

Dictionary Game – “Can You Read My Mind?”

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PURPOSE:

Reinforce dictionary skills of alphabetical order, guide word usage, entry words.

RESOURCES:

- Age-appropriate dictionaries – available for grade K-3.
- Clues and mystery words set up as PowerPoint – projected on Smart Board / read to students.

ACTIVITY:

Your job is to figure out the mystery word based on the clues you will see / hear (great listening exercise if clues are not displayed on Smart Board).

1. The word I'm thinking begins with the letter _____.

Students must write down their first guesses.

Ask students what strategy they used to find their first words.

2. Give first 2 letters of the word.

Students write down next guess.

Ask students what strategy they used to find their next guess
– talk about guide words etc.

3. Give first 3 letters of the word.

Students write down next guess.

4. Give first 4 letters of the word.

Students write down next guess.

5. By the 5th letter, the word should be evident to all.

Extension:

Variations on this game could use definition clues intermixed with letter clues – build vocabulary and dictionary skills.

Allow students to be the mystery word selectors and clue givers. Divide children into small groups (4) for this activity to allow time for everyone to have a turn.

