

Scenario:

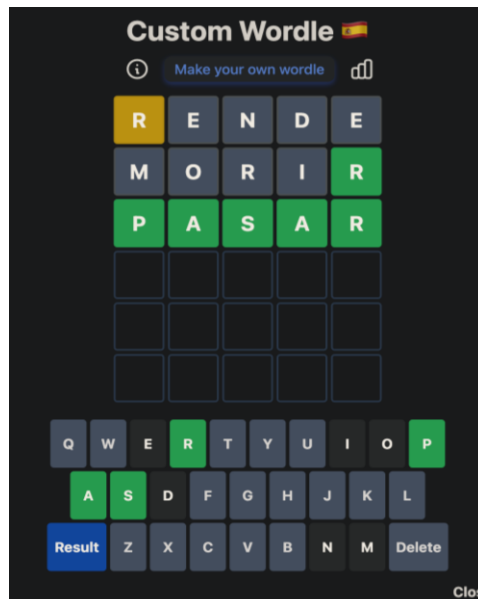
Dr. Clemens has completed his first week of teaching classes at JCU. He feels that he has a good class flow, but he has trouble getting his students engaged at the very beginning of class. He is hoping to find ways to start his class with something short and engaging. He decides that word games would serve this purpose.

Dr. Clemens starts each class with a short word game based on the vocabulary the students have studied at home. (Wordle or Connections) engaging the class from the moment they step into the classroom. Each class day is exciting for the students because they can engage with each other promoting a fun learning environment for students and teachers alike.

What are they?

Wordle

Wordle is a word-guessing game that evaluates all of ones guesses to help them find the right word. It marks yellow for the right letter in the wrong place, green for the right letter in the correct position, and gray for each incorrect letter. Wordles can be made in English, Spanish, French, and German. Teachers are not actually limited to these languages; however, if users want to create wordles in other languages, then the guesses are not restricted to any language at all. For example, in this mode, someone can type “uoiea” as a guess despite not being a word in any language. This guess will be assessed in the exact same way as described above. In the other models, users are limited to guessing five-letter words that exist in the chosen language. Here are links to [play Wordle](#) as well as [create one for yourself](#).



Connections

Connections is another popular word game where students select groups of four words that they think are connected, and users have a limited number of tries. In contrast to Wordle, Connections allow teachers to select words and the categories that connect them. It is by far the most flexible of the word games available because it is entirely created by the user. Once teachers have selected all the different words and assigned them to four different categories, then students can play the game to understand different vocabulary groups learned in class or develop other word associations. Here are links to [play Connections](#) as well as [create one for yourself](#).



How much does it cost?

There are no features behind paywalls. Both platforms are simple games that can enhance classroom engagement at no cost to the teacher or institution.

What are the downsides?

Wordle does not support all languages. The form of learning that takes place is very simple. It forces you to remember vocabulary words, however, it does not force you to remember the meaning of the word or use it in context. This can be considered a downside however this game is not meant to teach all of those things and does a good job serving as an on-topic, fun start to class.

There are far fewer downsides to Connections as it just required more time to develop the game.

Where can I find out more?

You may also contact Dr. James Nemiroff, SCLC Coordinator, or any of the SCLC Student Assistants to discuss how these word games can be used with your students.

