

Flashcards

High Frequency Words 276-300



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 276-300. 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.



Flashcard Games

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

Classroom Soccer: Draw a soccer field on a piece of paper, the overhead or the white board. Divide it into sections moving towards the soccer goals. Print an image of a soccer ball on a piece of magnetic paper or cover stock. Place the ball in the center of the field. Divide the group into two teams. A team remains in play until they are unable to answer a flashcard correctly. Each correct response moves the ball closer to their goal. When they are unable to correctly respond to a flashcard, the other team takes over the ball. You may choose to keep score or not.

Dunk It: This is a good game for a rainy or indoor day. Use a trash can and a nerf ball. Place one player behind the trashcan to quickly retrieve the ball. If a student is able to respond correctly to a flashcard, he throws the ball into the trashcan. After he throws, he becomes the retriever, and the previous retriever goes to the end of the line.

sun



ways



thing



whole



hear



example



heard



several



change



answer



room



sea



against



top



turned



didn't



learn



point



city



play



toward



five



using



himself



usually

