Things Fall Apart - vocabulary

**Vocabulary Practice:** Your vocabulary for this novel will be supplemented by an independent vocabulary assignment. Throughout the text, you will need to identify 20 words that are unfamiliar to you but is also helpful for enhancing your writing and communication. Keep track of these as you read. You will need 10 words by the end of Part 1 and an additional 10 by the end of the text. These will be checked off for participation.

For each word you will

• Write the quote as well as the page number (bold or highlight the word you are using in the quote)

• Define the word

• Give the part of speech

To demonstrate an understanding of the words you found, you will create a vocabulary game to practice the words using all 20 words for another classmate to play. The structure of this game is up to you (board game? card game?), but you will be graded on your ability to use all parts of the word (definition, part of speech), the clarity and ease of playing, as well as your creativity (a quizlet/kahoot would not be creative). We will play the games in class on January 19th.

Vocabulary Game Rubric

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| --- | --- | --- | --- |
|  | Exceeds Standard | Meets Standard | Below Standard |
| Requirements  \_\_\_10 |  | The game covers all 20 words, testing knowledge of both definitions and POS. | The game does not cover all 20 words; knowledge is not tested of definitions and/or POS. |
| Clarity  \_\_\_10 | The game is easy to play. The rules make sense and there are no loopholes. | The game is mostly easy to play. There may be some questions but these are easily clarified. | The game is hard to understand. It takes too long to figure out how to play and there may be holes in the instructions. |
| Creativity/Effort  \_\_\_10 | The student presents a flawless product that makes vocabulary learning fun. The game is engaging and is conducive to learning. | The student presents a product that may have a few errors. The game is engaging, conducive to learning and goes beyond a flashcard style of vocabulary. | The product may look rushed or incomplete. The game may rely on a flashcard style of learning. The game is not conducive to learning. |