

Vocabulary Building



**A HOLIDAY LANGUAGE-
LEARNING CARD DECK**

Authors & Editors 2learn-english.com

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**A Holiday Language-
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NOUN, PLURAL

1



BELIEFS

PRONUNCIATION



bi'y li:fs

DEFINITION

what
people
believe;
ideas
accepted
as true

EXAMPLE

Halloween
had its origin
in the _____ of
Celtic
peoples
about death
and ghosts.

NOUN, SINGULAR

2



A

CELEBRATION

PRONUNCIATION



ˌbrɛɪˈʃən

DEFINITION

an
observance
(of a special
occasion)
with
festivities

EXAMPLE

What kind of
_____ is a
Halloween
party? What
do guests do?

NOUN, PLURAL

3



COSTUMES

P^RONUNCIATION



'cas tu^w mz

D^EFINITION

disguises
worn on
special
occasions,
like
Halloween

E^XAMPLE

Many children
wear
homemade

instead of
store-bought
disguises.

N^OUN, PLURAL

4



CUSTOMS

P^RONUNCIATION



'ces temz

D^EFINITION

accepted
practices of
a culture;
habitual
ways of
doing things

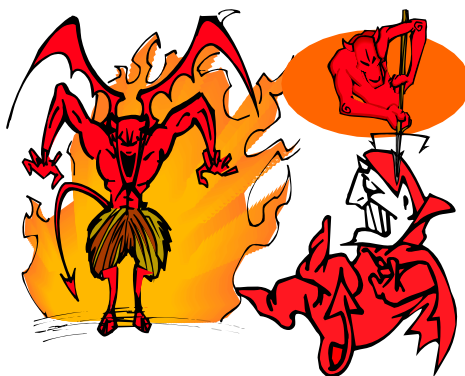
E^XAMPLE

Two American
Halloween

are carving
pumpkins
and trick-or-
treating.

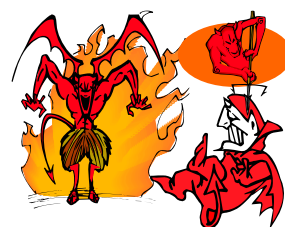
N^OUN, PLURAL

5



DEMONS

P^RONUNCIATION



'di^y menz

DEFINITION

evil
supernatural
beings;
devils or
tormenting
forces

EXAMPLE

On
Halloween
night, the

come out with
the Devil.

NOUN, UNCOUNTABLE

6



FEAR

PRONUNCIATION



fɪər

DEFINITION

a feeling of
being
frightened;
an anxious
feeling

EXAMPLE

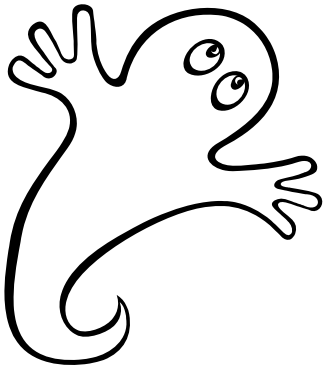
How do people
overcome their

of death?

How can they
be less afraid?

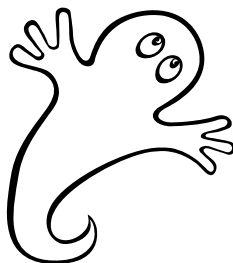
NOUN, SINGULAR

7



A GHOST

PRONUNCIATION



'gɒst

DEFINITION

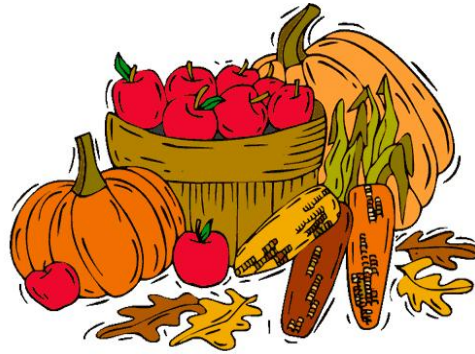
the spirit
of a
dead
person

E XAMPLE

You're as
white as a
sheet. Have
you seen a
_____?

NOUN,
SINGULAR

8



HARVEST

PRONUNCIATION



'här vist

DEFINITION

gathering
a crop; the
farm plants
that ripen
in a season

E XAMPLE

The ancient
Romans had
a fall festival
to honor
Pomona,
goddess of
the _____.

NOUN,
UNCOUNTABLE

9



MISFORTUNE

PRONUNCIATION

mis 'fôr chen



DEFINITION

bad luck;
happenings
that make
people
miserable

E XAMPLE

Fortune
tellers like to
predict good
luck rather
than

_____.

NOUN,
SINGULAR

10

PRONUNCIATION

DEFINITION



'miks cher
e

a
combination
of different
ingredients
or things

A MIXTURE

EXAMPLE

Halloween has
a _____ of
customs from
the Celts, the
Romans, and
the early
Christians.

NOUN,
UNCOUNTABLE

11



PROTECTION

PRONUNCIATION



pre 'tek shən

DEFINITION

guarding
or keeping
safe from
harm

EXAMPLE

Which is
the better
_____ against
vampires?
Garlic or a
cross?

NOUN,
SINGULAR

12



A SKELETON



et 'skel e ten

DEFINITION

the bony
structure of
the body,
without
muscles or
skin

EXAMPLE

On the Day of the Dead, a Mexican family might buy bread or candy in the shape of _____.

NOUN,
SINGULAR

13



A W I T C H

PRONUNCIATION

the 'witch'



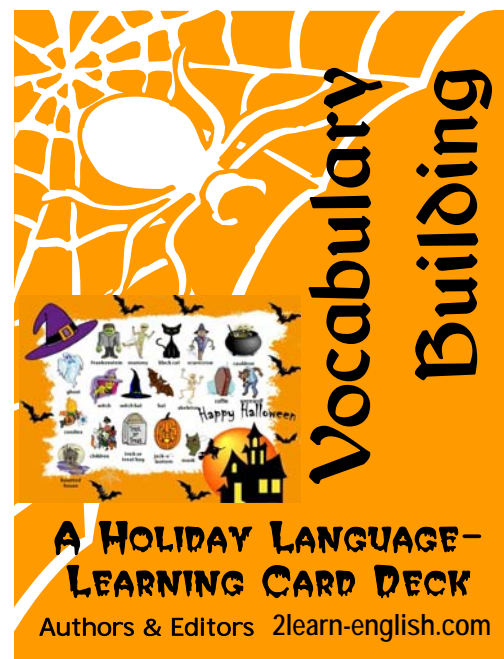
DEFINITION

a woman
believed to
have
supernatural
powers and
practice magic

EXAMPLE

A female warlock is

She can cast
magic spells
and mix magic
potions.



How This Card Deck Will Make Vocabulary Learning Fun

This 52-card deck of thirteen scary **HALLOWEEN WORDS & PHRASES** gives all you need to know to understand and use them. REMEMBER: 13 is “an unlucky number.” Even so, it’s *lucky* that you can use $13 \times 4 = 52$ cards to learn *all* you need to know now about the *Vocabulary* in the deck.

The first card of each of 13 *Four-of-a-Kind Sets* tells the **PART OF SPEECH** (*Noun, Singular or Plural; Verb, Present or Past; Adjective; Adverb*) of the item below. It shows a picture. This information will help you understand how the word or phrase works in sentences. It will make it easier for you to use it correctly when you say or write it.

The second card of the same set shows *sound-symbols* to read aloud for the **PRONUNCIATION** of that item.

The third card gives its **DEFINITION**, which is its *meaning* in *that* form and context.

The last card shows an **EXAMPLE** of how to use the item in context (a phrase or sentence that indicates its meaning).



These four pieces of information—*Part of Speech, Pronunciation, Definition, Example of Use in Context*—are the most important ones to know about any vocabulary item that you want to learn more about. Here’s how to use them:

First, make the card deck. On heavy paper or card stock, print out the 6 pages of 52 vocabulary cards (+ two “Wild Cards”). (If you want to, you can produce them *two-sided*, with the same page of card backs on the reverse sides.) Cut the cards apart to make a deck.

Second, put the four images of each set of cards together. Look at the *card faces* of each set of 4 “matches”—the *illustrated vocabulary item* itself, its *pronunciation*, its *definition*, and its *use in context*. Do this as many times as necessary to get comfortable with the information.

Third, put the four kinds of card images into separate piles. Go through each stack *separately*. When you view the 13 main *Vocabulary-Item* cards, try to fix their *pictures* and their *spellings* in your mind’s eye. For the 13 *Pronunciation* cards, see if you can read aloud the *sound-spellings* to say each item clearly. When you read the 13 *Definitions*, try to recall the word or phrase that each one defines. And when you see the 13 *Examples*, put the appropriate vocabulary into the blank. Of course, if you need help, you can look for the appropriate matching cards.


Every time you go through a stack of 13 cards, in your mind or on paper connect each image to its other 3 matching pieces of info. For each item, you can use a dictionary to find—or you can create—your own *definitions* and *examples-in-context*. You can learn *synonyms*, *related words*, other *uses for*, and anything else that’s interesting about each word or phrase.


Finally, put the 13 sets of four-of-a-kind back together. Keep them for review. Make your own sets to add to the deck. In this way, you’ll quickly learn new vocabulary—on this topic and others.




How to Use This Card Deck to Compete in Games

Any deck of 13 sets of four-of-a-kind cards like the *Item + Pronunciation + Definition + Example-in-Context Cards* in this *Holiday Language-Learning Deck for Vocabulary Building* will work in card games for two or more players. From the 106-page *How-to Teaching Resource Holiday Happenings: HALLOWEEN*, here are suggested instructions, procedures, and rules for a few of them:

 **SPEED MATCHING.** Each group of learners works with a shuffled deck of cards. Decks must all contain the same number of sets of four-of-a-kind. At a signal, “teams” compete in matching images to one another by collecting them in stacks. (The most efficient way to do so quickly may be to lay them out face up on a surface). Whoever finishes first wins. Participants can review by using images as “flash cards.” Someone shows card faces to the group; the others *name* the items, tell their *definitions* or *use them in context*.

 **CONCENTRATION.** All cards are laid out face down on the playing surface. The first player turns up first one and then another of the cards so everyone can see what they show. If they “match,” that person keeps them and gets another turn; if they don’t belong together, the cards are turned face down again. Everyone tries to concentrate on remembering the locations of the items—so that they can eventually collect *sets of four* that belong together. After all cards are matched, the person with the most completes sets—or just *pairs* of matches—wins the game.


For reinforcement, participants review the content of the cards, using each card face as a “cue” to recall one or more of its matches (the *vocabulary item* itself, its *pronunciation*, its *definition*, its *use in context*).

 **PASS THE CARD, PLEASE.** Each group receives a card deck consisting of sets of four-of-a-kind, at least as many sets as there are players. The cards are dealt out (approximately) equally. Players hold them in their hands fan-shaped; if any images are associated with the same vocabulary item, they can put these cards together. The object is to be the first to collect a set of four—or if the deck is large, to collect more sets than anyone else.

Players sit in a circle. At a signal, everyone “discards” one of the cards from his/her hand by passing it face down to the person on his/her left. At the same time, players pick up the cards they’ve been given and put them into their hands. Simultaneously, they get rid of another card by passing it to players on their lefts, and so on—as fast as possible—around the circle.

Whenever someone has four images that belong together, he/she removes that set from his/her hand and puts on the playing surface, reviewing the *Vocabulary Item*. If there were only four cards in each hand to begin with, that player wins the game. Others may continue passing cards until the whole deck is divided into sets of four.

If the deck is larger than the number of players times four, the game goes on until all the cards are in their appropriate sets. The person with the most sets in front of him/her is the winner—if he/she can pronounce all the words correctly, define them, and use them in context.

 **THE GAME OF “SAME.”** Keeping sets of four-of-a-kind within each card deck, adapt its size to the size of the group (probably between 3 and 6) and the time available for play. Shuffle the deck; deal out all the cards. Without looking at the images, all players place their cards in face-down stacks in front of them.

The first player turns over the top card on his/her stack, names the item or reads the text, and places the card face up on the playing surface so everyone can see it. The next player does the same, and so on around the group. When play returns to the first participant, he/she places the next card face up on top of the previous one—as do all the other players on their turns. Soon, everyone will have a separate face-down and a face-up stack of cards.

As each card is turned over and the item named, everyone looks around quickly to see if there are any matches associated with the same vocabulary on top of another stack. If there *is* a pair, the first person to recognize it correctly and say “Same”—*and* to name or read both items—wins all the cards on *both* face-up stacks. That player puts the newly-won cards at the bottom of his/her face-down stack. If two players say “Same” at the same time, they divide the “winnings” equally. The “victor” is the player with the most cards after a set time limit.

For a faster, louder variation of the game, all players can turn over the top card on their stacks at the same time. The first person to say “Same” for one match, “Same, Same” for two matches, or “Same, Same, Same” for three matches wins *all* the relevant card stacks—if he/she can say, define, and use all the vocabulary correctly.