

# 50+ Flash Card Activities



**50+ Flash Card Activities** is a collection of flash card activities and games you can start using in class today! Matching, ordering, and discovery are the modals of play that will engage students, improve retention, and bring more enjoyment to repetitive practice.

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# Part 1: General

## Story Time

Using this activity with a familiar book or video scene really focuses the attention on listening. Distribute one card per student and tell them that you will tell a story. Each time students hear their word, they have to raise their card. Include sounds

## Matching

Matching activities are the most fundamental exercises used with flash cards. It's often recognizable as flipping through vocabulary decks as one tries to associate a word with a picture or translation. Whether at the board with the whole class, in

## Missing Cards

This game works well as a whole class or in small groups. Place three cards face up in a row. Close your eyes and ask a student to turn one card over. The teacher then tries to guess the 'missing' card. Up the challenge by adding more cards and

## Discovery

Slowly uncovering a picture, letter, word, or whole sentence for students to guess is a classic activity. As students get older, this is an excellent approach to teaching syllables, prefixes, and suffixes. This same activity can be played in a darkened

## 21 general flash card activities that don't involve hard-fast rules.

The dog said, "Sure, I'll help!" So, the farmer and the dog pulled and pulled on the beet, but it didn't come out.

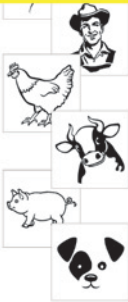
The farmer and the dog asked the cow, "Please help us pull the beet out!" The cow said, "Sure, I'll help!" So, the farmer, the dog, and the cow pulled and pulled on the beet, but it didn't come out.

The farmer, the dog, and the cow asked the pig, "Please help us pull the beet out!" The pig said, "Sure, I'll help!" So, the farmer, the dog, the cow, and the pig pulled and pulled on the beet, but it didn't come out.

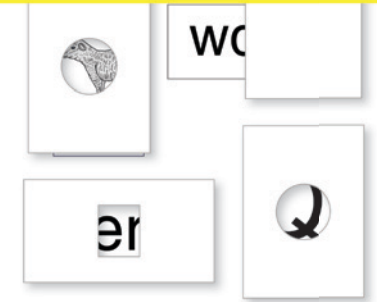
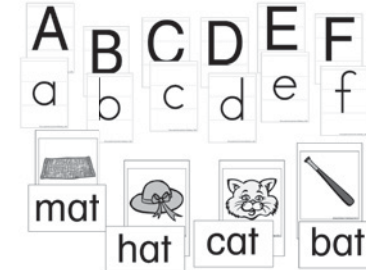
The farmer, the dog, the cow, and the pig asked the hen, "Please help us pull the beet out!" The hen said, "Sure, I'll help!" So, the farmer, the dog, the cow, the pig, and the hen pulled on the beet.

They pulled and pulled until the beet CAME OUT!

Then the farmer, the dog, the cow, the pig, and the hen sat down to eat the beet. The farmer said, "Thank you, everybody!" The beet was delicious!



word cards or number and word cards.



## Write Around the Room

Almost any set of flash cards can be made into a Write Around The Room activity. With a clipboard and pencil, students get out of their seats and move about the room with a simple writing task. Place cards around the classroom. Give students

## Three Hints

This is a great activity for vocabulary review! The teacher can either a) hold cards without showing them to the students, or b) line up a series of cards on the board.

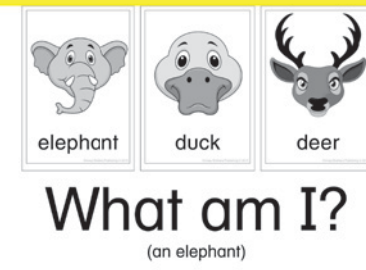
## Circle Pass

Students and the teacher sit in a circle. The teacher starts by passing a flash card to the student on his left, saying, for example, "This is a dog." The student takes the card and passes it to the next student, saying "This is a dog." The card is

## Be Silly!

Show a picture like 'banana.' Then, tell students that every sentence that you say must contain the word banana! You say, "How banana are you?" The student replies, "I'm banana free." Small children especially love these kinds of silly word games.

## Veteran or newbie, these are basic games that every teacher should know.



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# Part 2: Rules

## Karuta (Slap Game)

Spread cards out on a table face up. The teacher, or designated student, says a word and players try to be the first to grab or slap the card. Try this game using fly swatters! To be sure there is no random slapping of cards, make the rule that

## Relay - 1

Relays are a fast-paced and enjoyable way of reviewing lessons learned. To play, students are divided into teams and stand in a relay-race line (one behind the other). At the teacher's signal, the first person from each team must complete a task at the

## Crash!

This is a great game for repetition! Place 10-15 cards in a line on the floor. Two players start at either end of the line of cards. On start, the players say the name of each card as they move toward each other. Upon meeting (players cannot occupy

## Bean Bag Toss

Place a grid of cards on the floor. Students toss a bean bag on a card and must be able to say the word or letter to keep the card. Another variation is to lay all the cards face down. The card is turned over when hit and the student must be able to

**21 flash card activities that include game boards, teams, & game implements.**



## Fishing

With simple paperclips, any set of small flash cards can be made into a fishing game. Fashion a fishing pole with a stick and a magnet tied to the end of a piece of string. This works well in teams as the fishing pole is tossed off and students try

## Draw it!

Divide the class into two teams. One student from Team A comes to the board, picks a word flashcard, and draws the image on the board. Her team has 30 seconds to guess the picture. If they can name it, they get a point, and the turn goes to

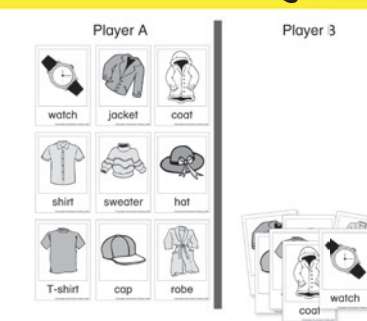
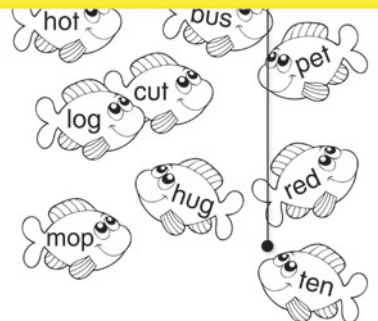
## Old Maid/Go Fish

These are pairing games where students are looking to match two of the same cards in their hand. Deal 5-8 cards to each player. Remaining cards are stacked face down in the center of the group. Use phrases like, "Do you have a cat?" If a player

## Duplicate

Learning to use prepositions of place is a regular part of all ESL programs. This activity will work well with almost any kind of flash cards. Place a sight barrier in between two players and begin with a nine-card inventory. The object of the activity

**With three modals of play, you'll understand how kids make learning fun!**



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# Part 3: Names

## Name Bingo

Because names are already printed on their cards, no prep is needed when playing Name Bingo. Using game markers, students cover each letter as they are drawn at random. If the name cards are laminated, use whiteboard markers! Keep this in your

## Discovery

Try a quick discovery game using students' names! Using a piece of paper with a large hole cut out of the center, move the piece of paper all around a name card so students can only see parts of the name. Do the same activity by covering the

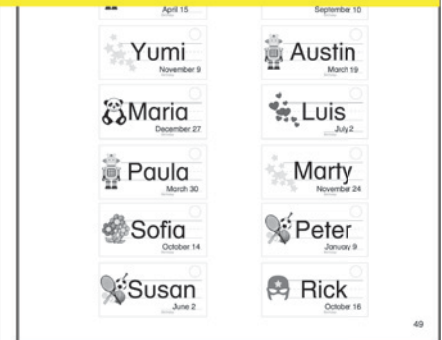
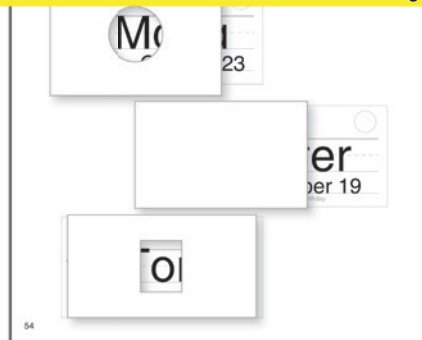
## Early Finishers

If you have early finishers, have students write or arrange all their classmates' names in alphabetical or birthday order. This works well for keeping students busy or helping the teacher prepare for an upcoming activity.

## Line up! - 1

No doubt, lining kids up is an important part of class routines. Using their name plates, line kids up in alphabetical order. With your littliest students, point to the ABCs and ask them if their name begins with an A, B, or C, etc. If your cards

**12 flash card activities to play with student name cards.**



## Spell it Out!

Collect all the students' name cards. Line up the cards on a desk face down. Invite a student to randomly choose one card and verbally spell out the name. When a student recognizes his name, he collects his card and chooses the next card. Prep

## Seating

Collect all the cards and redistribute them according to your intended activity or arrangement. Students must locate their new seat or desk. This works well when preparing for games, breaking up cliques, or to get students working with different

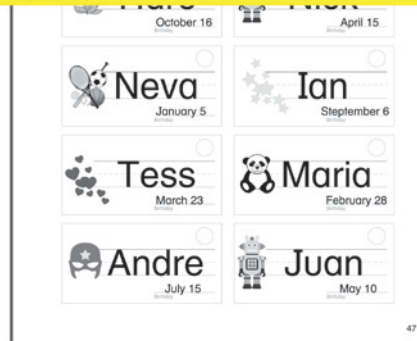
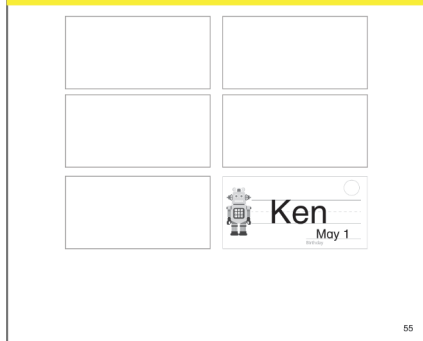
## Name Search

When young students receive their name cards, for the first few weeks collect the name cards at the end of each class. At the beginning of the next class, arrange their name cards on a table. During roll call, each student must collect their card

## Teams & Turns

A box with a hole in the top is the perfect tool for randomly dividing students into teams or for taking turns. A bag or hat works just as well! When putting the names out, try showing the cards to students, spelling out their names, or rolling out their

**Basic activities students engage with again and again.**



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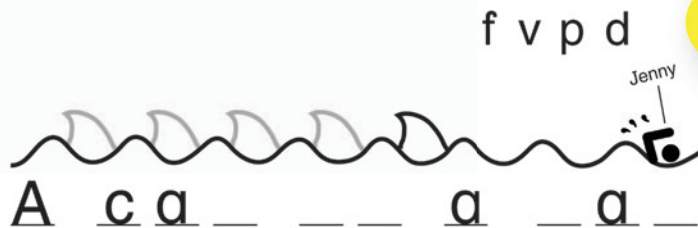


# A Closer look...

## Swimming with Sharks

This is a version of the classic *Hangman* game. Use simple phrases your students are learning in their phonics lessons. This is especially fun playing the class against the teacher.

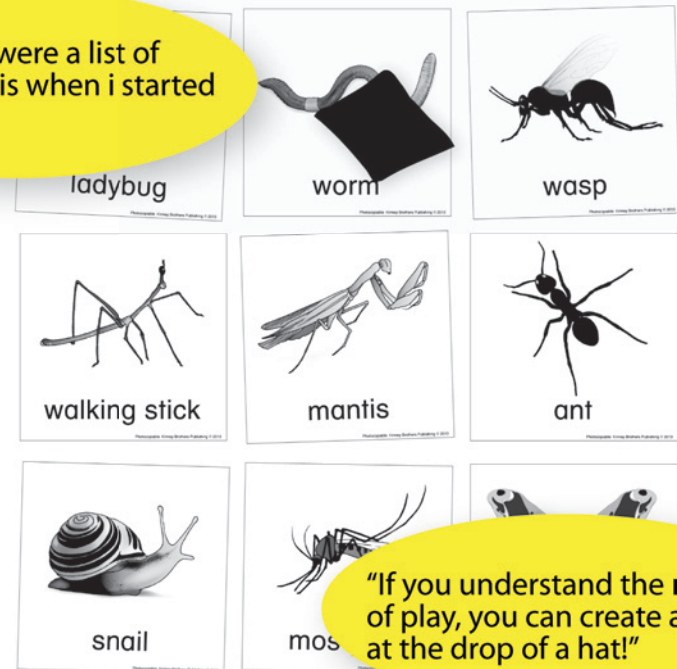
Put familiar but similar phonics sentence cards on the board. Prepare the game by drawing blanks that complete the sentence. Draw simple waves with a swimmer at one end and a shark's fin at the other end. Label the swimmer with one student's name and beg the other classmates to help save her!



Students ask questions such as, "Is there a 'b'?" With each negative response (no 'b') the shark's fin comes closer to the swimmer and the letter is written above the game so students don't repeat the letter. The game is finished when the shark's fin reaches the swimmer or the students can read the sentence. If the sentence is complete and students still can't read the phrase, they lose to the teacher.

## Tic-Tac-Toe

Create a *Tic-Tac-Toe* game by putting flash cards in a 3x3 square on the floor or on a table top. Play with different colored bean bags, cards, or other type of marker. Getting three in a row wins the game! With one set of 30 flash cards, you can have up to three games going at once! Put an extra set of the same cards in a hat for draw cards and you can also play an easy game of *Bingo*!



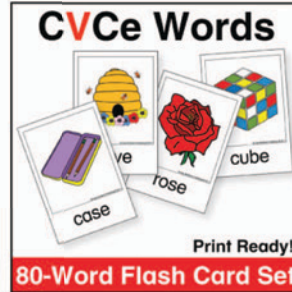
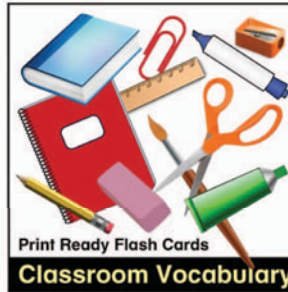
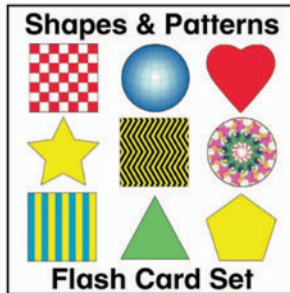
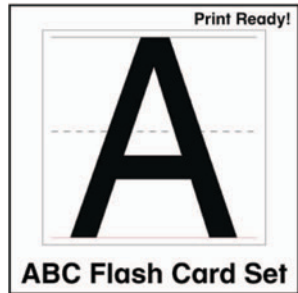
"I wish there were a list of games like this when I started teaching."

"Every school library should have this list of games AND be part of teacher training!"

"If you understand the modals of play, you can create a game at the drop of a hat!"



# Flash Card Sets



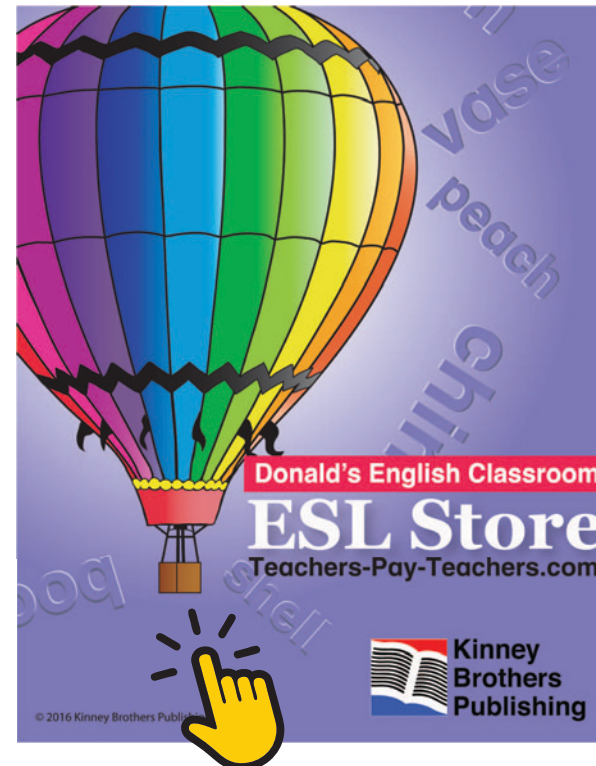
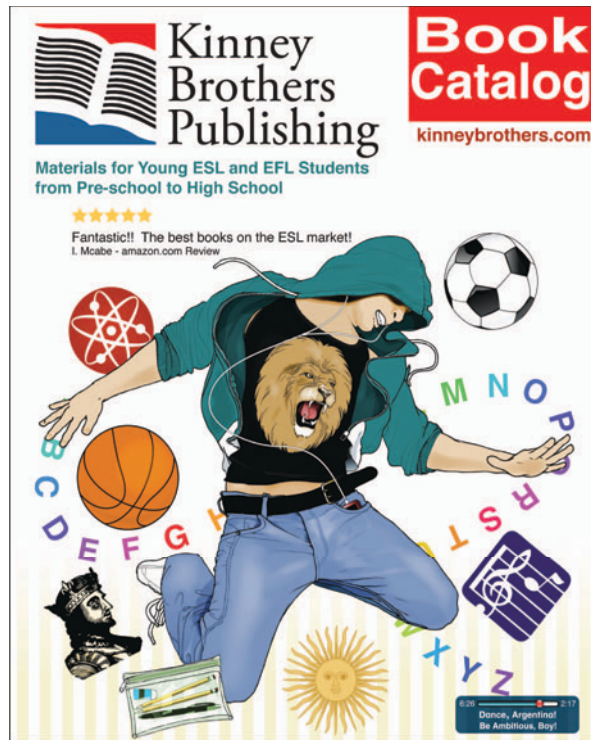
Donald's English Classroom has a full support library of flash cards for your pre-school through adult English language classes.

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# Catalogs



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