

Flashcards and Mini-flashcards Activities

1. Alphabet Mini-flashcards

Call out a letter sound and encourage students to hold up the mini-flashcard that depicts a word that begins with that sound.



2. Backs

Have students work in pairs. Stick a flashcard to their backs. Explain to students that they have to see their partner's flashcard and say the word aloud before he or she sees their flashcard. If students do not say the correct word, change the flashcards.



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3. Basic Flashcard Game

Hold up a flashcard and elicit the word from students. You can divide the class in teams and award a point for each correct answer.



4. Bowling

You need a small ball, flashcards and mini-flashcards. Place the flashcards on the floor so that they are standing up against the wall like bowling pins. Tell students to roll the ball towards the cards. Encourage them to name the card the ball hits and show the corresponding mini-flashcard.



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5. Draw It on the Board

Have a student come up to the front and show him or her a flashcard. The student has to draw it on the board. The student who guesses the picture gets a point. You can also play this game in teams.



6. Flashcard Race

Place the flashcards on the floor on one side of the room. Divide the group into two teams. Have students line up in their teams at the other end of the room. Call out a flashcard and have the first student in each team race to grab the flashcard. The first student to get to the flashcard is the winner. Continue until all students have participated.



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7. Flashcard Walk

Arrange the flashcards in a circle. Play some music while students walk around the circle. When you stop the music, ask students to stop, too. Then call out a word from the flashcards. Encourage the student standing next to the corresponding flashcard to pick it up and say the word.



8. Go Fishing

Have students choose two flashcards each. Tell them to hold their cards so that their partners cannot see which flashcards they are. Ask a student *Do you have a...?* If he or she answers Yes, he or she has to give you the flashcard. Have each student ask the same question to other students.



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9. Hold Up the Mini-flashcards

Hold up and name the flashcards, one by one. Have students repeat the words and hold up the corresponding mini-flashcards. Do the activity again, but this time only show students the flashcards without saying a word. Elicit the words from students and have them hold up the mini-flashcards. You can divide the class in teams and award a point for each correct answer.



10. Join the Two Halves

Photocopy two sets of flashcards. Cut each photocopy in half. Divide the class in two teams. Distribute the photocopy halves among the team members, at random. Call out a word and ask students to find a partner who has the other half of the photocopy they got. If they do it correctly, display the two halves on the board. If not, give students a second chance and provide help as needed.



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11. Memory

Have students work in pairs. Ask them to lay their mini-flashcards in disorder and face down. Have them play a memory game. Explain to them the rules of the game: They have to take turns flipping over two cards and saying the words. If the mini-flashcards are a match, the student keeps the cards. If they are different, he or she has to put the mini-flashcards, face down, back in place. The student with the most pairs wins.



12. Musical Flashcards

Line up the chairs and place a flashcard on each one. Play some music and have the students go around the chairs. When the music stops, the students have to sit down on a chair and say what their flashcard is. You can make the game more competitive by removing a chair and have the student who doesn't get a chair wait until the next round.



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13. Ostrich Dance Game

Pair up students (Student A and Student B) and stick a flashcard to their backs. Explain to students that Student A has to look at Student B's flashcard and yell out the word before Student B sees or yells out their flashcard.



14. Pass the Flashcard

Have students sit in a circle. Sit next to them. Hold a flashcard and say its name, for example, car. Then pass the flashcard on to the student sitting next to you. The student says calls out the corresponding word and passes the flashcard on to the next student.



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15. Pass the Word

Have students sit in a circle. Display all the flashcards on the floor. Say a word and point to the corresponding flashcard. Each student must add a word that belongs to the same semantic field. For example, say *city* and point to the corresponding flashcard. Encourage students to look at all the flashcards and say a word related to a place (e.g., *farm*, *country*, etc.).



16. Slam!

Ask students to sit on the floor, forming a circle. Place the flashcards face down on the floor inside the circle. Call out a flashcard and tell students to put their hand over the correct flashcard. The first student to do it gets a point and takes the flashcard. The student with the most points wins.



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17. Slow Motion

Put a flashcard in a bag. Pull it out very slowly. Give a point to the first student who guesses it correctly.



18. True or False Game

Draw an imaginary line in the middle of the floor or put a piece of tape down to divide the room. Designate one side as the *True* side and the other side as the *False* side. Line up the students where the line or imaginary line is. Hold up a flashcard and say a word. If the students think you said the word that matches the flashcard they should jump to the *True* side, otherwise they should jump to the *False* side. Students who make a mistake have to sit down until the next round starts.

