



*Vocab* comprises six vocabulary games, all of which make use of the same wordlists consisting of a headword, a gapped context sentence and a clue sentence or definition. Sound and picture hints can be attached to words where appropriate.

n *Word order* The words in the context sentence are scrambled and have to be reordered, as in this example. You can check at any time whether your answer is right so far.

n *Skullman* An incarnation of *Hangman* – but in this version the gapped context sentence is ‘blobbed out’ too, and reveals itself gradually as the learner guesses letters.

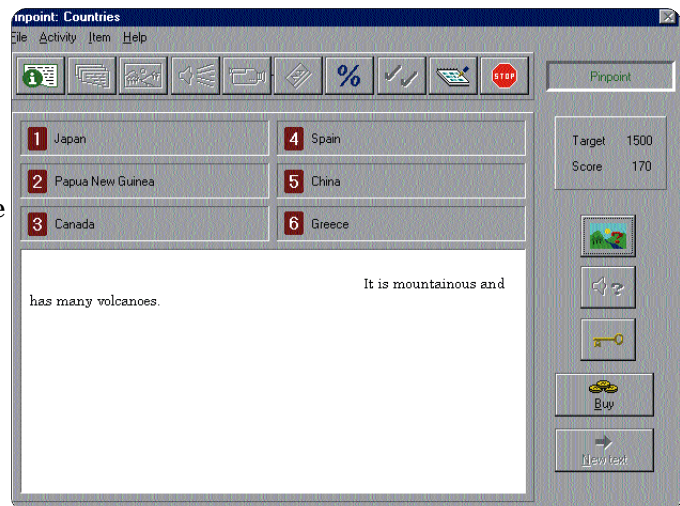
n *Alphagame* Guess a word by a process of elimination according to its position in the alphabet.

An intriguing game which offers various help options if you get stuck (as shown in this illustration).

n *Anagrams* Unscramble the letters of a word – with help if necessary.

n *Which word?* A randomly generated multiple-choice activity: which word belongs to which gapped sentence?

n *Mindword* A word-guessing game using inferences from letters and position. For learners who enjoy solving puzzles.



The teacher program allows you to write wordlists, save them on disk and produce paper print-outs. Wordlists can be linked to coursebook units, or can relate to particular lexical areas such as clothes, food, jobs, geographical features, etc.

The beauty of *Vocab* is that it offers a variety of ways of working with the same vocabulary. Some learners will enjoy the intricacies of *Alphagame*, others will find *Skullman* enough of a challenge, and still others will prefer the simplicity of *Which Word?* The program also provides learners with an excellent way of consolidating newly acquired vocabulary: they can use the same wordlist more than once, but with a different activity each time.