

Collins
COBUILD

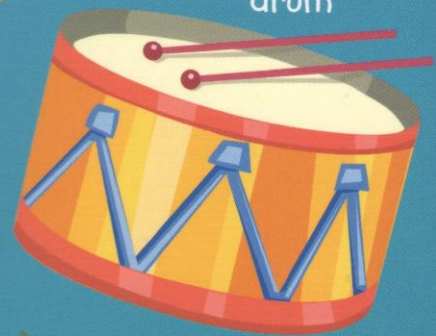
First English Words Flashcards



carrot



drum



ball



cat



grapes



crayon

100 fun flashcards for young learners

First English Words Flashcards

Welcome to First English Words Flashcards!

In this pack you will find 100 flashcards with illustrations on one side and words on the other. You can make learning fun by using the games and activities below to encourage children to start saying their first English words.

Working with flashcards

Flashcards are an invaluable resource for teachers and parents who want to help their child start learning English. There are so many things that you can do with them, from presenting the words for the first time to playing games. They are ideal for kindergarten children because they are visual and the meaning of words is immediately clear. Flashcards are also very flexible in use. You can place them on the floor, stick them onto objects (windows, doors, board), and so on. If you are using the flashcards in the classroom, you may find that you need two or more sets of flashcards. If you have two sets of flashcards, many of the games can be played more easily, especially if you have a large number of children in your class. Several of these games can also be played with one or two children, making them ideal for use at home. If you use the flashcards at home, one set should be enough.

In the instructions below we have used the plural of children for convenience. The instructions are equally valid for individual children in a home setting.

Games for individual children

Flashcards allow for an almost unlimited number of fun and active games. Here are some examples. These games are easy to play with individual children at home. You can, of course, also play these in groups.

Stop

Tell the children that you are going to say a word. As you show them the cards one by one, they say 'stop' when they see the one you asked for.

Which is missing?

Place the cards on the floor facing up. Ask the children to close their eyes or turn around so they can't see them. Remove one of the cards. The children tell you which is missing.

Guess

Take one flashcard from a group, for example, jungle animals, and the children have to try to guess what it is.

On my head

Pick a card and show the children, but don't look at it yourself. Place the card on your head or keep it facing out to the children so that you cannot see it. Ask questions, for example, *is it a leopard?* The children will enjoy seeing you guess!

Say it loudly! Say it quietly!

Ask the children to repeat words after you. Place the cards on the floor or on the board. Point to one and say it loudly, and then say the next one really quietly and so on. They must listen carefully and repeat it just the way you said it.

Flash!

Tell the children that they need to look very carefully because you are going to pass a card very fast in front of them. Make sure you do it very quickly! Who can remember what they saw and say the name of the object?

Point to it

Place all the cards around different parts of the room and ask the children to point to the cards in a random order and say the words.

Silent mouth

Mouth a word: the children have to guess which word it is and say it out loud.

Clap a word

With the children, clap out the syllables of the words, for example: *crocodile* would be 3 claps. Show a child the flashcard and then they clap out the syllables.

Reveal

Show only a small part of the flashcard and see if the children can work out what it is. Adapt this so that the image is revealed very slowly. Who will be the first to recognize what is on the card?

Three in a row

You need two sets of flashcards for this. Place nine cards on the board with the word facing up so that the children can't see the images, and number them. Ask a child to choose a number. You turn over the flashcard. If they can say the word, then the card

stays turned over (with the image facing out). For older children you can introduce the idea that they should try to get three in a row – horizontally, diagonally or vertically.

Pelmanism

You need two sets of flash cards. Place them so that the images are face down and mix them up. Turn over one card to reveal an image, and then turn over another card to try to make a pair. Use the words 'same' and 'different' when you turn over the second card. If you turn over the matching card, to make a pair, you keep the pair and turn over a new card to take another turn. If it isn't a matching card, you turn both cards face down again and the next person takes a turn. The person with the most pairs 'wins'.

Games for groups of children

The following games work well for groups. If you play the following games at home, you could invite some of your child's friends to join in.

Just look

Sit the children in a circle. Pass a flashcard around the circle. The children just look at it as it is slowly passed round the circle. When you say stop! the child holding the card has to say what it is. You could also include the two children sitting on either side of the child with the card to make it less threatening.

Fetch the card

Place some cards around the room. All the children should be sitting in a circle. Ask one child to get up and go and get a particular card for you. It is sometimes nicer to ask the children to hold hands and go in pairs.

Pass and guess

Put a flashcard from the word set you are practising in an envelope. The children sit in a circle and pass the envelope around. Play some music. When the music stops the child who has the envelope opens it but doesn't show the card inside to the other children. Then he/she chooses another child to guess which it is.

Chain drill

Place all the cards in front of you and the children. Say the word and point to the correct card. Do this with all the cards. The children repeat every word. Then remove the first card, but the children should

say the word that was there and then continue with the cards they can see. Then remove the next card and so on until there are no cards but you are simply pointing to where the cards were and the children are saying the words.

Hide it

Everyone closes their eyes. You hide a flashcard somewhere in the room and the children have to find it. Alternatively, you can blindfold one child, the other children hide a card and then they guide the child who now has the blindfold off by saying 'warm' when they are getting close, 'hot' when they are very close and 'cold' when they are not close to the card.

Funny whispers

Sit in a circle. Show the child on your right a card and whisper the word in his/her ear. Then give the card to the child and they whisper to the child on their right and so on. Then once everyone has got the idea, do it without the card.

Pass the flashcard

Give the child on your right a card and say the word. They pass it onto the child on their right and say the word.

Snap!

Each child has his/her set of flash cards. Shuffle them and deal them equally. Child A turns over their card and says the word, then child B turns over their card and says the word. If they are the same, the first child to say 'Snap!' keeps both the cards. Continue until one child has all the cards.

Happy families

This game is played in groups of four. Each child has a set of cards. All the children's cards are put together, shuffled and dealt out equally. The objective is to collect four of the same. The child with the most 'families' wins. The children do this by asking each other for cards. For example, if they are playing with the cards from *jungle animals*, they would ask 'Parrot?' and the child who had a *parrot* card would have to hand it over. This continues until a child has managed to collect a 'family' of four cards that are the same. Please note that not all groups may cope with the co-operative nature of this game and it might need to be carefully supervised.

