# *A Christmas Carol-* Dictionary Game

## Pre-Show Activity, Grades 3-5 (with adjustments, K-2)

### **Objectives**

* *Students will learn new vocabulary words.*

*NOTE: This activity has been aligned with TEKS and* [*Universal Design for Learning*](https://udlguidelines.cast.org/)*. TEKS can be found at the end of this document.*

### **Materials Needed**

* Word bank (attached)
* Blank pieces of paper
* Markers, pencils, or crayons

### **Introduction**

Ask students how they understand new words they’ve never heard before. Talk about ‘context clues’ and educated guesses.

### **Part I**

* Pass out blank papers and writing utensils to students.
* Read aloud the vocabulary words from the word bank.
* Have students write a made-up definition of the word on their paper and turn it in.
* Read aloud the made-up definitions and the real definitions.
* Read them aloud again and have students vote on which word they think is the dictionary definition.
* If you choose to keep score, this is how students earn points:
	+ One point for each vote for their definition of the vocabulary word
	+ Two points if they guess the dictionary definition of the word.
* Continue for as many words as you choose. If keeping score- the student with the most points at the end wins.

*Notes for UDL alignment: To provide multiple ways of expressing understanding, consider letting students act or physicalize their responses. You can also utilize Think-Pair-Share to provide additional solo and partner processing time.*

## TEKS

English Language Arts and Reading, Grades 3-5

3 (B) use context within and beyond a sentence to determine the meaning of unfamiliar words and multiple-meaning words

7 (F) respond using newly acquired vocabulary as appropriate

WORD BANK

• **Anonymous**: not named or identified

• **Appalling**: very bad in a way that causes fear, shock, or disgust

• **Apparition**: a ghost or spirit of a dead person

• **Bedlam**: a notorious madhouse in London which no longer exists

• **Benevolence**: kindness and generosity

• **Cantankerous**: often angry and annoyed

• **Destitute**: extremely poor

• **Dismal**: showing or causing unhappiness or bad feelings

• **Farthing**: an old British coin worth one quarter of a penny

• **Fate**: the things that will happen to a person or thing, the future that someone or something will have

• **Fettered**: prevented from moving or acting freely, chained down

• **Forbearance**: tolerance or patience

• **Foreclosure**: when a bank takes back property because the money owed for it has not been paid

• **Fortified**: strengthened or secured

• **Gruel**: thin and flavorless oatmeal

• **Gumption**: courage and confidence

• **Homage**: public honor or respect for a person or idea

• **Humbug**: something made‐up or meant to deceive

• **Keenly**: strongly, powerfully

• **Liable**: likely to do something

• **Liberality**: the quality of being generous

• **Multitude**: a great number of something

• **Odious**: causing hatred or strong dislike; offensive

• **Parliament**: group of people who are responsible for making laws in the British system of government

• **Penury**: extreme poverty

• **Ponderous**: slow or awkward because of weight or size

• **Reclamation**: the act of getting back something that had been lost or taken

• **Shilling**: British currency coin

• **Stingy**: not liking or wanting to give or spend money

• **Surplus**: an amount that is more than what is needed

• **Wage**: payment for service

• **Workhouse**: a public place for the very poor and homeless to live where they must earn their stay through hard labor