



IDEAS FOR USING FLASHCARDS AND WORDCARDS IN CLASS

BINGO

You can use this game to revise any vocabulary set. Show pupils the cards, then they secretly choose four of the words and write them down.

Say sentences using each of the revised words, e.g. for food: *I like eating kiwi for breakfast.* Pupils who have written the word *kiwi* cross it out. The first pupil to cross out all four of their words call out *Bingo!*

CAN I HAVE...?

Use a matching set of picture cards and word cards. This activity works best with vocabulary sets of nouns that pupils would want to borrow, buy or use (e.g. food, toys, sports equipment).

Attach the cards to the board or display them on a table. Put the word cards in a pile face down on a table at the front of the class.

Ask two pupils to the front. One takes a card, for example the *skateboard* card, and uses the word on it to ask *Can I have a skateboard please?* The other pupil then collects the skateboard flashcard and hands it over, saying *Yes, of course. Here you are.*

You can make this activity more challenging by removing some flashcards, so sometimes the pupil searching for it has to reply: *No, I'm sorry. I haven't got any skateboards.*

WHAT'S MISSING?

Attach picture cards to the board. Allow pupils a few minutes to look at them.

Then ask pupils to close their eyes while you remove one or two cards. Pupils then open their eyes and answer the question *What's missing?*

DRAWING GAME

Choose a vocabulary item pupils know. Draw a picture on the board, line by line, pausing to ask each time *What am I drawing? Can you guess?* Pupils try to guess what the picture is before you finish it.

CHARADES

Distribute the printed picture cards - the reverse side only. Pupils can play in teams or in pairs.

One team gets the reverse of the picture card (the one with the word only) and mimes the object, for example the team with the *penguin* card tries to walk like a penguin. The opposite team has to guess.

You can play a variant where the guessing team asks questions about the object and the team with the card answer *yes* or *no*.

You could also add an additional element of challenge and ask the guessing team to spell the word they guessed.