

Core Curriculum Vocabulary – Level Two Cards Index

Language Arts

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| 6. compound word | 15. noun | 24. contrast |
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| 2. division | 11. Celsius | 20. array |
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| 3. generation | 12. compass rose | 21. map key |
| 4. folktales | 13. continent | 22. capital |
| 5. goods | 14. geography | 23. government |
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Webber® Core Curriculum Vocabulary Cards – Level Two

Research-Based Cards for Collaboration in the Classroom

Webber® Core Curriculum Vocabulary Cards – Level Two introduces and teaches 100 words that are necessary for students to participate in the second 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 Two* are ideal for the SLP, special educator, or reading specialist collaborating in the classroom.

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.

The following game ideas can be used 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.

Absurdities – Divide one of the decks into *Definition* and *Word Cards*. Each player draws one card from each stack. If the cards do not go together, have the player say the correct word for the definition drawn. Return the cards to the stacks. If the cards match, the player keeps the pair. The player with the most pairs wins.

Memory – Place all cards facedown. Players take turns turning over two cards at a time, trying to find a matching pair at each turn. If a player finds a match, he/she receives one additional turn.

Circle Roundup – Choose one of the card decks and separate the *Definition Cards* from the *Word Cards*. Shuffle and place them facedown in a pile. Player One removes the top card and reads the clue to the player on his/her right. 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 will keep the matching *Definition Cards*. The teacher or therapist will give the definition from the *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 definition.

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 his/her 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*®, give the groups 60 seconds to find their partners. (For example, the player with the “This is a coin that is worth ten cents” card will try to find the person with the “dime” card.) Play continues until all players have found their partners.

Tic-Tac-Word – Make a giant tic-tac-toe board on a piece of butcher 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 his/her 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 is given 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.