Overview

Click and Create Vocabulary Board Games lets you create colorful, customized game boards quickly and easily for vocabulary practice. This unique, interactive program includes over 4,000 words and pictures. You can even add your own words to the database!

We have included as many different words as possible to maximize selection, use, and practice. We recognize that cultural, environmental, and linguistic differences exist, so we have omitted stimulus items that are regionally or culturally biased. As you plan your game boards, add any words that you feel are appropriate for your particular students (e.g., name of your school, siblings’ names, local businesses).

Other features of Click and Create Vocabulary Board Games:

• Create game boards for vocabulary words in 20 major categories and 80 subcategories. Here are some examples:

<table>
<thead>
<tr>
<th>Main Category</th>
<th>Subcategories</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animals</td>
<td>Farm, Wild, Forest, Water</td>
</tr>
<tr>
<td>Household</td>
<td>Kitchen, Bedroom/Bathroom, Furniture, Items</td>
</tr>
<tr>
<td>Sports</td>
<td>Football, Baseball, Basketball, Soccer</td>
</tr>
</tbody>
</table>

• Select nouns, verbs, or describing words for each subcategory or select a combination of areas. Each subcategory contains at least 25 nouns, 10 verbs, and 10 describing words. (Note: Due to overlap in word choices, all of the verbs and describing words for Food can be selected from the first subcategory. The lists are comprehensive and varied.)

• Choose from 41 different game board designs (18 10-space boards, 18 20-space boards, and five 25-space grids/Bingo boards).
• Choose words and pictures, pictures only, or words only to customize a game board for a student.
• Choose game directions from our list or create your own.
• Save and load game boards for future use and editing.
• Print out games for in-school therapy or as send-home activities.

Using the CD
The install program will start automatically after you insert the CD into the drive. If it does not run automatically, follow these steps if you are working on a PC:
1. Double-click My Computer.
2. Double-click the CD-ROM icon.
3. Double-click setup.exe.

If you are working on a Mac, double-click Click and Create Vocabulary.

Getting Started
Select create new game from the opening screen. (See page 3 for details regarding the load existing game option, which allows you to print and edit a game you’ve saved or that was included with the program.)

On the Create a New Game screen, select the number of game spaces you’d like to appear on your game board.

On the bottom half of the screen, select the type of items you’d like to have appear on your game board.

Selecting Words
Click inside the boxes to select the types of words you’d like to have on your game board. (You can choose multiple criteria.) In the example, the user has selected nouns and verbs from the subcategory Body Parts 2 from the main category About Me.

If you’d like to select specific words from the program’s master list, choose the words! selection on the right-hand side of the screen. If you would like the program to randomly select words for you that match your criteria, choose the create! option and you will move to the Game Board Selection screen. (See page 3.)

If you choose the words! option, you’ll see the screen on the right. Click the box beside each word to select it for your game board. The counter in the upper, right-hand corner of the word box keeps track of how many words you have selected. You may also enter your own words to include in the master list and on your game board. (See page 3 for details.) When you’ve selected the maximum number of words for your game board, click next.
Selecting and Printing a Game Board

Click on a game board to select it. Next, type a title for your game board in the Title space above the game boards. (Note: You must type a title for your game board in order to advance to the next screen.) Finally, click the next button.

The View & Print Game screen provides several options.

• add game directions: A pop-up window appears to let you add pre-written directions to your game board or write your own.
• shuffle game items: The game items are randomly redistributed (helpful if you are creating Bingo boards for multiple students).
• edit game title: A pop-up box allows you to edit the game title.
• change game board: This feature returns you to the Game Board Selection screen to select a different game board. When you return to the View & Print Game screen, your original items will appear on the new game board.
• print: Clicking on this button displays print options.
• save: This feature allows you to save this game board, along with a description of its content for future retrieval.
• start over: Choosing this option returns you to the opening screen. Make sure you’ve saved your game board first.

Adding Words to the Master List

If you want to add your own words to the master list, you can code them by category and part of speech so they will be recalled when those criteria are entered in the future.

Begin by clicking enter your own words on the Word Selection screen. Enter the word you wish to add in the pop-up box. Click add/edit word and you will move to the New Word Entry and Coding screen. Click the boxes that correspond to category/part of speech criteria you would like to assign to the word and click ok to return to the Word Selection screen. If you would like to delete or edit the added word from the master list, select it in the word list and click view and print word list. Select your word in the word list and select an option. All words added to the program will appear in the word list in green, and there will be no illustrations associated with them.

Working with Existing Games

Over 200 ready-to-use game boards are included with the program. Simply click load existing game from the opening screen, and your game board will appear on the View & Print Game screen. You can then print out the game board as is or edit it, print it, and save it under a different name for future use.
General Tips

- Use the options button (located in the upper, left-hand corner of most screens) to navigate to previous steps of game board setup or to quit the program.
- List game board stimulus criteria in the description line when you save game boards (Verbs, Body Parts I) for easier recall.
- Personalize a game board by including the student’s name in the title (Colin’s Forest Animals Practice Game) and in the game directions, especially if you are sending a game board home for practice (e.g., Have Colin use each word in the game board in a good sentence).

Tips for Using Game Boards

You will need a die and game tokens to play the games you create. Determine who goes first. The first player rolls the die and moves his token that number of spaces. He looks at the stimulus and either names the picture, says the word, describes the item, or uses the word in a phrase or sentence, depending on his abilities.

If the student uses the target word correctly, his turn is over. If he uses the target word incorrectly, he moves back to the space he occupied prior to his turn. Game play ends when a player reaches the End space.

Game Variations

- If a player lands on a space occupied by another player, he sends that player back to Start.
- Have the player practice the word on each space he passes as he moves his token the number of spaces shown on the die.
- Have the player make up a silly sentence using the target word he lands on.
- Let the player choose any word from the game board to practice. After rolling the die, have him use the word in a sentence and move the number shown on the die.
- Have the player move ahead for even numbers rolled and back for odd numbers rolled. Have him practice each word he passes while moving forward or backward.
- Create your own “Describing Bingo” game for a group of students. Fill a 25-space bingo board with nouns and print it. Then shuffle the items and print again. Continue this process until you have created a game board for each student who will be playing.

Print out one more grid to use as calling cards. Cut the cards apart and randomly draw them from a pile. Give clues to the item on the calling card (“It’s a furry, forest animal that sleeps in a den”). Each player who has an item that matches the description covers it with a marker. The first player to correctly cover a complete vertical, horizontal, or diagonal line is the winner.

Evidence-Based Practice

- Neuropsychological studies provide convincing evidence that semantic knowledge is organized categorically and functionally. Semantic knowledge is thought to drive the processing of meaning in language (Rhodes & Donaldson, 2008).
- A systematic approach to teaching vocabulary, including direct and indirect instruction, teaches students that vocabulary is important for learning language and for reading (Beck, McKeown, & Kukan, 2002).
- Students who struggle with vocabulary acquisition need more trials than typical language learners to maximize vocabulary growth (Montgomery, 2007).

Click and Create Vocabulary Board Games incorporates these principles and is also based on expert professional practice.

References