

Flashcard Fun!

Flashcards are versatile teaching tools! They are great for introducing and revising vocabulary, and for playing different language games.

Here are some suggestions to inspire you, just starting points for individual or team games as well. You can adapt them to any language concept.

1. Bang
2. Bingo
3. Box quiz
4. Charades
5. Concentration
6. Goal
7. Guess my card
8. Have a race
9. Hot potato
10. I spy
11. Kim's game
12. Make a line
13. Memory
14. Missing cards
15. Odd one out
16. Show me a picture
17. Simon says
18. Snap
19. Test your memory
20. True or false
21. Who has it
22. Word sort



1. Bang!

To play this game, you will need a set of flashcards, some cards with the word Bang! on them, and a box.

Put your cards in the box. Players take turns reaching into the box and pulling out a flashcard. If they can answer to the question correctly, they get to keep the card. If the player is incorrect, the card goes back into the box.

Continue taking turns, collecting correctly answered cards.

If you pull out a BANG! card, you must put your whole pile of cards back into the box.

At the end of the game, whoever has the most cards is the winner.

2. Bingo!

Give twelve flashcards plus four markers to each player.

Kids place their cards face up on a table, then cover four of them with their markers.

The caller (teacher or student) calls out names for any of the flashcards at random. Kids uncover each of their chosen cards that they hear the caller names.

The first person to uncover all four pictures calls *Bingo!* He or she then becomes the caller and the game can be repeated.

3. Box quiz

Put the flashcards in a box. Divide your class into two team.

For each round of the game, have one student from each team come to the front of the room. He/she draws a card from the box, reads a question, then answers it.

Each correct answer gains one point. The team with the highest score is the winner.

4. Charades

Place the flashcards in a pile face down on the table or floor.

One person takes the top card, and without showing it, tries to elicit the word from the other player without speaking. For example, if the card is Lion, pretend to be a lion by making a mane with your hands.

If the other player can guess the word, it is his turn to take a card.

5. Concentration

You need two sets of flashcards for this game. Place them face down on the floor or table. Students take turns in turning over two cards and saying the cards aloud.

If the cards match then the he or she keeps the cards. If the cards are different the cards are turned back over again in their original places.

The pupil with the most pairs at the end of the game is the winner.

6. Goal!

Put flashcards on the floor (or table) where all your pupils can see them. Ask each student in turn to throw a coin on to one of the cards. If their coin lands on a flashcard, they must name the card.

7. Guess my card!

Hide a flashcard behind your back and ask students to guess what it is. Pupils ask questions, for example, *Is it big?* Answer their questions with short form answers, for example, *No, it isn't.* The student who guesses first wins the card.

8. Have a race!

Stick several flashcards on the board in a row. Divide the class into two teams. Call out one of the flashcards. The first student to touch the correct flashcards wins a point for the team.

9. Hot potato

Invite kids to sit in a circle. Give four or five of the kids a word or picture card. Have them pass the cards around the circle while listening to music. When the music stops, each pupil holding a card must name the vocabulary word on the card.

10. I spy!

Hand out a set of flashcards to individual kids. Say, for example, *I spy something fast.* Students respond by holding up the correct card and naming the opposite, for example, *I spy something slow.*

11. Kim's game

Put about four or five flashcards on the table. Tell the kids they have one minute to remember them all. At the end of the minute, remove the cards from the table. Ask the pupils to name them.

12. Make a line

Students select five cards, then put them in a line face up in any order. Say the word aloud. If this card is on either end of their line, they can flip it over. If it is somewhere in the middle of the line, they cannot turn it over. The first person to have turned over all of their cards is the winner.

13. Match the pairs

Place flashcards face up in front of the players. Mix the pairs.

Students pull out matching pairs and place them in front of them. When all the cards are in pairs, students read the words from their pairs of cards.

The students with the most pairs wins.

14. Missing cards

Place four cards in front of pupils. Give them a few moments to memorize the pictures (or words).

Then tell them to close their eyes. Take away one of the cards. Tell the kids to open their eyes.

The first pupil to guess the missing card can take away a card in the next round.

15. Odd one out

Each pupil gets a few sets of words or pictures (e.g. 3 sets of 4 cards each). The task is to find one word (or picture) that does not match the rest.

16. Show me a picture

This is a Simon Says style of game. Hand out a set of flashcards to individual kids. They listen carefully and hold up the correct card when they hear you say, for example, *I like... apples!* They should do nothing when they hear you say, for example, *I don't like... apples!*

If they make a mistake they are eliminated.

17. Simon says

Students put their flashcards face up on their desks. Tell the students that they will hold up their cards or not, depending on whether they hear you say *Simon says*.

To begin the game, say, for example, *Simon says B like banana*. The students should hold up their B cards. If you say, for example, *B like banana*, they should do nothing.

18. Snap

Print 2 or 4 sets of the flashcards. Shuffle the cards and deal them out to all the players.

Take it in turns to turn over a card, the player should say what is on the card and then place it in the middle of the table.

If a player turns up a card which is the same as the previous one, the first player to shout *Snap!* wins all the cards in the pile.

Players are out of the game when they have no cards left. The winner is the player who has all the cards.

19. Test your memory

Place a selection of flashcards on the table in a circle. Students have one minute to memorise the cards. In groups, they have two minutes to write as many of the names as they remember.

20. True or false

Hold up a flashcard. Say, for example, *This apple is red. True or false?* Your students should say *True!*

Continue with other flashcards deliberately introducing some false statements. For example, say, *This apple is blue. True or false?* Your students should say *False!*

21. Who has it?

Pass out two or three cards to each student. Call out the picture or word that is on one of the cards. The pupil who has the card should stand up and repeat the word.

Play until all of the cards have been called out and identified by the kids.

22. Word sort

Each pupil gets flashcards with words belonging to different categories, plus sheets of paper with the names of these categories. All cards are mixed. The task is to put the words into the right categories.