



SCHOOL VIOLENCE PREVENTION DEMONSTRATION PROGRAM

VOCABULARY MAZE

Activity Description

This activity helps students make connections between various vocabulary words or concepts. This activity works especially well when preparing students for the *We the People: The Citizen & the Constitution* showcase to intertwine vocabulary from all six units.

Suggested Grade Level

Upper elementary to high school

Estimated Time to Complete

Half to one class period

Objectives

Students will be able to

- make inferences and draw conclusions based on vocabulary;
- select the correct word or phrase to complete an analogy, using synonyms, antonyms, homonyms, categories, subcategories, whole/part, functions, and verb forms.

Materials Needed

- Blank and sample Vocabulary Maze worksheets (blank, filled-in and term-to-term path examples follow)

Activity Procedures

1. Students will be given a game board like the one below.
2. The teacher will display at least twenty-five vocabulary words (this activity works better with around forty to fifty terms, and can be adapted to any subject). Students are told to select twenty-five terms and write one term in each box on the game board. Once the boards are complete the teacher will explain the rules.
3. Each student pairs with another student. This pair will compete against each other. One student selects a board, either theirs or their partner's.

4. Next, the student will point out two different terms on the board. Their partner must start with one of the two words and make his or her way toward the other term.
5. To progress, the student must make a connection between each term. (Go from space one's term to space two's term, and then continue from space two to space three, connecting the terms.) The student playing does not have to connect space one to space three, just one to two and two to three. The player will count the spaces that it took to connect the terms, and that will be their score for the first round. Students can take any route on the board to get to the final term, which gains more points, but a student cannot use the same term twice.
6. The players switch roles. After three rounds, the player with the most points wins.

VOCABULARY MAZE

VOCABULARY MAZE EXAMPLE: STUDENT BOARD

Power	Authority	Customs	Cost	Benefits
Roles	Consent	Divine Right	Duties	Powers
Diligence	Characteristics	Bill of Rights	Grievance	Redress
Economic Cost	Impeach	Ratify	Segregate	Integrate
Judicial Review	Unconstitutional	Efficiency	Petition	Assemble

VOCABULARY MAZE: EXAMPLE PATH

Power	Authority	Customs	Cost	Benefits
Roles	Consent	Divine Right	Duties	Powers
Diligence	Characteristics	Bill of Rights	Grievance	Redress
Economic Cost	Impeach	Ratify	Segregate	Integrate
Judicial Review	Unconstitutional	Efficiency	Petition	Assemble

Player One picks two outside-row terms with at least five spaces between (for example, Assemble to Power). Player Two decides where he or she wants to start, either with the term Assemble or the term Power. If Player Two picks Power, he or she must move toward Assemble by connecting the term Power to Authority, Role or Consent (moves can be to the side, above, below or diagonal). For example, Player Two might say that the word Power usually means a selfish term and Consent usually means unselfish and the connection is that they are opposing terms. Or, the student could have said another reason for the connection. They gain one point by successfully connecting the two terms. From Consent, Player Two has seven moves; they cannot reconnect to previously connected terms. Each word they connect to is one extra point.