WORD WHIRL

by Vicki Lee

This game is an adaptation of Abraham B. Hurwitz's and Arthur Goddard's "Word Whirl" and "Word Wheel" games. The changes made are beneficial since they call for more student participation and thus increase the game's effectiveness.

"Word Whirl" is intended initially to build the vocabulary of class members by "training them to group words in logical categories" (Hurwitz & Goddard: 111). Since students are required to speak up when naming the words, "Word Whirl" also provides students with the opportunity to practice their pronounciation.

Materials

2 pieces of poster board of different colours.

A pin or preferably a 1¼" round-head paper fastener.

A 21"x21" piece of cardboard.

3 markers of different colours.

Masking or scotch tape.

Procedure to Construct "Word Whirl."

1. On one piece of poster board, draw a 10"-radius circle. On the other board, draw an 8"-radius circle.

2. Cut out the circles. Then, mark them off as shown in Diagram 1.

DIAGRAM 1.

3. To make the indicator, cut out two thin strips from one of the boards as shown in Diagram 2. Glue both strips together.
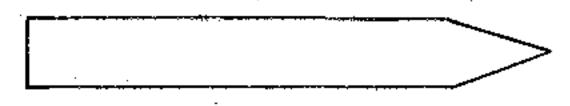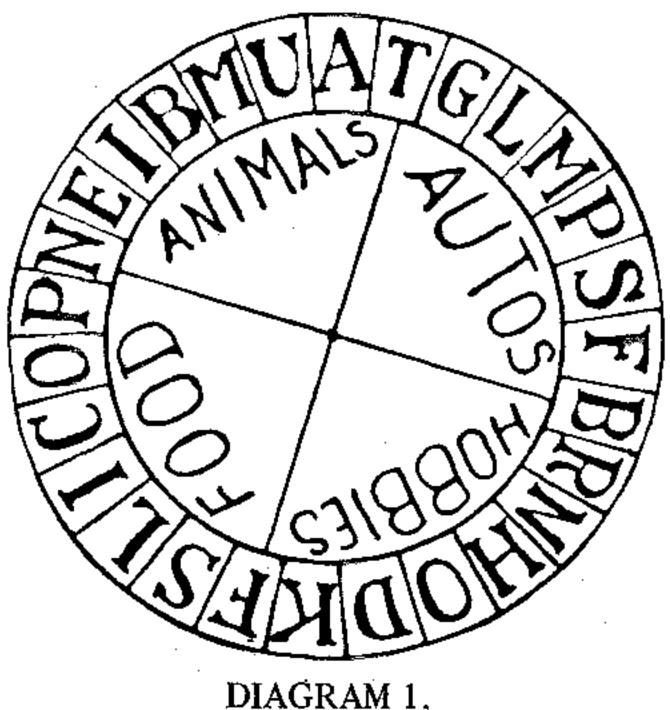
DIAGRAM 2.

4. Then, mount the two circles and indicator on the cardboard. To secure them in place, stick a pin or the round-head paper fastener through the centers of the circles. (Make sure the round disks are able to spin freely with the fastener or pin in place.)

5. You are now ready to play the game.

Rules and Procedure for Playing "Word Whirl"

Before the game, the teacher may wish to appoint a student to write out the words on the board, and to keep score. This then

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leaves the teacher free to act as time-keeper and arbitrator. The rules for the game are as follows:

1. Divide the class into groups of four or five students each. Each group then selects a group leader.

2. Then, beginning with group 1 have the group leader come forward and spin the indicator to select the category and letters. The first spin determines a category; the second a letter.

3. Within a given time of, say, one minute, all members in group 1 must come together and name, out loud, as many words as possible that belong to the selected category and begin with the designated letter.

4. When group 1's time is up, the other groups each, in turn, add some more words to the list. Words already on the

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    list cannot be used a second time.

5. The game ends when all the groups have had opportunities to contribute to the list.

6. The scoring could be done in the following manner:

    1st group —1 point for each word
    2nd group —2 points for each word
    3rd group —3 points for each word
    4th group —4 points for each word

    More than one central disk can be made. Other disks with different categories (e.g., clothes, games, names of famous people or places, etc.) may be attached to the present "whirl", to increase the variety and breadth of vocabulary learned through the game.

REFERENCE

Hurwitz, Abraham B. and Arthur Goddard. 1969. *Games to Improve Your Child's English.* New York: Simon and Schuster.