

## Dog Glossary Games

Every new area of discovery seems to have its own unique vocabulary. The world of dogs is no exception. The glossaries included in each of the three youth achievement-level guides offer many opportunities to speak “dog talk” to others. The activities described here offer fun ways to make the words come alive as well as provide opportunities for youth to develop their leadership skills.

Dog Project Skill:	Talking the language of dog enthusiasts
Life Skill:	Leading activities
Show What You Know:	Define 10 new dog-related words.
Time Involved:	10–45 minutes
Suggested Group Size:	3–15
Materials Needed:	Paper, pencils, dog terminology glossaries, cards
with term on one side and	definition on the other

### Getting Started

Several different games are outlined in this meeting guide. Each offers an opportunity for one or more youth to take the leadership and introduce the game to the group. You and your group may have several other fun ways to learn the words. Anything goes. Several questions are included to help everyone talk about not only the words, but how they learned them. You may find that each person is most successful in learning in his/her own style. Be sure to end the game when the enthusiasm is high. Have fun!

### Jump In

Working with youth who will most benefit, have them select a word game and introduce it to the group. You may want to play more than one to keep interest high. By beginning with the words in the glossary in Dog 1, everyone should be able to be quickly involved.

#### Spelling Bee

Divide into teams of two or three youth. The game leader reads a word to the first team. That team attempts to spell the word correctly. If spelled incorrectly, the next team gets an opportunity. This continues back and forth until a team spells it correctly or the game leader gives a correct spelling. Allow a team three misses before being eliminated. Rotate leaders frequently.

#### Word Meaning Bee

Play the same as Spelling Bee, but instead require the definition of the word be given.

#### Definition/Spelling Bee

Play the same as Spelling Bee but instead of giving the word, give only the definition. The teams identify the word being defined and then spell it correctly.

#### Sentence to Story Game

The object of this game is for the group to make-up a story by adding sentences using the words provided. Group members sit in a circle with partners. The game leader announces a general situation for everyone to use as a frame of reference and then distributes a different word from the glossary to each pair. For example, the group leader might ask the group to pretend they are visiting a house with several dogs or going to a dog show. Partners are given two minutes to decide what the word means and to make

up a sentence using the word. Writing the sentence is allowed. If someone has no idea what the word means, a definition may be provided. Each pair makes up a sentence using the word provided and adds it to the story in order or by volunteering. It's more fun if each pair repeats the story before adding its own sentence. After everyone has contributed to the story the game leader leads a discussion. Possible questions to ask might be: How did you figure out how to use the word in a sentence? How did discussing and repeating the story help you remember the words?

#### Charades or Skits

Select words from the glossary that can be acted out. The game leader distributes a word to each youth. Group members may consult with others to prepare a charade or short skit. After about five minutes of preparation time, the game leader asks for volunteers. This is a fun game with no winners to losers that allows great flexibility for challenging words.

#### Matching

Make two sets of note cards using glossary words and definitions for each team. One set has the words on one side and the definition on the other side of each card. The other set of cards has only the word—no definitions. Provide each team with a set of cards. Everyone can help make the cards. Then display the cards with only the word on one side. The teams then attempt to match the definition cards with word cards one by one. When completed, two teams then check each others' cards and talk about the differences. Finally, turn the definition cards over and see if the words on the paired cards are the same discuss any differences with the entire group.

#### Categorizing

The cards used for matching could be used for the categorizing game. make and display note cards the categories written on them, such as selection and judging terms, nutrition terms, reproductive terms, disease, careers, etc. See how many categories the youth can think of before volunteering any. Then provide teams, or the entire group if not too large, with word cards showing terms from the glossary. have them set and place the word cards under the most appropriate categories. When completed, discuss each category.

#### **Paws to Consider**

Share What You Did

What did you learn about conducting an activity?

Process What's Important

Give an example of a challenge you had and what you did to solve it.

Generalize to Your Life

What makes you an effective leader?

Apply What You Learned

How will you change your leadership style next time you have the opportunity to lead?

#### **Facts and Tips**

#### **Playing DOGegories**

Here is a game that can be used with any group. It's a great ice breaker and encourages creative thinking and active participation. This is a fun game for one or more of the youth in your group to practice leadership skills by organizing the activity with others. The goal

of the game is to think of a word for each statement or question that no one else thinks of.

Make up a list of 10–12 DOGegories about dogs that youth will easily relate to. Form pairs. The announcer names a letter of the alphabet and then gives the first DOGegory. The teams think of a word fitting the DOGegory given beginning with the letter announced and write it down. All teams then share their answers. Teams receive two points if they have an answer no one else has and one point if their answer is the same as someone else's. Encourage learning by having the groups talk about their answers and ask questions.

The announcer then gives the next statement and the process is repeated until all statements are read.

Examples of DOGegories

- Dog color
- Where dogs live
- Breeds of dogs
- Dog events
- Disease of dogs
- Dog equipment
- Dog body parts
- Dog show clothing
- Dog names
- Fun things to do with dogs

Written by Tom Zurcher and Debbie Hackman.