

1. Construct a board game that requires players to respond with synonyms or antonyms when they land on certain spaces or draw certain cards. Include examples of cognates in English and Spanish. Demonstrate the game to your classmates, asking them to role-play primary-age students, or use the game with second- or third-graders in a regular classroom or tutoring setting.
2. Ask three 5-year-old students, three 6-year-old students, three 7-year-old students, and three 8-year-old students to tell you the meanings of the following words: ask, tell, sister, and girl. Record their responses. Were there differences in the children's abilities to give precise definitions for the words? Discuss your findings with your classmates. Repeat the activity with a range of English learners.
3. Select several new terms encountered in this chapter. Decide which ones could be defined, or partially defined, using the context or word parts. Teach these words to a small group of your classmates using one of the vocabulary development activities in this chapter.