



The name says it all. This is a game designed to boost students' vocabulary levels by giving a definition of a word, which they must type in the box. However, they don't have time to sit and think for ever about the word, because they're playing against the clock. The quicker they can guess the word, the better the score.

The program is divided into six levels, from beginner to advanced, and tests all parts of English vocabulary: nouns, verbs, adjectives, phrasal verbs and idioms.

The first time the game is played, students get a score which corresponds to the number of seconds per definition. The next time they aim to get more correct answers in a quicker time. Before you know it, they'll have learnt the definitions so well that they'll type the correct word almost instantly. That means that they've learnt 100 new pieces of vocabulary and had fun at the same time. This program has 3,300 different items of vocabulary in it - an average English language coursebook covers approximately 500 vocabulary items.

### Language Areas

- Vocabulary
- Grammar
- Spelling
- Word combinations
- Pronunciation
- Word stress

### Target Students

Late primary to Adult learners

### Technical Requirement

Win 95/98/NT/2000/ME/XP