

## Great Online Resources to Support Vocabulary Acquisition

1. Wordle: [www.wordle.net](http://www.wordle.net)

This site creates a "word cloud" of any text. The size of the words reflects how often they occur in the passage.

(for 43 ways to use it in the classroom:

[http://docs.google.com/present/view?id=dhn2vcv5\\_157dpbsg9c5](http://docs.google.com/present/view?id=dhn2vcv5_157dpbsg9c5) )

2. Visual Thesaurus: <http://www.visualthesaurus.com/> (\$19.95 a year)

This is a powerful thesaurus that includes definitions for each word (just hover over the word,) parts of speech, and the ability to instantly click on a term with the right connotation to see additional synonyms

3. VocabGrabber: <http://www.visualthesaurus.com/vocabgrabber/>

VocabGrabber analyzes any text, generating lists of the most useful vocabulary words and showing you how those words are used in context. It also can isolate words by specific areas of study (science terms, lit terms...)

4. Visuwords: [www.visuwords.com](http://www.visuwords.com)

This tool is very similar to the Visual Thesaurus, but free.

5. Quizlet: <http://quizlet.com/>

On this site you can make your own flashcards. Students can even collaborate on sets. The program automatically generates flashcards, practice tests, and games. (Some games even include audio options.)

6. Flash Jeopardy: <http://techfortress.blogspot.com/2008/05/flash-jeopardy-game.html>

This is quite possibly the "easiest way ever" to create a Jeopardy game. Plus it looks very impressive and students love the animation components. Just remember to put the game files you create in the same folder where you download the game. (Rename them too so you can organize them and find them when you need them!)

7. Today's Freebie: Coming to California:

The Potato Story: <http://dsi.kqed.org/index.php/contest/about/C24/>