

# Flashcards

## High Frequency Words 151-175



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 151-175. 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.



every

## Flashcard Games

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

**Flashcard Relays:** Flashcards may be hanging on the wall or spread out on the floor or a desk, or kept in a pile with a moderator displaying them. Divide the group into two teams and line up for a relay. There are lots of ways to complete the relay. Here are a few ideas:

Each team takes a turn with the whole team working together. Points are awarded for correct responses.

A child on each team takes a turn selecting a card, responds to it and keeps it or receives a point.

A moderator from each team presents the cards to the opposing teams. Points are rewarded for correct responses.

The moderator calls out an answer and the teams find the card.

**Hit the Target:** Hit the Target is a great game for rainy days or when there is extra energy to be dispersed! Hang a paper target on the wall, or draw one on the chalkboard. Put points at various places on the target making the very center the highest number. Students line up or circle around (half circle) for their turns. When they respond correctly to a flashcard, they throw a yarn ball or a nerf ball at the target. They will individually or, as a group add, up the points they get for their target throws.

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