

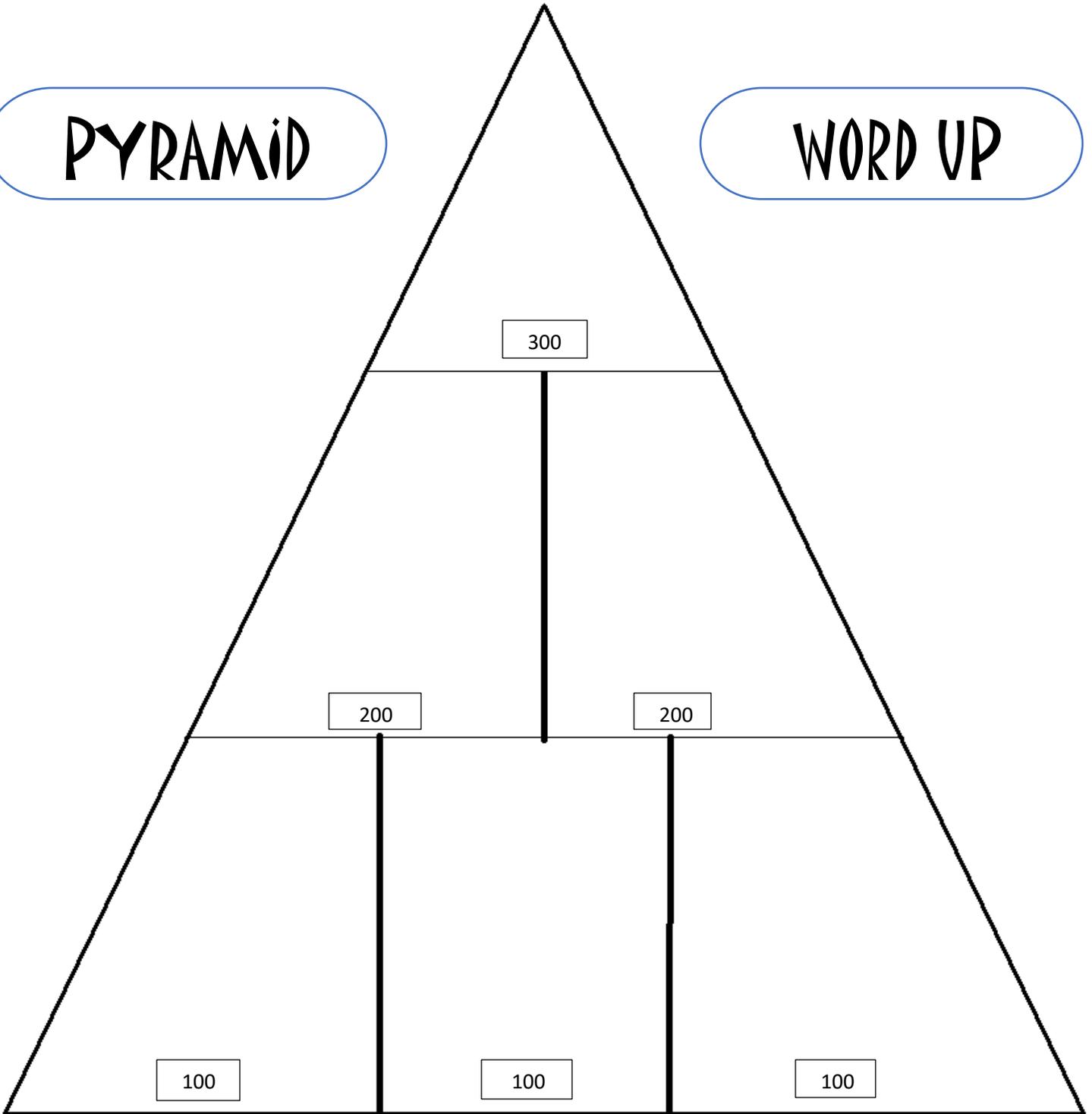
Team name \_\_\_\_\_

Student A \_\_\_\_\_

Student B \_\_\_\_\_

**PYRAMID**

**WORD UP**



Final Score \_\_\_\_\_

# PYRAMID WORD UP – INSTRUCTIONS

Use *Pyramid Word up* as a follow up to VOCABUTRIX. For review of learned words.

(About a 15 minute activity once students are familiar with the steps.)

1. Vocabutrix partners select 6 to 12 of their hardest-to-learn words from their collection of Vocabutrix charts.
2. They write the list down. Choosing a higher number of words adds greater challenge. Start with 6 at first.
3. The first time, partners get 2 min. to come up with a team name (up to 2 words), to add to their Pyramid page.
4. Student A secretly writes 6 of the words from their list in the Pyramid, one in each space.
5. Partners face each other from opposite sides of a desk or other space-maker.
6. Student A keeps the Pyramid to him/herself, Student B has the list of potential words.
7. Give the go signal.
8. Student A starts with “For \_\_\_\_ points which word am I talking about?” then provides hints, phrases, ideas related to a word on the Pyramid.
9. As soon as Student B guesses correctly, both students shout out their team name then continue.
10. Student A puts a check or star on each word of the Pyramid as it is correctly guessed.
11. The first team to finish guessing all their words waves their Pyramid in the air. They get 10 extra points.
12. As other teams finish, give them points for finishing as you see fit.
13. Do over again with Students A and B reversing roles starting at step #4.

Change it up:

- This is a noisy activity, but fun for students. A quiet version that is equally fun requires the clue giver to draw stick-figure clues. Any talking that occurs takes away 5 points, or could disqualify them from this round.
- Have teams with the top 5 scores or so, move to the front of the room after a round, or provide other incentives for earning more points.
- Set a timer and allow only a certain amount of time to complete the guessing. Students earn points based on how far they get and get extra points only if they finish in time.
- Have students give clues that are antonyms only.