

Flashcards

High Frequency Words 126-150



Recognition of high frequency words is considered an important benchmark in the development of young readers. Here is a set of flashcards for high frequency words 126-150. You can use them to help your students grow their sight vocabulary quickly by using them for a variety of practice games.

Materials Preparation: Run the flashcards off on cover or card stock, or tag board. The cards are coded with an image to make it easy for you to coordinate them with the other high frequency materials provided by Integreat! Thematic Units. You can let the children mix up word sets as they become more familiar with them, and then easily sort them back into their original groups. Laminate the cards and cut them apart using a paper cutter. **Cut them at 8.25 inches, 5.5 inches, and 2.75 inches.** Cut off the corner about 1/2 inch from the top left side. This allows you and your students to quickly and easily align the cards so they are all facing the same direction.



place

Flashcard Games

These games are most effective when played with small groups of children.

Flashcard Relays: A flashcard relay is a good way to get things going when starting a small group. The group divides up into two teams and each team chooses a leader. Both teams line up and the leaders stand about 4-6 feet away from the team lines. Each player quickly walks up to the leader who shows him a flashcard. If the student responds correctly he takes the card, taps the next player in line and goes to the end. If the response is incorrect he returns to the line empty handed. The first team to run out of cards wins.

Use this game when you are reviewing skills previously mastered. It is not appropriate for children who are just learning a skill.

Cake Walk: Cake Walk is a fun game for small groups to play with flashcards. Put them out on the floor in a circle, square, or any other shape you want to work on, and have each child stand next to the card. Quickly go around the circle and have the students respond to the card. Put on some music, play it for about 2 seconds, stop it, and have the children read the next cards. Everyone who reads correctly gets a "point" (students keep track of their own points). At the end of the game, everyone with a certain number of points (I usually make it the lowest number of points earned as long as everyone tried hard) gets to share in splitting a cupcake. I cut it, they eat it. They only get a little bit, but it shakes up the routine and gets everyone laughing. It's one of my favorites. (A six-pack of cupcakes goes a long way, since each group only gets one cupcake to share.)

work



three



word



must



because



does



part



even



place



well



such



here



take



why



things



help



put



years



different



away



again



off



went



old



number

