To teach the meanings of words to children . . .

## THE THORNDIKE-CENTURY JUNIOR DICTIONARY

By E. L. THORNDIKE Teachers College, Columbia University

From every point of view, a CHILD'S bookl

23.281 words 1610 pictures 970 pages \$1.32 list

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## **ANSWERS**

able absence

after

aim

alone aloud

around

before

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bicycle

buck

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green

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how

howl

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17. fall

19. hat

ache add

30.

man map mate melt miss

35.

moon move no number once open

little

mad

main

low

other ours over recess

season screen sky tent

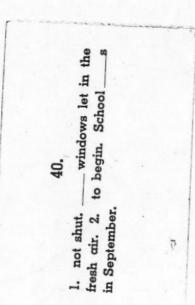
thaw thirst

How to Play SAY THE WORD



There are 50 SAY THE WORD cards in this game. Any number of children may play, but each child should have the same number of cards. On each card is printed a number and a definition from the THORNDIKE-CENTURY IUNIOR DICTIONARY. The word being defined is not stated. Where the word has been used in a sentence, it is indicated by a blank.

brook, our heads, spoke road, to jump the sky the ds, across; above,





In no instance does the correct word appear anywhere in the definition. The object of the game is to supply the missing word. (Some parts of the definitions have occasionally been omitted where it was thought their inclusion would provide too obvious a clue to the word.)

- Choose one child to act as teacher and hold the answers.
- The "teacher" mixes the cards and gives an even number to each player, who places them face down before him.
- The player acting as teacher then asks the player on his left to turn up a card and read aloud the definition, saying

"blank" where there is no word. If upon finishing the definition he cannot within a reasonable length of time SAY THE WORD, he must pass the card to the player on his left. If this player fails, he in turn passes it on to his left and so on. If none of the children can give the answer, the card comes to the teacher who reads the answer from the back of this booklet. The teacher then keeps the card.

- When a player SAYS THE WORD correctly, he keeps the card and puts it to one side.
- The teacher then asks the second player to turn up a card, which is read and disposed

- of in the same manner as the first one.
- 6. The play proceeds in regular order from right to left. Thus when a player has SAID THE WORD and placed the card to one side, the next turn is taken by the player immediately to the left of the person who started the last play by turning up one of his cards.
- No player can SAY THE WORD out of turn. If he does, the card will be won by the player who at that moment holds it.
- 8. When all cards have been used, the player who has been able to SAY THE WORD the greatest number of times (which is shown by the cards put to his side) wins the game.

