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Help Students Relieve SAT Jitters This Spring with WordTeasers® SAT Vocabulary Game

MANHATTAN BEACH, CA – February 13, 2011 – For thousands of high school students around the country, March 12th may be one of the most important days of their lives. That’s the day when many students take the often scary SAT exam — a 3 hour and 45 minute test that is designed to measure the critical thinking, mathematical reasoning, and writing skills that students need in order to do college-level work, a rite of passage that has been going on for more than one hundred years.

Now, however, there is a new way that students can prepare for at least part of the test. It’s called WordTeasers: SAT Vocabulary, a clever new game designed to make learning and using new words fun and easy.

“The idea for the game,” says Susan Flora, co-founder of the company that publishes the WordTeasers line of educational games, “was born out of my desire to help my then 9th grader with his English homework. I felt there had to be a way to help him improve his vocabulary and remember what he learned...particularly with the PSAT, the SAT, and the ACT tests looming on the horizon.”

Each WordTeasers game card challenges students with an interesting or amusing question or statement. For example, the front of a WordTeasers card might read: “Is there ever a good reason to **prevaricate**?” There’s no right or wrong answer to any of the questions, since each card is designed to generate discussion or debate, not test factual knowledge. The back of the card provides a definition of the word (prevaricate: to lie), if needed.

“Researchers have shown conclusively,” Flora continues, “that a strong vocabulary is crucial to academic development and, one might surmise, to greater achievement on standardized tests.” As the College Board notes, to score a 6 (the highest possible essay score on the SAT essay), it is necessary to exhibit “...skillful use of language using a varied, accurate, and apt vocabulary.”

What do kids think about the new game? “WordTeasers give you the understanding of the words, not just the definitions,” says Cole Sitron, a student at Mira Costa High School, Manhattan Beach, CA. “That way you can grasp the meaning and use it, not just regurgitate the definition.”

Other products in the WordTeasers line include **WordTeasers: Junior** (conversation starters with words kids should know by the end of the 6th grade), **WordTeasers: Funny Sayings** (conversation starters using idiomatic expressions), **WordTeasers: World Geography** (a game of fascinating and little-known facts about countries and cultures around the world), and **WordTeasers: American Heroes & Legends** (a deck of conversation starters based on quotes from famous Americans).

Each game comes in a colorful box that is compact and easily portable for family car trips or vacations. “The games also make great teacher gifts or stocking stuffers for the holidays,” Flora says.

The suggested retail price of each WordTeasers game is \$14.95. The games are available online at Uncommon Goods (<http://www.uncommongoods.com>) and other online retailers, as well as at toy stores, stationery stores, and teacher supply stores throughout the country.

For more information or to request a jpg or a review copy of any of the WordTeasers products, call 1-888-967-3877.

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