To the Student

Here are some activities to help you develop your vocabulary.

I. Create a collocation notebook

There are many ways to learn a new word. Sometimes you can figure it out from context or look it up. However, high frequency words (HFWs) generally have many forms and meanings. To learn a HFW, it is useful to collect it with surrounding words. When a word frequently appears next to or near a word, the phrase is called a *collocation*. For example, *road trip* is a collocation because people use *road trip* to describe a vacation by car. They do not say *car trip* or *road travel*.

The beauty of collocations is that when words are in phrases, it is easier to use the part of speech (noun, verb, adjective, or adverb) correctly. For example, the word *risk* can be used two ways. If you see, *take a risk*, *risk* is clearly a singular noun because it follows a verb and an article. However, if you see *risk your life*, you see *risk* being used as a verb because a noun follows. You might also discover *risky behavior*, or *risky decision* which connect the adjective form, *risky,* with nouns.

To create a collocation notebook, start with a single high frequency word (HFW). Add any dictionary information that is helpful. Then gather collocations for each form of the word. We recommend giving at least one page to each HFW, so you can continue to add new examples.

The table below is an example with the high frequency word *attract*. Notice that the collocations also help you remember and use other words that appear in the same conversation or text. You can also collect useful grammar such as prepositions.

You may also notice that some forms of a word are not common. Do not bother with them. Instead, focus on the ones that you might use. *Attractively* is not very frequent, so it only has one entry in the example below.

Finally, work actively with the word. Do not just look at your chart; instead, try adding your own word partners or use the collocations you have in new ways. It's an efficient activity you can do on your own anytime and anywhere.

ATTRACT: To cause something to come toward something else, or to cause a person or animal to become interested in someone or something[1].

Att**ract** v.	attract attention	attract customers	attract flies
Att**rac**tion n.	powerful attraction	physical attraction	has an attraction to
Att**rac**tive adj.	an attractive street	an attractive woman	an attractive man

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[1] Source: Cambridge Dictionary Online

Attractively adv.	dress attractively	attractively arranged	

Practice: *att*ract the police, attract people, attract dogs, strange attraction, an attractive offer
My FB post attracted a lot of attention yesterday.
Ms. Ma is an attractive woman.

II. Play a game with a partner or group

1. Create a list of word cards that you want to learn. Then put the cards in a pile face down.
2. Partner A turns over two cards side by side. That person must say something that includes both words. She can tell a story or give a description. It can be in one sentence or more. The main goal is to use the words correctly and meaningfully, and it is okay if other partners help.
3. Partner B takes one card from the face down pile. Then partner two may cover one of the two face-up cards to create a pair of words. That person must say something that includes both words.
4. Then Partner C takes a turn, until all the words are finished.

EXAMPLE MOVE
Partner A turns over *benefit/ocean.* A says, "When you sit by the *ocean*, you *benefit* because it is peaceful."
Partner B turns over *robot.* B puts *robot* over *benefit*. Now the two face-up cards are *robot/ocean*. B says, "If a *robot* tries to swim in the *ocean*, it will probably break."
Partner C turns over *endanger*. C decides to put *endanger* over *ocean*. Now the two face-up cards are *robot* and *endanger*. C says, "Some people don't like *robots*. They think *robot*s will *endanger* humans."

Options: Players can use the face up words to create a question that others must answer. For example,

- How do you *benefit* when you sit by the *ocean*?
- What happens when a *robot* falls in the *ocean*?
- Do *robots endanger* humans?