

Flashcard Games

Objective: *Students will practice important information they need to memorize using a variety of flash card games.*

Preparation Directions:

1. Run the Flash Card Games (pages 2-5) off on cover stock, photo paper, or heavy white drawing paper, single sided. (You may run them back-to-back to conserve cover stock, if your wish.) Make 1 copy. Laminate.
2. Cut apart.
3. Punch a hole in the top left corner of each card, and hook them together with a binding ring.

Suggested Uses:

- Give an individual set of game directions to a classroom volunteer to work with individuals or small groups.
- Give the whole set of game cards to a classroom volunteer, and allow the people working together to choose a game.
- Place an individual card, or the entire set of card, at a center for student use when their other work is finished.
- Make a set of cards to send home with students who need more help, so their parents can get ideas of fun ways to practice.



Flashcard Games

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15 reasons to use flashcards

1. Flashcards are cheap, quick, and easy to make.
2. Flashcards can come in all sizes, shapes, and styles.
3. Flashcards can be made plain or cute—just about from anything.
4. Flashcards can be used in any subject area.
5. Children of any age or ability can be proficient with flashcards.
6. Children can easily learn when and how to make and use flashcards independently.
7. Flashcards can easily be used to individualize instruction.
8. Flashcards can be used for any level of learning: introduction, learning, continuing practice, mastery, or maintenance.
9. Flashcards FOCUS practice.
10. Flashcards provide review. You can come back to a set of flashcards after a few months to keep learning fresh.
11. Flashcards chronicle learning. You can put them out for Open House to show a year's worth of learning.
12. Flashcards are EXCELLENT test prep materials.
13. Flashcards can be used with all kinds of games, physical as well as sedentary, to make learning fun and direct.
14. Flashcards are not limited to fact memorization. They can be used for comprehension, thinking, evaluating, and just about everything else.
15. Parents can easily be trained to use flashcards in fun ways at home with the whole family.

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Send a Card

Spread the flashcards out on the floor, right side up if you are learning a new skill, and upside down if you are reviewing. Seat children in a circle around the cards. The player takes a card and says, "I'd like to send this card to _____." (S)he hands the card to the chosen student. If that student

responds correctly he keeps the card on the floor in front of him and chooses a card for another player. If he responds incorrectly the group can help him figure out the correct response and let him keep the card, or you can have him put it back in the pile.

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Slap

Spread the flashcards out on the floor in a pile so that they overlap each other quite a bit. Tell the children, "Find ____!" They will all start shuffling through the pile together. The first person to slap the card keeps it, and gives the order for the next round. (Students who give the order don't hunt for that round.) Keep playing until there are no cards left. If two students find the card at the same time, just put it back in the pile and continue with another round. Giving each "finder" a "time out" by being the leader helps ensure the same person doesn't win every round. If there is a student who is dominating, just tell them to take a few turns off to let others have a better chance. They are usually very happy to do this.

Variation:

- Use flyswatters instead of hands.



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Classroom Baseball

Divide the class into two teams. The team that is in the field picks the flashcards to "pitch" to the team at bat. They will sort the cards into 1st base, 2nd base, 3rd base, and home run categories and from those groups they will decide which card to give each "batter."

Set the field in the classroom using four corners for each of the bases. Then let the "fielders" pitch. If the team at bat answers the card correctly, the "batter" advances to the correct base. If not, they are out. After three outs change positions and continue the game.

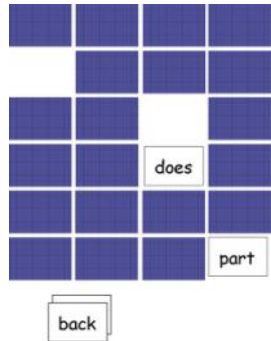


Go Fish

"Go Fish" is a popular card game that works well with flashcards. You will need two sets of flashcards, or a set of questions and answers that go together. To make sure the children can't see through the cards, print a pattern on the back of the cards before you cut them apart. (This also helps separate cards from different sets that get mixed together.) You will need about 50 cards (25 of each) to have enough cards to play with 5 children.

Mix up the cards. Deal 4 cards to each student. Put the rest in a draw pile in the middle. Each player will keep their cards secret. The object is to get a matching pair of flashcards. During a turn a player will ask for a specific card. (You can have them ask specific players or the group in general.) If another player has the card they ask for, he must give it up. When a player has a matching pair he sets them aside and continues play. If another player doesn't have the requested card, he tells the player to "Go Fish." The player then draws a card from the center stack and play continues with the next person. The player with the most pairs wins.

Concentration



You will need two sets of flashcards because the students are trying to match the two together. You could use two sets of the same sight words, or a problem and matching answer. To make sure the students can't see through the cards, print a pattern on the back of each set before you cut them apart. (This also makes the cards easy to separate if

they get mixed up with other cards. Just print a different pattern on the back of each set before you print them and run them off.)

Lay the cards upside down in a grid on the floor. During a turn, a player turns over two cards. If the cards match he keeps them. If they don't match he turns them back over in exactly the same place. Each player learns from the previous players' turns where certain cards are located. This is one of the most effective flash card games and one that all children seem to be fairly good at, at least one time or another.

Spell & Say

Spell & Say is a good game to use with words. Whether you are practicing spelling, sight words, or vocabulary this game works well. Choose ONE of the following activities, depending on the needs of the kids.

- Lay the cards so all the words show clearly. Say and spell a word out loud. The player finds the word, says it and spells it.
- Lay the cards so all the words show clearly. Spell a word out loud. The player spells the word, finds it and says it.
- Lay the cards so all the words show clearly. Spell a word out loud. The player finds the word, spells it and says it.
- Lay the cards so they slightly overlap. Spell a word out loud. The player says the word and spells it.
- Lay the cards so they overlap randomly. Say a word. The player says it, spells it, and finds it.
- Keep the flashcards in your hands. Spell a word. The player says it.

The Human Game Board

You can use large, seasonal flashcards to make a life-sized game board on the floor. Lay the cards all around the room to form a trail. The students line up and wait for their turn. They roll a die, move forward and respond to the flash card they land on. If their answer is incorrect they move back to where they started.

This game is fun for the children, but it is not my favorite because it is difficult to keep the inactive players focused during other students' turns. Only use it for special occasions.



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Choose and Pick

Choose and Pick is a good game to use when the children are just starting to work on a skill. To play this game you will need to have the flashcards all spread out or hanging on the wall where everyone can see them clearly. The player says, "I am going to choose _____," and then he selects the appropriate card from the mix by pointing to it. The rest of the students show thumbs up or thumbs down to show their agreement or disagreement with his choice. If it is correct he takes a treat. (Cereal or pretzel sticks work well for this.)



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Flash Card Relays

A flash card relay is a good way to get things going at the beginning of a small group lesson. The group divides up into two teams and each team chooses a leader. Both teams line up and the leaders stand about 10 feet away from the team lines. Each player quickly walks (or uses some other type of locomotion) up to the leader who shows him a flash card. If the student responds correctly he takes the card, returns to the line, 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.



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Classroom 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 a 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" which they must keep track of. 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.)



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Flash Card Hang-ups

Hang flashcards on your classroom wall using pins or hooks, so that children can put them up and take them down. (In the picture, the apples had items written on them.) Here are some things to do with the hanging flashcards:

- Children line up in teams and play a flashcard relay game.
- Children take turns selecting a card, respond to it and keep it.
- Children put back the cards when I respond with the correct answer.
- The leader calls out an answer and the children find the card.



It's active, easy, fun, and versatile. And it makes your classroom look good, too!

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 flash card 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 flash card 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 flash card responses. They can also tell the correct answer if someone else gets it wrong. You still have to oversee, of course, but it keeps them involved in the game, even if they make a mistake.

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 a student responds correctly to the flash card they get to keep the treat.

If you use food treats, cereal, nuts, and pretzels work well. Just beware of food allergies. You can 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. This is another game that works well to keep everyone focused during other player's turns.



Penny Pitch

I found this game on an internet site more than ten years ago, so I don't know who to credit, but thank you to whoever made it up. You can play it with any set of flashcards or wall cards and a penny. (It can be real or fake, but the kids like to use those big shiny fake doubloons.)

Spread the cards out on the floor with the children in a circle around them. The player tosses the penny and reads or answers the flashcard the penny lands on. It is easy and fun. I require the children to lay the penny on their fingertips and flip it slightly so it doesn't go all over the room. Experiment to see what works best for you.

Variations:

- The player tosses the penny and chooses another student to read or answer the card.
- Place the flashcards upside down so the question will be a surprise.