

Core Curriculum Vocabulary – Level 3 Cards Index

Language Arts

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| 1. adverb | 10. inference | 19. response |
| 2. caption | 11. narrative | 20. revise |
| 3. conclusion | 12. opinion | 21. setting |
| 4. definition | 13. paragraph | 22. singular |
| 5. describe | 14. persuasive | 23. subject |
| 6. essay | 15. plot | 24. summarize |
| 7. expository | 16. plural | 25. topic sentence |
| 8. fact | 17. possessive | |
| 9. homonyms | 18. pronoun | |

Math

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|------------------|-------------------|-----------------|
| 1. angle | 10. face | 19. polygon |
| 2. base | 11. factor | 20. probability |
| 3. check | 12. intersect | 21. remainder |
| 4. circumference | 13. length | 22. solution |
| 5. denominator | 14. numerator | 23. strategy |
| 6. depth | 15. ordered pair | 24. vertex |
| 7. diameter | 16. parallel | 25. width |
| 8. edge | 17. parallelogram | |
| 9. elapsed time | 18. perpendicular | |

Science

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| 1. attraction | 10. endangered species | 18. nutrition |
| 2. battery | 11. extinction | 19. observe |
| 3. circuit | 12. geology | 20. planet |
| 4. conclusion | 13. habits | 21. problem |
| 5. conductor | 14. health | 22. reflection |
| 6. conservation | 15. hygiene | 23. repel |
| 7. disease | 16. insulation | 24. species |
| 8. electrical current | 17. invention | 25. wellness |
| 9. electricity | | |

Social Studies

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|-----------------|----------------|----------------|
| 1. agriculture | 10. industry | 19. production |
| 2. atlas | 11. labor | 20. product |
| 3. boundary | 12. latitude | 21. profit |
| 4. choices | 13. local | 22. quantity |
| 5. constitution | 14. longitude | 23. rights |
| 6. economy | 15. majority | 24. salary |
| 7. equator | 16. minority | 25. wage |
| 8. hemisphere | 17. nation | |
| 9. immigrant | 18. population | |

Webber® Core Curriculum Vocabulary Cards – Level Three

Research-Based Cards for Collaboration in the Classroom

Webber® Core Curriculum Vocabulary Cards – Level Three introduces and teaches 100 words that are necessary for students to participate in the third grade classroom. Divided into four sets (*Language Arts, Math, Science, and Social Studies*), these color-coded and research-based cards will help your students learn important vocabulary words by matching a word to its definition. *Webber® Core Curriculum Vocabulary Cards – Level Three* are ideal for the SLP, special educator, or reading specialist collaborating in the classroom and for classroom teachers too!

Each card deck has 50 cards divided into 25 pairs. Each pair includes a *Definition Card* and a *Vocabulary Word Card*. The same illustration appears on both cards. Use the cards to teach students to understand and use these critical vocabulary terms.

You can use the following game ideas with one card deck or all four sets. For additional activities, please refer to the game booklets included with other *Webber®* card products and game board sets.

Circle Roundup – Choose one of the card decks and separate out the *Definition Cards*. Shuffle and place them facedown in a pile. Player One removes the top card and reads the definition to the player on right who says the

word matching the definition. If that player cannot give the correct word, play continues to the right until a player answers correctly. Play continues in turn. Players receive one point for each correct answer. The player with the most points wins.

What's the Word? – Divide one of the decks into *Definition Cards* and *Word Cards*. Give each player a *Word Card*. The teacher or therapist keeps the matching *Definition Cards* and begins by giving a definition from a *Definition Card* to the group. The player with the matching *Word Card* responds with the correct answer and keeps the pair. Continue until all definitions have been identified. Reverse the cards and play “*What's the Definition?*” with the teacher or therapist providing the word and the players providing the appropriate definitions.

Win, Lose, or Draw – Give two or more players several sheets of drawing paper (or let them use the chalkboard). Read a *Definition Card* aloud to the group. Allow them to draw the correct word for the definition on the paper. The first player to finish the drawing wins the card. The player with the most cards wins.

Find a Friend – Divide the students into two groups. Give each player in Group One a *Definition Card* and

each player in Group Two a matching *Word Card*. Using a *Webber® Fun Sand Timer* or other timer, give the groups 60 seconds to find their partners. (For example, the player with the “This is a book made up of road maps” card will try to find the person with the “atlas” card.) Play continues until all players have found their partners.

Tic-Tac-Word – Make a giant tic-tac-toe board on a large piece of paper or on a chalkboard. Assign two players a letter, one “X” and the other “O.” Read the first player a definition. If the player gives the correct word, he/she gets to keep the answer card and put an X or O symbol on the tic-tac-toe board. Play continues in turn.

Around the World – Shuffle the *Definition Cards* of a deck. Have all of the players stand in a line. The teacher or therapist reads a definition from a *Definition Card* to the first player in line. If that player answers incorrectly, he/she goes to the back of the line and the next person gets a chance. The player who answers correctly keeps that card. The player with the most cards at the end of the game wins.

Write Your Own Clues – Give each player a piece of paper. Shuffle the *Word Cards* of a deck and place the cards facedown in a pile. Player One takes a card and writes three new clues for the object in the picture. Other players try to guess what Player One is describing.