

GUESS WHAT?

A spelling game!

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CAN WE MAKE VOCABULARY FUN?





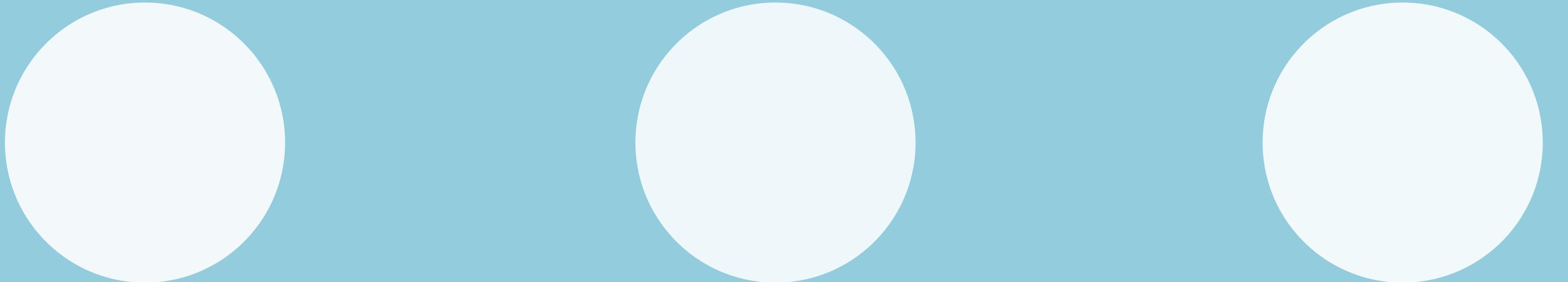
01

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 DeGeneres's game Heads Up!

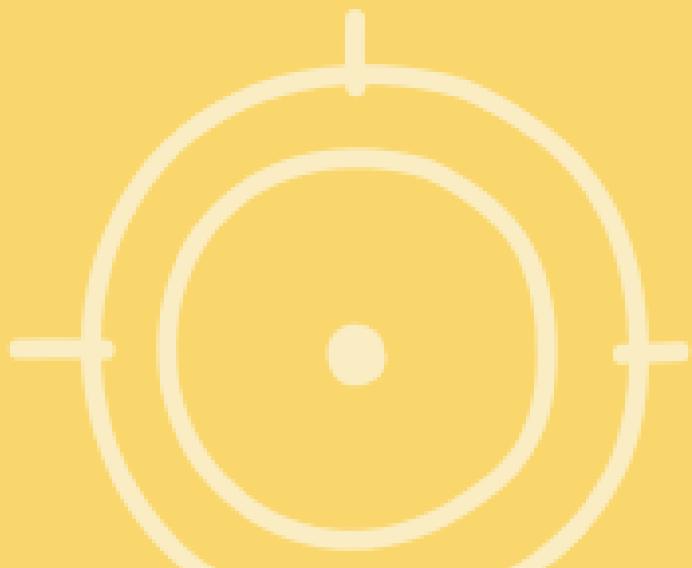
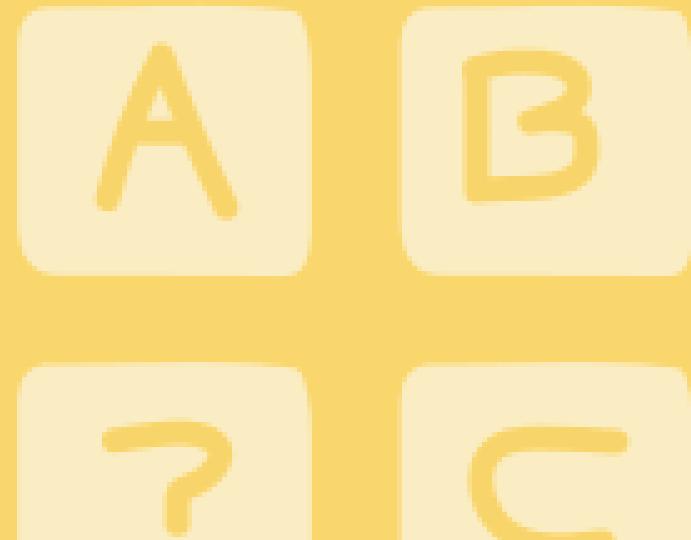
Adapted for ESL classrooms

Focuses on spelling, pronunciation, and collaboration

HOW TO PLAY

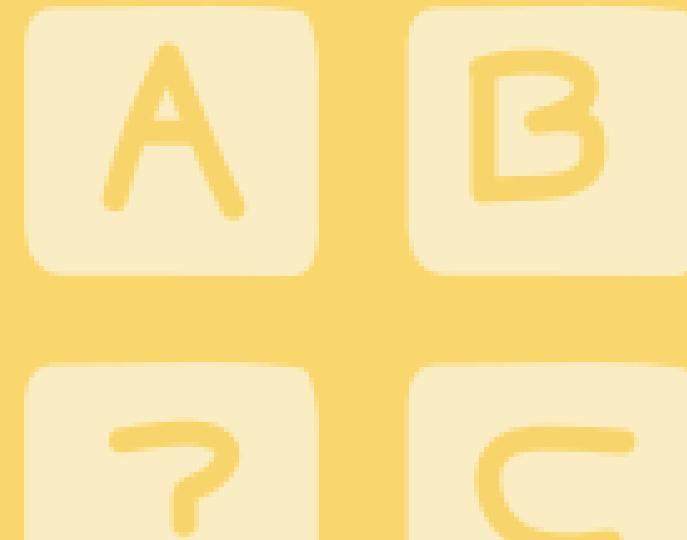
1. The guesser holds the card above their head.
2. Their partner gives **clues** without saying or they act out the word.
3. The guesser **spells** the word they think it is.
Correct = 1 point. They can pass if unsure.



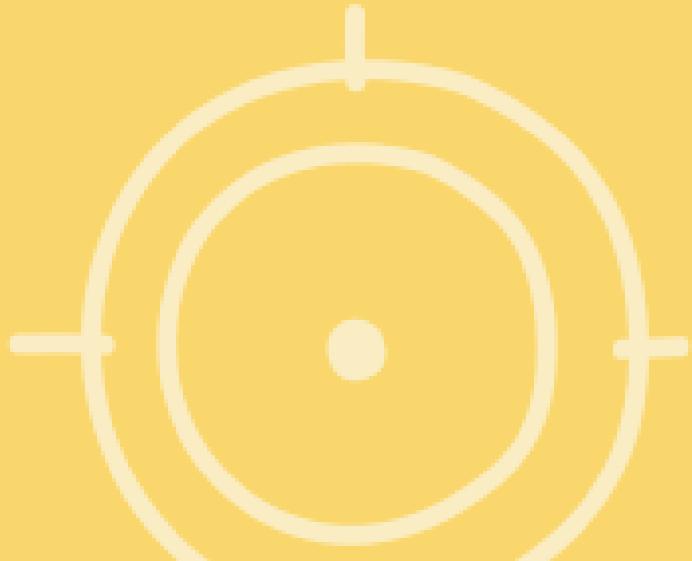


DEMONSTRATION





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.

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



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

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

REFERENCES

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