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More Flashcard Fun!

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So you've tried Memory Match, Go Fish, and pairing your flashcards with board games... If you're in need of more fun ideas on how to use those valuable flashcards, look no further! Listed below are some additional suggestions for games and activities to make therapy with flashcards even more fun!



What's Missing?

Place three cards faceup in a row. Students take turns turning away while the teacher flips one card facedown. When students turn back around, they must try to remember which card is facedown. To add to the challenge, add one card to the row each time students guess a card correctly.



Get Active!

If you have students who just can't sit still, try adding physical activity to flashcard tasks. Take your flashcards outside and let your students practice their skills while kicking, rolling, or tossing a ball.



Silly Storytime

Each student takes 3-4 flashcards and makes up a story using the words/ideas on the flashcards. Students can write their stories down or draw pictures to illustrate them. Students take turns telling their stories.



Seek and Swat

Lay flashcards facedown all over the room. Give students flyswatters and have them search for the cards. When a student finds a card, he/she swats it, then turns it over to practice his/her skill.



Charades

Divide students into two teams. Give one student on each team a flashcard. The student with the flashcard has one minute to act out the word/idea on the card so his/her teammates can guess. Award one point for each flashcard identified by the team in the given amount of time. At the end of the session, the team with the most points wins.



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Picture It!

This game is similar to Charades, but instead of acting out the word/idea on the flashcard, students draw it so their teammates can guess.



Pass It!

Have everyone sit in a circle. The teacher selects a flashcard and starts the game by saying "This is a ___," as he/she passes the card to the first student. The student repeats, "This is a ___," as he/she passes the card to the next student. Pass the card around the circle until everyone has a turn. After students are familiar with the game, the teacher can add more difficulty to the activity by introducing additional cards after he/she passes the first card.



Sort it Out

Place all of the flashcards facedown in a big pile on the table. Students take turns picking one card from the pile and practicing the skill shown. If a student practices his/her skill correctly, he/she can keep the card. If the student practices the skill incorrectly, the card goes back into the pile. Once students pick and practice all of the cards, the student with the most cards wins.



Stepping Stones

Make a path on the floor with the flashcards. Students practice their skills as they move from one card to the next. (Be sure to spread the cards out so students can take a big step from card to card.)



Pace and Pause

Attach several flashcards to the wall in a row. Start by saying the words on the flashcards using an easy, rhythmic pace. When the students are familiar with the words, turn one card facedown. Students continue saying the words with the same easy, rhythmic pace, but when they reach the card turned facedown, they remain silent. For an additional challenge, add some physical activity to the task such as clapping, stomping, or jumping.



Beanbag Bingo

Place the flashcards faceup on the floor in five rows of five. Students practice their skills while tossing a beanbag onto the cards. The first player to turn over five cards in a row wins.

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