

**Flashcard games  
and activities**

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## **FLASH CARD GAMES AND ACTIVITIES**

### **To play and do in the young learners' classroom**

Flashcards have been an extremely useful tool for teaching languages to all ages, and even more so when teaching very young students who are yet to develop literacy skills.

Maybe the "silent way" (invented by Caleb Gattegno) isn't your main teaching technique however you can really cut down on the L1 you use in class by using flashcards instead of translation also some children benefit from learning visually.

Flashcards can be used to: revise, recall or introduce new vocabulary, provoke dialogue, add meaning and check comprehension when using songs or stories, provide a backdrop for emotional intelligence activities and so on, the list is almost endless.

Flashcards can be downloaded, homemade, cut out from magazines, provided for you in teachers' packs or children themselves can make their own mini versions.

Here are some tried and tested games which provide fun and effective learning for the busiest of little minds.

## **GENERAL REVISION AND CONSOLIDATION GAMES**

### **The tower game:**

Children say the words, and one by one build the tower by placing a How tall can you build your tower without it falling down?

### **Swat that card!**

Put up target flashcards on the board; use 3 or 4 volunteers to come up to the board. Give them a fly swat each, then call out the words and the children swat them. As this is a quick game you can get around the whole class and let everyone have a go.

### **Scary card**

Have all the children standing in front of you. Shuffle the cards including the scary card ( use the " mix the scary card" rhyme) Show the cards one by one ,children repeat the words and when the scary card comes up, children scatter and hide.(Halloween flashcards make great scary cards).Repeat several times.

### **The last one standing.**

Place 6 target flashcards around the classroom, above each place a number card. Children choose a card and stand under it. Throw the dice and call out the number. The children standing under that number must say the word and quickly sit down in the middle of the classroom. Repeat with the remaining children until only one is left standing.

## **What's the card on my head?**

Shuffle the flashcards and place them face down on the table in front of you. Pick up the top card and place it on your head so as the children can see the card but you can't. Children mime the word and you, the teacher must guess the word, calling out various possibilities. The children then call out YES or NO depending.

## **You're in my chair!**

Children sit on their chairs in a circle; give each child a flashcard except one child who stands in the middle of the circle. Then say two words, the children with these cards have to swap places and the child in the middle has to try and steal a seat. (I have adapted this from a brownie/scouts game, there are many wonderful games played in the scouting events I'm sure they won't mind if we steal a few for class!)

## **3D ACTIVITIES**

What I mean by a 3D activity is an activity that captures attention and immerses the imagination.

### **A walk through the forest**

This involves turning your classroom into a forest. Draw flash cards of leaves, trees, a stream, grass, mud, flowers, then place them around the classroom. Make up a sound and, or action for each area, after take your children for a walk through the classroom forest.

### **A walk on a beach**

Same as above but arrange flashcards for sea, sand, crabs, seaweed, sun, shells.

(Add some background music for real immersion. I use NATURE SOUND it's a free app from the Play Store)

## **PHONICS**

### **Draw and find**

Divide the children in pairs or small groups. Dictate a simple word for each pair to draw either on a laminate or scrap piece of paper. Pin up flashcards of each word's rhyming pair around the class. Hand in hand the children look for their rhyming pair taking their picture with them. Swap pictures for words for older children.

## MINI CARDS

Mini cards are easy to make and can be used for many activities.....These activities are based on the fact that each child has their own set of mini flashcards.

### Ordering

Call out a word and place your flashcard face down on the board. Children do the same, however placing their cards face up. When all the cards have been used turn yours over to check. (Children can then play in pairs.

### Snap dragons

Children place their cards in two piles and play a traditional game of snap repeating the words as they go however they shout snap dragon and the teacher holds up a dragon puppet and says well done.

### Rhyming cups (Phonics race)

Have four or five cups, buckets or pockets placed around the classroom each with a word written on it.

Place a pile of mini flashcards in front of a group of children who then have to work together to place each mini card in the right rhyming cup (the mini card must rhyme with the word on the cup) as quickly as they can.

### Line game

Children line up in front of the teacher in two or three groups. Teacher shows the children a flashcard the first in the line try and say the word as quickly as they can; they then go to the back of the line and so forth.

*"I am a visual thinker not a language based thinker. My mind is like Google images."*  
(Temple Grandin... a very clever woman!)

