

Flashcards

These cards are a tool that will enable your children/pupils to memorise vocabulary in a more tactile manner. Younger children love moving things around, especially when they can work in pairs. This resource will complement the visual, auditive, and kinaesthetic learning styles that are used in the Sam and Mel videos.

Ideally, you will make colour copies of these cards. These should be laminated for long-term use. Print off enough copies so that pupils can work in pairs. The words & images can be printed double-sided, or single-sided depending on the use. **IMPORTANT:** Ensure that your printer is set to print the whole page.

The images incorporate the gestures that appear on the videos. When possible, the TV illustration is also included. Finally, we have tried to capture the facial expression and mouth position that reflects the meaning and sound production of the word illustrated.

It is advisable that the pupils only work on the Flashcards of one lesson at a time.

Exercise types (using 20 single-sided cards)

Match-up: Place the cards face-up on a desk and mix them all up. Pupils take turns choosing the word & image that go together. The pupil with the most correct match-ups is the winner. Repeat this exercise until each pupil is confident that they can make the correct match-up for every word & image.

Blind match-up: This time the cards are placed face down and mixed up. The first player turns up 2 cards to see if they match up. If there is no match, they replace the cards in the same place and the next player attempts a match.

Cross-eyes: One player places 3 word cards face up. The other player chooses a word they will follow. Then the first player turns over the 3 words and proceeds to move the cards around, changing the card order several times until coming to a stop. The second player must then indicate which card has the word they had previously chosen. The card is turned over to reveal whether it is the correct word.

Quick draw: One team member has all the image cards mixed up in front of them; the other player has all the word cards mixed up in front of them. The teacher announces a word or performs a gesture. The 2-person team raise the appropriate word & picture cards. The fastest pair to raise the correct cards gain a point.

Train phrases: The parent or teacher announces a phrase from the lesson and the children or pupils line up the cards on their desk in the correct order; one pupil lines up the words, the other pupil lines up the pictures. Alternatively, the teacher can choose to do a silent dictation whereby they perform several gestures and the pupils must line up the words that correspond to those gestures in order to make a phrase or a sentence. (However, this game may require that you borrow cards from previous lessons in order to create grammatically complete phrases).

Exercise types (using 10 double-sided cards)

Image > word: The 10 cards are placed on a desk with the pictures facing up. The first player chooses a card whose image they are confident they know. They have to say the corresponding word before turning the card over to verify if they are right. If they are right, they hold onto the card and take another turn. Alternatively, you can allow the next player to have their turn. If the first player is wrong, they replace the card back on the desk. The player that ends up with the most cards is the winner.

Word > image: The 10 cards are placed with the word side facing up. The first player must say the word and perform the correct gesture. The card is then turned over to verify if the player's gesture corresponds to the gesture on the card. The game proceeds in the same way as the **Image > word** exercise.

These flashcard exercises are a great way to review lesson vocabulary without using the video. They are also a good way to review the vocabulary of previous lessons. They can be a convenient activity when there are a few minutes remaining at the end of any lesson.