

4. Students can write their own list of words before the game begins. Instead of drawing from a deck of cards, they describe one of the words on their list until classmates correctly guess it. This variation removes the possibility of students not recognizing the word they must describe, but there is also a high chance of repeated words across the class.
5. If you have a computer or tablet available in the classroom, you can use an online word generator to create the prompts for this game. This eliminates the need for teacher preparation, but makes it harder to ensure the words will be at the appropriate level.
6. Connect the game to a larger lesson. For instance, the game could follow a lesson on opposites, where students can only describe the words in terms of their opposites.

APPENDIX: *Sample Word Bank*

Following a lesson on the weather, Catchphrase could be used as a review activity with vocabulary like the following:

Sunny
Cloudy
Foggy
Rain
Drizzle
Downpour
Snow
Blizzard
Hail
Windy
Tornado
Thunder
Lightning
Humid
Arid