



The Online Word Game 'Wordle'

Wordle is a popular online word game that has gained a lot of attention recently. It involves guessing a five-letter word in six tries by receiving feedback on your guesses. Let's learn more about this game and what makes it so addictive.

Wordle was created by Jonathan Feinberg, a software developer from New York, in 2008. Feinberg originally made the game as a personal project, but it soon gained a following on social media platforms like Twitter and Reddit. It wasn't until late 2020 and early 2021, however, that Wordle truly exploded in popularity. As people spent more time at home due to the COVID-19 pandemic, many turned to online games like Wordle for entertainment.

How to Play Wordle: The goal of Wordle is to guess a five-letter word in six tries. After each guess, the player receives feedback in the form of colored squares. A gray square means the letter is not in the word, a yellow square means the letter is in the word but in the wrong position, and a green square means the letter is in the word and in the correct position. Using this feedback, the player must continue to guess until they correctly guess the word.

Wordle's popularity can be attributed to several factors. One of the main reasons is its simplicity. Unlike many online games that require a lot of time and effort to play, Wordle can be played quickly and easily. Additionally, the game has a social component, as players often share their results and compete with friends on social media platforms. This social aspect has helped Wordle thrive in the era of social media.

Vocabulary:

- **Guessing:** Trying to figure something out without being told the answer
- **Feedback:** Information given to help improve or evaluate a performance
- **Reveal:** To make something known that was previously hidden or secret
- **Algorithm:** A set of instructions for carrying out a task, especially on a computer
- **Permutations:** Different ways of arranging a set of things
- **Avid:** Having a strong interest in or enthusiasm for something
- **Addictive:** Capable of causing a strong desire to continue doing something, especially something harmful
- **Thrive:** To grow and develop successfully
- **Social media:** Websites and applications that enable users to create and share content or to participate in social networking
- **Era:** A period of time characterized by a particular set of events or conditions



Comprehension Questions:

1. What is Wordle?
2. How many tries does the player have to guess the five-letter word?
3. What feedback does the player receive?
4. How did Wordle gain popularity?
5. Why is Wordle considered addictive?
6. How has social media contributed to the popularity of Wordle?

Discussion Questions:

1. Have you ever played Wordle? What is your experience with the game?
2. Why do you think Wordle has become so popular recently?
3. Do you think the COVID-19 pandemic played a role in the popularity of online games like Wordle? Why or why not?
4. What other online games do you enjoy playing?
5. In your opinion, what are some benefits and drawbacks of playing online games?
6. How do you think online games can be used to connect people and build community?



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Warm-up activity (10 minutes):

Start the class by asking students if they have played any online word games. Elicit responses and write them on the board. Then, introduce the topic of the lesson, 'Wordle', and ask if anyone has heard of it or played it before. Briefly discuss what they know about the game.

Vocabulary introduction (10 minutes):

Give out the vocabulary list from the handout and ask students to read through it. Elicit the meanings of any words they are unfamiliar with, and provide definitions if necessary. Drill pronunciation of the words as a class.

Reading comprehension (25 minutes):

Distribute the reading handout and give students time to read it. After they have finished, ask them to answer the comprehension questions individually. Once everyone has finished, have them compare answers with a partner before going over the answers as a class.

Discussion (15 minutes):

Lead a discussion about 'Wordle', asking students to share their opinions and experiences with the game. Here are some suggested discussion questions:

- Have you played 'Wordle' before? What do you like/dislike about it?
- Do you prefer playing word games online or on paper? Why?
- What strategies do you use when playing 'Wordle' or other word games?
- Do you think 'Wordle' is a good way to improve your vocabulary? Why or why not?
- Have you ever played any other word games that you enjoy? What are they?

Wrap-up (5 minutes):

Summarize the main points discussed in the lesson, and ask students if they have any questions or comments before ending the class.