**Flashcards activities**

Invisible flash cards

Stick flash cards on the board and draw a grid around them.Use a pen or a pointer to drill the words. Always point to the flash card you are drilling.Gradually remove the flash cards but continue to drill and point to the grid where the flash card was.When the first card is removed and you point to the blank space, nod your head to encourage children to say the word of the removed flash card. Students should remember and continue as if the flash cards were still there. They seem to be amazed that they can remember the pictures.

Identification activities

Reveal the word, cover the flash card or word card with a piece of card and slowly reveal it.

Students guess which one it is.

Once the card is shown, chorally drill the word with the group using different intonation and silly voices to keep it fun.

Vary the volume too, whisper and shout the words. Children will automatically copy your voice. Alternatively, flip the card over very quickly so the children just get a quick glimpse.

Point or race to the flash cards

Stick flash cards around the class.

Say one of them and students point or race to it.

Students can then give the instructions to classmates.

You can extend this by saying "hop to the cat" or even "if you have blonde hair, swim to the fish" etc.

You can also incorporate flash cards into a game of Simon Says. "Simon says, jump to the T-shirt" etc.

Alphabet Soup

Place plastic letters in a bowl, divide flashcards by their beginning letters. Each student draws a letter from the bowl and then finds the flashcards associated with that letter.

Bean Bag Toss

Lay out flashcards face down up the floor. Ss toss the bean bag and identify the flashcard it lands on.

Concentration

You need 2 sets of flashcards for this game. Place both sets face down on the floor. Ss take turns in turning over 2 cards (saying the cards aloud). If the cards match then the S keeps the cards. If the cards are different the cards are turned back over again in their original places. The S with the most pairs at the end of the game is the winner.

Guessing Question Game

This is good practice for asking simple questions. T hides any flash card behind his/her back and Ss try to guess what the object is by asking questions: "Is it a dog?", "Is it a ball?", "Is it a book?", etc. until they guess the flashcard.

Jump On It

Spread out flashcards on the floor and have. Ss stand at one end of the room. Shout out a card and the Ss have to find the card and jump on it. The first S to do this wins a point. Variation: Make 2 teams for a relay race. The first 2 Ss try and jump on the flashcard first to win a point for their team.

Karuta

Lay flashcards on a table or the floor, picture side up.Teacher calls out the word/phrase/etc. and students compete to be the first person to grab or touch the card. If they touch it, they keep it. Game continues until all cards have been picked up. You can also use fly swatters.

Line True or False

Put a line of tape on the floor and designate one side "True" and the other "False". Hold up a flashcard or object and say its word.

If Ss think that you have said the correct word they jump on the True side, if not they jump on the False side. Incorrect Ss sit out until the next game.

Pass

Sit the Ss with you in a circle. T holds up a flashcard or object and says its name (e.g. "Pen"). T passes it on to the next S who also says its name and passes it on to the next S. Variations: change directions, speed rounds, have many objects going round at the same time.

Picture Recognition Game

Have all the Ss stand at one end of the room and the T in the middle. Hold up one picture flashcard and Ss come forward and whisper the word in the T's ear. If correct they can go over to the other side of the room. Ss can have as many guesses as they like.

Snap

You need 2 sets of flashcards all shuffled together. Sit the Ss in a circle and deal out all the cards to the Ss.

S1 places down a card in the middle of the circle and says the word aloud, followed by S2 placing his/her card down to form a pile.

At some point 2 identical cards may be placed on top of each other and the Ss race to slam the pile and shout "Snap!". The S who slams last takes the pile. Ss should try and lose all their cards.

Spin the Bottle

Sit Ss in a circle with a bottle in the middle. T Spins the bottle.

When it stops spinning the S it is pointing to is shown a flashcard and asked to say what it is. If the answer is correct then that S can spin the bottle. This is a good vocab review activity.

Knots and Crosses

Put 9 flashcards on a knots and crossed grid drawn on a whiteboard and another empty knots and crosses grid on the right. Choose 2 teams x and o. Teams take it in turn to name the corresponding flashcard to complete 3 in a row on the empty grid.

Point to the word – best of 3

2 teams and lots of words stuck on the wall/whiteboard with bluetack. A member of each team comes out and stands to the right of the picture wall. T (or another pupil) says a word and the first person to point to it wins a point, best of 3. The winner stays out and another contender comes to beat them. If they win 3 times in a row, they are the champion.