

# FLASHCARD GAMES

## BRING ME

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Put flash cards on a table at far end of class. At other end position three chairs side by side. Teacher sits in middle with one stude either side. Teacher shouts, "Bring me a horse." The two studes stand up and leg it over to the table and the first to bring the teacher the horse card wins.

New vocabulary

## MEMORY

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Place 7 cards along the board. Listen and repeat words and turn cards around, back to class. Studes try to remember all seven words in the correct order for points. When a student says the wrong word or takes too long, show the troublesome card before starting again with the next student.

New vocabulary

## PICTIONARY II

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Show a card to one student who has to draw it on the board. The first one to guess the word gets to draw the next one.

New vocabulary

## PISTOLS AT DAWN

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Two studes come forward. Give each one a flashcard which they hold behind their backs. Shout, "Draw!". Studes reveal their cards to each other, and the first to name the picture wins. Winner stays on.

New vocabulary

## REVEAL

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Place 2 flashcards together, face2face. Slowly raise one. First student to say what the flashcard represents wins.

Vocabulary Revision

## WHAT'S MISSING?

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Place 7 flashcards along the blackboard. Gather them up, remove one card and put them back. First stude to say the missing card wins.

New vocabulary