

Digital Schoolhouse

Computational Word Games: Word Sneak

Aim of the Game

The aim of the game is to try and have a normal conversation and without breaking the flow sneak your hidden words into what you say. The first person to use all their hidden words wins the game

How to Play

- Play in pairs
- Each person has their own pack of word cards
- One member of the pair starts the conversation
- Conversation continues as normal with each person working through their pile of hidden words
- First person to use up all their hidden words at least once wins the game.

Organisation of the Activity

- Divide the class into pairs
- Give each pupil a pack of word cards. You may want to create two different packs of cards so that you can ensure that both pupils within the pair have a different set of word cards to play with. Ensure that each pupil within the pair has the same number of words.
- You may decide to add levels of difficulty by grouping terms into piles according to their complexity
- Add to the fun element of the activity by mixing some completely random words into the piles.
- Ensure each card has a single word on it
- (Online clip: <https://www.youtube.com/watch?v=9nBBgD0q6rA>)

Suggestions for use

This activity is useful as a starter or plenary, or alternatively as a quick activity to break up the session. It can be played in multiple ways. For example, allow individual pairs to play in a non-threatening way which removes the audience. This is a great way to allow pupils to quickly test their own understanding of key terms and concepts, as well as that of their peers. Calling two pupils to the front to play the game in front of the class can also work, especially if you want to demonstrate a key learning point in particular.

The word cards can be customised to allow you to use a range of words. These can be completely random (to encourage the giggles), computing specific terms or other subject specific words for example from science, history or geography etc.

Links to English

This game is a unique way to get pupils to increase their understanding and appreciation of literature. For example:

- Encourage pupils to take on the 'role' of a character in novel that you are studying. Edit the word cards to reflect key items within the prose.
- Play the game as normal, but edit the word cards to list names of characters, scenes, objects etc within the written prose. Do pupils understand the text enough to be able to play the game?

Great for...

- Assessing pupils understanding of key terms and concepts
- Bringing a sense of fun into the classroom
- Paired understanding – peer assessment
- A non-intimidating way to encourage self-reflection of areas of strength and weakness in understanding