



GUESS WHAT?

A spelling game!

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CAN WE MAKE VOCABULARY FUN?





01

ENGAGING VOCABULARY LEARNING THROUGH GAMES AND ROLE-PLAY





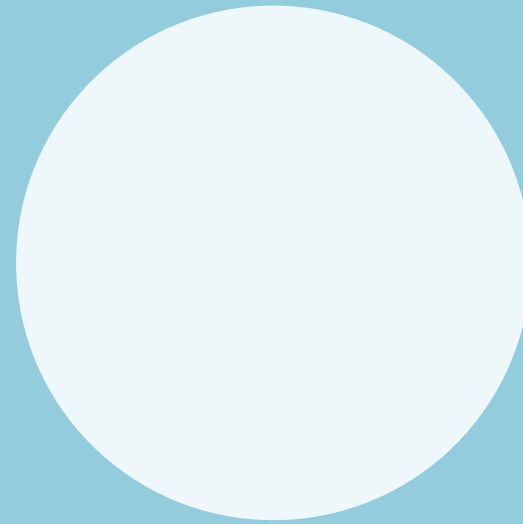
**Vocabulary
supports all four
language skills:
listening, reading,
speaking, and
writing.**



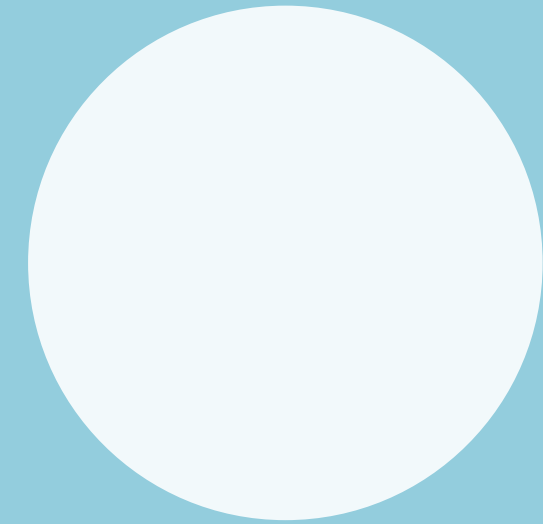
THE CHALLENGE



Repetitive



Unmotivating



**Less
interactive**

RESEARCH GOAL

**Expand
vocabulary**

**Improve
pronunciation
and intonation**

**Gain
confidence
when speaking**



GUESS WHAT?

Inspired by Ellen
DeGeneré's game
Heads Up!

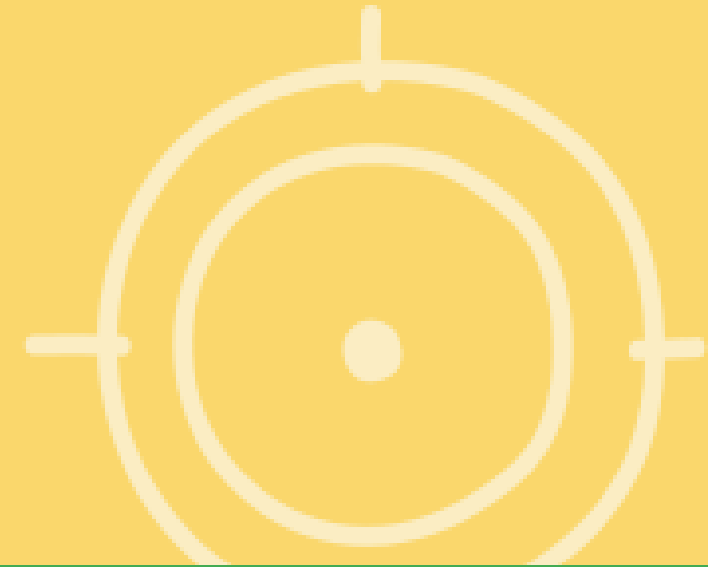
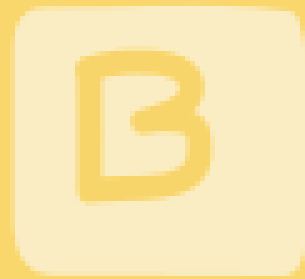
Adapted for
ESL classrooms

Focuses on
spelling,
pronunciation,
and collaboration

HOW TO PLAY

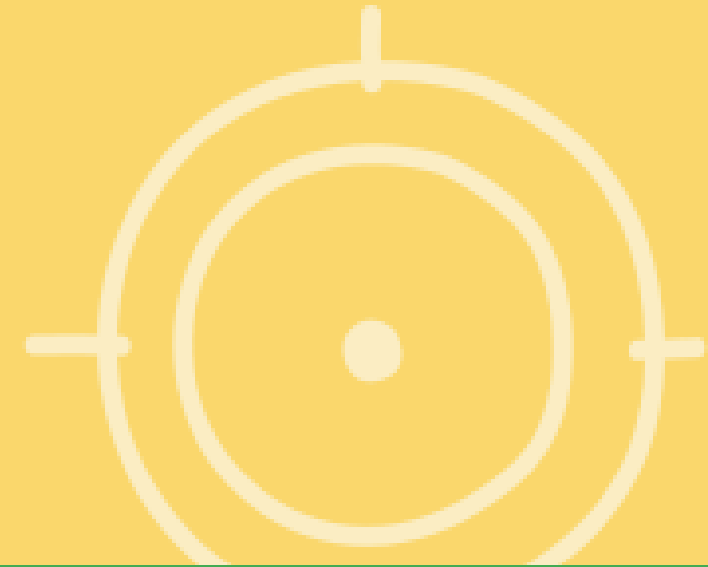
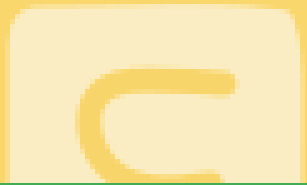
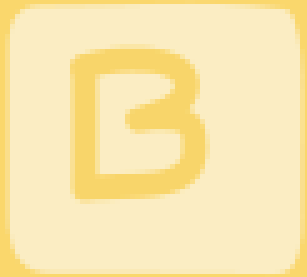
1. The guesser holds the card above their head.
2. Their partner gives clues without saying or they act out the word.
3. The guesser spells the word they think it is.
Correct = 1 point. They can pass if unsure.





DEMONSTRATION





02

JUSTIFICATION



WHAT STUDENTS GAIN

01

**Social interaction
and confidence**

02

**Pronunciation
and intonation**

03

**Builds spelling-
sound awareness
(phonetics)**

04

**Fun, interactive way
to expand
vocabulary**



03

THEORY



RESEARCH SUPPORT

Spelling games support vocabulary and memory development (Huynh, 2024)

Connecting spelling and sound strengthens phonetic awareness (Treiman, 2025).

Group discussion and active learning increase student engagement (Aflah & Fajar, 2022).

**VOCABULARY IS THE
FOUNDATION OF ENGLISH
LEARNING.**

**GAMES LIKE “HEADS UP!”
MAKE LEARNING
INTERACTIVE AND
EFFECTIVE.**

**SPELLING,
PRONUNCIATION,
AND CONFIDENCE ALL IMPROVE
THROUGH PLAYFUL LEARNING.**

**TEACHERS CAN
USE THIS AS A TOOL TO MAKE
VOCABULARY LESSONS MORE
MEANINGFUL.**



REFERENCES

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