

WORDO

WORDO is a word game that is played in a similar manner to BINGO. Students love this game and are usually willing to play it for extended periods of time. When you strip away the game-like nature of WORDO, what you'll find is solid practice in learning to recognize words and their meanings.

Here's how to play:

1. Provide each student with a blank 5x5 WORDO card.
2. Choose 24–30 target words you wish to review with your students. These can be words related to a particular subject area or words that you want your students to learn to recognize more accurately and automatically. Put the words on display—on a chalkboard or whiteboard, or on poster paper on the wall—so that all the students can see them.
3. Students then write a word from the board in all but one box, which is the “FREE” box. If you have more target words on display than there are boxes, students will have to leave some of the words off their grid. They get to decide which words to choose and which to leave out.
4. Once their cards are filled, it's time to play WORDO! You, as the teacher, randomly choose words from the target word list—it's a good idea to put the words on individual cards and put them in a bowl to be drawn at random.
5. Call out the word, the definition of the word, a sentence with the word in it, or some other clue to the word. Students must then determine if they have the word on their WORDO card. If so, they put a chip or mark on the box in which the word is located.
6. As with “BINGO”, when a student has filled a row, column, or diagonal line with chips, they should call out “WORDO”! Once the student's card is checked, take a moment to celebrate, and start a new game as soon as students clear their cards.

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