

## Vocabulary Flash Cards

### Teaching Ideas

#### IDEA 1: Vocabulary Presentation

Use the Vocabulary Flash Cards for vocabulary presentation. After students have closed their books, show only the picture card, not the word card.

#### IDEA 2: Flash Cards

Fold the pairs of cards in half so that either the vocabulary word or the picture can be quickly flashed for reinforcement.

#### IDEA 3: Matching Game

Cut the pairs of cards so that the picture cards are separate from the word cards. Partner A holds all of the word cards (the A cards) from the unit, and Partner B holds all of the picture cards (the B cards). Partner A first reads a card aloud and puts it down on the desk. Partner B shows the matching picture. For example, if Partner A puts down the card with the word "book," Partner B then matches it by putting down the card with the picture of a book. On the next turn, Partner B chooses a card from the B cards and Partner A responds.

#### IDEA 4: Go Fish

Pairs of students mix up all the cards from the unit and each student takes five cards. The rest of the cards are placed facedown in a stack on the desk. Students begin by looking for matching A and B cards in their hands. (If they have any matches, they put them to one side.) The first student reads a card aloud or shows the picture. If the second student has the matching card, he or she gives it to the first student. The first student puts the two cards to one side on the desk and tries to make another match. If the second student does not have the matching card, he or she says, "Go fish." The first student then takes one card from the top of the stack. If it's the matching card, the student puts the two cards to one side and tries to make another match. If it's not the matching card, the student adds it to his or her hand and the other student takes a turn. The first player without any cards in his or her hand wins.

#### IDEA 5: Concentration

Pairs of students turn all cards from the unit facedown on the desk and spread them out. The first player turns over two of the cards, trying to match an A card with a B card. If the cards match, the player puts the two cards to one side and tries again. If the two cards do not match, he or she turns both cards facedown again, and the second player tries. The student with the largest number of matching cards wins.

### YOUR OWN IDEAS

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