# **Word Study**

Developing and sustaining foundational language skills: listening, speaking, reading, writing, and thinking **E1.2 Vocabulary.** The student uses newly acquired vocabulary expressively.

# Vocabulary

Instructional Strategies Playlist

- Dictionary Scavenger Hunt
- Sort the Language
- Fact or Fib
- It's All Greek to Us

# **Item Types**

	ructed Response pts)	Short Constructed Response (2 pts)			
Multiselect	Match Table Grid	Multipart	Hot Text		
(2 pts)	(2 pts)	(2 pts)	(1-2 pts)		
Inline Choice	Text Entry	Multiple Choice*			
(1-2 pts)	(1-2 pts)	(1 pt)			

the ways it may be tested on STAAR for this grade

<sup>\*</sup> the ways it has been tested on STAAR for this grade

# **Student Expectations**

- E1.2(A) use print or digital resources such as glossaries or technical dictionaries to clarify and validate understanding of the precise and appropriate meaning of technical or discipline-based vocabulary (S)
- E1.2(B) analyze context to distinguish between the denotative and connotative meanings of words (R)
- E1.2(C) determine the meaning of foreign words or phrases used frequently in English such as bona fide, caveat, carte blanche, tête-à-tête, bon appétit, and quid pro quo (S)

# **Academic Vocabulary**

connotative context denotative glossary technical dictionary

#### **Instructional Implications**

The focus of the *Vocabulary* standards is to understand language in a way that supports readers and writers when they encounter words they do not know. Understanding words in context depends on the knowledge of words, word structure, word origins, parts of speech, and relationships between words and phrases. The ability to use this knowledge to read and write new words increases overall vocabulary. The more students understand language, the easier it is for them to understand information they read, hear, or view.

When you teach this subcluster, remember to:

- Create learning situations where students are required to make choices using their knowledge of
  words and word parts/resources to complete tasks or practices. Require students to make decisions
  as to when/what to apply or not apply.
- Provide students with opportunities to play with words to ignite curiosity, experience word relationships, and learn new words.
- Allow students to manipulate or brainstorm new or nonsense words using word parts.
- Design authentic situations for students to practice using resources (e.g., glossary, technical dictionary, etc.).
- Allow students to create vocabulary scrapbooks as an ongoing project throughout the year. The scrapbook provides a creative outlet for recording words experienced through word study work.
   Make sure students have choice in the words they choose and how they design their word pages.

# **Learning from Mistakes**

Students may make the following mistakes:

- Thinking that vocabulary is learned through memorizing meanings
- Not knowing the meaning of common affixes and roots
- Thinking that words can only be used one way
- Approaching the use of a dictionary as a task and not as a tool to be used as needed
- Thinking all words are used literally
- Thinking that the dictionary alone will provide all the information needed to determine meanings of words

(continued)

# **Vertical Alignment**

The table below shows grade-level student expectations as well as two grades below and above. In addition to the role of text complexity, this serves as a way to see where we have been and where we are going.

Grade 7	Grade 8	English I	English II	English III
7.2(A) use print or digital resources to determine the meaning, syllabication, pronunciation, word origin, and part of speech (S)	8.2(A) use print or digital resources to determine the meaning, syllabication, pronunciation, word origin, and part of speech (S)	E1.2(A) use print or digital resources such as glossaries or technical dictionaries to clarify and validate understanding of the precise and appropriate meaning of technical or discipline-based vocabulary (S)	E2.2(A) use print or digital resources such as glossaries or technical dictionaries to clarify and validate understanding of the precise and appropriate meaning of technical or discipline-based vocabulary (S)	E3.2(A) use print or digital resources to clarify and validate understanding of multiple meanings of advanced vocabulary (S)
7.2(B) use context such as contrast or cause and effect to clarify the meaning of words (R)	8.2(B) use context within or beyond a paragraph to clarify the meaning of unfamiliar or ambiguous words (R)	E1.2(B) analyze context to distinguish between the denotative and connotative meanings of words (R)	E2.2(B) analyze context to distinguish among denotative, connotative, and figurative meanings of words (R)	E3.2(B) analyze context to draw conclusions about nuanced meanings such as in imagery (R)
7.2(C) determine the meaning and usage of grade-level academic English words derived from Greek and Latin roots such as omni, log/logue, gen, vid/vis, phil, luc, and sens/sen (S)	8.2(C) determine the meaning and usage of grade-level academic English words derived from Greek and Latin roots such as ast, qui, path, mand/mend, and duc (S)	E1.2(C) determine the meaning of foreign words or phrases used frequently in English such as bona fide, caveat, carte blanche, tête-à-tête, bon appétit, and quid pro quo (S)	E2.2(C) determine the meaning of foreign words or phrases used frequently in English such as pas de deux, status quo, déjà vu, avantgarde, and coup d'état (S)	E3.2(C) determine the meaning of foreign words or phrases used frequently in English such as ad hoc, faux pas, non sequitur, and modus operandi (S)

# **Dictionary Scavenger Hunt**

#### Purpose

Use a dictionary to locate information

#### Instructions

- Student teams use a dictionary to locate information and answer questions on a provided list.
- 2. Teams compete to determine a winner. The winner is the first team to complete the list correctly.

#### Examples:

- Find 3 American English words.
- Find a word with the following meaning: continuing for longer than usual.
- What would you keep in a larder?
- Find a 4-syllable word.

#### **Materials**

#### For each team:

- Dictionary
- List of questions

# Sort the Language

# **Purpose**

Recognize word structures and relationships

### Instructions

- Create a set of cards representing various words (e.g., words with roots and affixes, words representing different parts of speech, synonyms, antonyms, etc.).
- Students work in small groups to sort cards into student-created categories and justify their thinking.
- 3. Students work in small groups to sort the cards into teacher-created categories and justify their thinking.

### **Materials**

Word cards for each group

#### Fact or Fib

### **Purpose**

Use the dictionary to verify information

#### Instructions

- 1. Assign each student a thinking partner.
- Present the thinking partners with a set of cards that include a word and syllabication, a word and part of speech, a word and origin, a word and meaning, and synonyms/antonyms (use grade-appropriate student expectations). Some of the cards should be correct and some of the cards should be incorrect.
- 3. Thinking partners sort the cards by Fact or Fib.
- 4. Students check each other's answers.

#### **Materials**

- Sets of cards for each group with correct and incorrect pairings of:
  - a word and syllabication
  - a word and part of speech
  - a word and origin
  - a word and meaning
  - synonyms/antonyms

#### It's All Greek to Us

# **Purpose**

Understand how word parts impact meaning of words

#### Instructions

- 1. Create a deck of cards for each group. (The deck of cards is composed of 10 root words with their definitions and 4-5 word cards for each root.)
- 2. Organize students into groups of 3-5. One student will be the Game Master.
- 3. The Game Master shuffles the word cards and deals 10 cards to each player.
- The Game Master draws 1 root card and reads the definition. The card is placed on the table face up.
- If a student has a word that includes the root on the card, he/she lays the card
  down and provides the meaning for the word on the card. If there are no matches,
  the Game Master puts the card at the bottom of the deck and reads another root
  card.
- 5. The first player that discards all 10 cards is the winner.

#### **Materials**

- A deck of cards for each group composed of:
- 10 root words with their definitions
- 4-5 word cards for each root