



# CUBING

**OBJECTIVE:** Increase students' vocabulary automaticity with this entertaining matching game.

**PREPARATION:** Identify 6 terms to review and 6 types of information to provide. Gather two different colors of game dice to provide to each group.

## HOW TO PLAY:

- 1 With students in small groups, give each team two different colored game dice.
- 2 On the board, list the six terms you want students to review. Number them 1-6.
- 3 In a second column, list the six different strategies you want them to apply to each word. Number them 1-6.

### TERMS (blue die)

1. Radius
2. Diameter
3. Circumference
4. Perimeter
5. Area
6. Volume

### STRATEGIES (Red Die)

1. Explain/Define the term.
2. Draw the term.
3. Give an example of the term.
4. Make the term with Play-Doh.
5. Act out the term.
6. Use the term in a sentence, making it the third word in the sentence.

- 4 Each person in the team takes a turn rolling both dice. The number he rolls on the blue die determines the vocabulary word to work with. The red die indicates what information he has to provide about that word.
- 5 As the dice get passed from person to person, the students inevitably go through the list of terms multiple times, thinking about their meanings in a variety of ways.