**Vocabulary activities**

<http://busyteacher.org/doublepuzzle/> Free puzzle maker

<http://busyteacher.org/tilepuzzle/> Free word scramble

<http://busyteacher.org/wordpuzzle/> Free word search maker

Word cards, or flash cards, help develop sight vocabulary. Thus students are going to make their own flash cards. There would be a picture of the word on the back of the card. The new words are printed or written onto the cards which are then displayed one at a time. Your student may look at the word and say it three times, trying to imprint the image on her mind. Words learned in this manner are "sight words." When a word is successfully recognized three times during the unit, it may be added to a separate stack or word wall of known sight words. Not more than five new words should be introduced in one lesson.

Variations for extension:

1. Ask your student to match a word card with an experience story.

2. Make a duplicate deck of word cards. You and your student can play "Fish" with the duplicate cards by shuffling both together, dealing a hand of seven cards to each player, and taking turns drawing a card from the deck. Pairs of identical words can be laid on the table face-up.

3. Play word card poker. Deal your student five to ten random words, and pretend he wins $10 for each of the words he/she can include in a good, single sentence. Tell him he can buy words from the various category piles for $10 each. He loses $10 for each of the random words that are not used or misused. Keep a running tally sheet as you play this game over a number of weeks.

4. Play Concentration. Make duplicates of the cards. Turn the cards face down on a table. Flip one card and lay it on the table, then flip another. If they match remove them from play. If they do not match turn them over again, and the next person flips two cards until all are matched. Don't forget to read each card as it is turned over.

During the unit students are going to be asked to download apps on ipads (if available for whole class) or mobile apps on their mobile apps. Various options would be provided to pick from so that they can pick the app that suits to their needs. They will be encouraged to find a new app if possible and share it with the class. Teachers can use Aurasma or optical reader app to augment vocabulary building by making it a live lesson on vocabulary.