters to make words – like boggle, with mystery word, fun graphics etc.

<http://www.primarygames.com/arcade/virtualworlds/franktown/minigames/wordcube/index.htm> find any words and the blocks disappear after being used 3 times. Not always kids friendly (f,v,z – can’t make words)

<http://www.primarygames.com/langarts/wordlab/index.htm> 5 letter word - given one, keep making words to guess the rest (little tricky)

Superlatives

<http://pbskids.org/lions/games/trampolini.html> mixed up, pull rope and spin for them to be in right order

Sight Words

<http://pbskids.org/lions/videos/tenlittle.html> video for first 10 words

What’s Wrong Game – http://www.teachersdesk.org/vocabwrong.html

List 4 words. 3 have something in common, and one is out of place. See if kids can tell what’s out of place. Then have students make lists for each other.

**VOCABULARY AND SPELLING SKILL BUILDERS** [**http://www.educationworld.com/a\_lesson/lesson/lesson241.shtml**](http://www.educationworld.com/a_lesson/lesson/lesson241.shtml)

Although not a complete solution to teaching students about new words, the Web has several super activities, on-line games, puzzles, and ideas to help classroom teachers build students' vocabulary and spelling skills. Consider these suggestions for energizing your vocabulary activities!

**A Word a Day.** Many teachers share a new word each day with their students, and the Web offers many excellent resources for creating a word-a-day calendar. Visit the [Daily Buzzword](http://www.wordcentral.com/buzzword/buzzword.php) from [WordCentral](http://www.wordcentral.com/) for a word, its pronunciation, its definition, and how to use it. In addition, the site offers information about the derivation of the word, asks a related thought-provoking question, and explains the correct answer. Another site that provides a new word each day is [A.Word.A.Day](http://www.wordsmith.org/awad/). Sign up for the mailing list to have a word delivered to your inbox each day! One more site that offers a word with its definition each day is [What Does It Mean?](http://kids.infoplease.com/cgi-bin/word) On this site and on A. Word. A. Day, your students can listen to the correct pronunciation of the word as well as read its meaning!

**Vocabulary-Building Puzzles.** [Vocabulary.com](http://www.vocabulary.com/index.html) is full of fun puzzles for all ages. Share some of these on-line interactive puzzles with your students. Students fill in root words, and the definitions are explained to help students solve the questions. The students also receive immediate feedback about their performance. Even teachers will be challenged by the upper-level games! To encourage your students to engage in these puzzles, keep track of their achievement on a board in your classroom.

**Mystery Word.** At [Mystery Word](http://web.archive.org/web/20041010230510/www3.telus.net/teachwell/mystpage.htm) you will find more than 50 sets of five clues. Each set of clues will lead to a Mystery Word. (Click here for [the answers](http://web.archive.org/web/20041014222509/www3.telus.net/teachwell/mystanswer.htm).) Take it from there by having your students create clues for words they select.

**More Vocabulary Puzzles.** [Syndicate.com](http://syndicate.com/) offers [Grade Level Puzzles](http://syndicate.com/grade.html) that allow students to practice their root word, synonym, and antonym skills. After they have experimented with the examples, instruct students to choose a few opposites and create puzzles for the class. You may use the puzzles as filler activities writing them on the board. Find more Rootonyms at [Root Specific Vocabulary Puzzles](http://www.vocabulary.com/rsvp.html).

**Games and Reviews.** The materials at [Houghton Mifflin Spelling and Vocabulary](http://www.eduplace.com/rdg/hmsv/index.html) are helpful to any teacher, especially teachers who use the company's teaching materials in the classroom. This section of the [Education Place](http://www.eduplace.com/) Web site includes printable puzzles and reviews by grade level and cycle. There is also a super word-meaning game called Fake Out! Supplement your daily vocabulary activities with these materials from Houghton Mifflin.

**Pyramid Power.** Do you remember the game show *$10,000 Pyramid?* [A Lively Vocabulary Game](http://web.archive.org/web/20040216162031/http%3A/langue.hyper.chubu.ac.jp/jalt/pub/tlt/98/jan/sh_grant.html) is based on that show. Students guess words within categories or the titles of larger categories suggested by the words. Students play rapid-fire rounds of this game, which requires little preparation once the game starts. This resource comes from [The Language Teacher Online](http://www.jalt-publications.org/tlt/). Try the game with words from your science or social studies curriculum.

**Internet Terms.** [An Internet Vocabulary Lesson](http://web.archive.org/web/20040310060843/http%3A/nnlm.gov/pnr/etc/isp_voc.html) is a great page of Internet terms to use as an introduction to the many words that have developed because of new technology. The page also details how the Internet operates. Create your own Internet glossary with the help of this site as well as with [Matisse's Glossary of Internet Terms](http://www.matisse.net/files/glossary.html) and [Plain English Internet Glossary](http://www.jaderiver.com/glossary.htm). Both sites have excellent lists of Net-related words for students to explore. Consider substituting commonly used terms from those sites for your usual weekly spelling or vocabulary list.

**Dictionary Game.** Are you familiar with the word game Balderdash? Students who play [The Dictionary Game](http://www.col-ed.org/cur/lang/lang43.txt) create definitions for words they don't know. Only the teacher knows the real meanings. Then students vote for the definitions they believe are correct and score points, either in teams or individually. The game can become hilarious. See the [Columbia Education Center Language Arts Lesson Plans](http://www.col-ed.org/cur/lang.html#lang1) for a host of ideas.

**Categorizing Words.** If your students have ever played the game Tetris, they will have no trouble following the instructions of [Word Drop](http://www.mape.org.uk/startower/menu.html). Use this game to help your students see the relationships between words. You could complement this activity with a word web to clearly illustrate the connections between these words.

**SPELLING SPARKLERS**

Are you running short of creative spelling ideas? These activities straight from the Internet come to your rescue!

**Make Your Own Sentence.** In this cool activity from [Spelling Ticklers](http://www.schoolmission.net/21st/resources/speltic.htm), students use the letters in vocabulary words to create sentences. Example: GLOVE -- Great Learners Overcome Vocabulary Exercises.

**Spell-Mell.** Download a sample version of the interactive spelling and vocabulary game called [Spell-Mell](http://familygames.com/share/spel.html). In this game, students place given letters in blank spaces to spell words. Pictures and definitions help them solve the puzzles. Animations add interest to the program. If you like what you see, pay a small registration fee to [Family Games Freeware and Shareware](http://familygames.com/index.html), and you will receive a code that will enable you to access the entire game.

**Spell Check.** Another spelling correction game, [Spell Check](http://www.funbrain.com/spell/index.html), from [Funbrain.com](http://www.funbrain.com/), displays groups of four words, one of which is misspelled. Students select the misspelled word and type the correct spelling in the box. Two levels of difficulty are offered. Students who correctly spell all 20 words in the set may put their names on the site's leader board.

Step 1: Explain game procedures. The teacher will write a secret word on a mini-white board and hold it behind a student's head.

Secret Word

<http://www.helium.com/items/1434242-classroom-vocab-game> The class will have to get the student to say the secret word, but they can only offer one-word clues. If a class member provides a one-word clue that enables the student to guess correctly, the class member becomes the next volunteer and game play continues for a set amount of time. When a student guesses a word correctly, place a sticker on their hand before they return to their seat. The student with the most stickers at the end of the game receives a small reward.

Step 2: Model an example game. Before actually playing the game, model a quick example with a student volunteer. Bring the student to the front of the class. Write a simple word, like "lunch," on a small white board behind the student's head. Once the classroom has seen the word, set the white board aside. Have the class practice providing one-word clues by raising their hands and waiting to be called on by the student. Invariably, class members will use more than one word, "it's after breakfast." Gently remind [students](http://www.helium.com/items/1434242-classroom-vocab-game) of the rules. They will quickly discover they need to put some thought into their one word and will have to play off other students' clues: "food," "afternoon," "everyday," etc. You will also find that students want to use gestures. The game is "One Word Only" not "One Word and Some Gestures." Once the class gets the hang of the rules, begin the game.

Step 3: Begin the game. Set an amount of time for game play and stick to it. Have a list of target words ready to use during game play. They can be spelling words, story vocabulary, social studies concepts, math terms, science words, or any words that the students need to know to be successful. Write "One Word Only" on the classroom white board and select a student volunteer. As a teacher you will need to monitor the game and make sure students are waiting to be called on, only one-word clues are given, gestures are not used, and stickers are given to each round's winner.

Step 4: End the game. At the end of the set amount of time, end the game and declare a winner. Provide a small reward like a pencil or a certificate that says "One Word Only Champ." Incorporate this game throughout the school year to increase vocabulary and engage students.
This game can be used with any content and any grade level. Try it out and watch your students become word masters by the end of the school year

**Common Sense**

**Common Sense** [**http://www.teachersdesk.org/vocabsense.html**](http://www.teachersdesk.org/vocabsense.html)

**is a card game for use in a small group of students or with the entire class divided into teams. The game allows students practice with word associations and main idea. GIven four words that have something n common, the students must determine what the commonality is. If a correct answer is given, the student or team keeps the card. If an incorrect answer is given, the card is returned to the bottom of the pile. The winner is decided by the student or team who has the most points.**

**Directions:**

1. **Prepare cards from posterboard or card stock. Clip off one corner. This allows for easy sorting.**
2. **With permanent marker write the four common words on the front of the card. Remember to make one card for the title of the game. I prefer to use a database and label making software for this entire step. The finished cards look professionally made. See the list of possible words for the cards below.**
3. **With the marker, write the answer on the back of the card.**
4. **Laminate the cards for durability if you choose.**

**Possible Common Words Cards:**

 **Answers are given in blue**

* **stocking, present, star, tree...Christmas items**
* **lion, tiger, panther, lynx...animals in the cat family**
* **dime, quarter, nickel, penny...U.S. coins**
* **cake, cookies, pie, ice cream...desserts**
* **mother, father, daughter, son...family members**
* **knife, fork, teaspoon, spatula...utensils**
* **rye, wheat, raisin, pumpernickel...breads**
* **pig, cow, chicken, duck...farm animals**
* **lemon, grapefruit, orange, lime...citrus fruits**
* **Earth, Mars, Saturn, Venus...planets**
* **crimson, azure, forest, turquoise...colors**
* **rose, tulip, carnation, orchid...flowers**
* **Alice, Anna, Marie, Esther...feminine first names**
* **Grant, Truman, Ford, Lincoln...presidents**
* **Iowa, Nevada, South Carolia, Ohio...states**
* **elephant, lion, giraffe, zebra...wild/ zoo animals**
* **gloves, coat jacket, hat...outer wear**
* **January, June, July, October...months**
* **hand, foot, fingers, toes...appendages/ parts of the body**
* **table, ottoman, sofa, chair...furniture**
* **ham, sausage, chicken, beef...meats**
* **sun, moon, stars, clouds...celestial objects**
* **pumpkin, ghost, witch, goblin...Halloween items**
* **violet, rose, lily, pansy...spring flowers**
* **elm, oak, maple, beech...trees**
* **nine, one, ten, eight...numbers**
* **lungs, liver, stomach, pancreas...organs**
* **peaches, plums, cherries, kiwi...fruits with seeds**
* **cat, dog, goldfish, hamster...pets**
* **hammer, saw, screwdriver, pliers...tools**

<http://www.gardenofpraise.com/mugram.htm>

Here’s a site with tons of printable (center) activities for language arts that correlate well with the ELL standards.

Hope you find it helpful! Thanks, Meredith! 

Keep in mind…..Center activities can usually be copied and used for pair or small group guided or independent practice….you can use them even if you don’t have centers in your classroom.

<http://www.fcrr.org/curriculum/studentCenterActivities23.htm>