

# Flashcards

## High Frequency Words 51-75

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 51-75. 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.



other

## Flashcard Games

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

**Treats on a Card:** A fun game to use when children are first introduced to new information is “Treats on a Card”. Spread the flashcards out on the floor in a grid pattern. Put a treat on each card. If you use food treats, cereal and pretzels work well. You can also use cheap little treats that you can get for a penny or two apiece like stickers, and other little party toys. There are a lot of items you can get for a couple of dollars / gross (144) from import companies. The first person to respond correctly to the card gets the treat. This is another game that works well to keep everyone focused during other player's turns. (Only use with small groups of children.)

**Musical Chairs:** Get everyone moving and learning with a quick game of “Musical Chairs”. Set the chairs up as you normally would for the game, only include a chair for every player. Two rows, back to back. Lay a flashcard on each chair. Play the music for a couple of seconds. When it stops, the students sit on a chair. If they are able to respond correctly to the flashcard on their chair they stay in the game. If they don't respond correctly, they put their chair away and they are out. You can let the children who are “out” help you with the teacher role in approving or disapproving the flashcard responses. They can also tell the correct answer if someone else is incorrect. You still have to oversee, of course, but it keeps them involved in the game, even if they make a mistake.

Only use this game with small groups, though, because it can take a while for each player to respond to their flashcard and it is not easy to keep everyone focused during this time.

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**then**



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**so**



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**would**



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**other**



**into**



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**more**



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**two**



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# been

