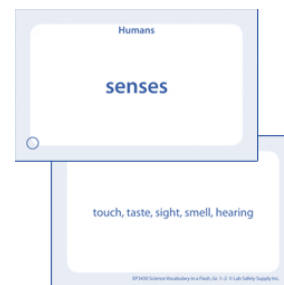


## Vocabulary Flash Card Games to Play at Home

**Materials needed:** index cards, post-it notes, or squares of paper  
Vocabulary words and definitions (Students should work with 7-10 new words per week. You can include words from previous weeks to make the games last longer.)  
Write the vocabulary words on a set of cards and the definitions on a separate set of cards.



### **Who can tell the best story?—an activity for learning the words.**

We remember vocabulary by making associations. Paper clip or tape the matching definition to the back of the word cards. Place the stack of cards on the table. Older player goes first. Draw a card, say the word, and read aloud the definition. Then make up a story (sentence or two) with the word. For example, if the word is “evaporate” then the player might tell a story like this: “In the summer it seems like rain puddles just disappear. It must be because the water evaporates with the heat.” You can also draw pictures to tell the story. The other player gives a rating of 1-5 with his or her hand. A score of five fingers would mean a creative story and correct use of the word. A score of a 1 would be not using the word correctly. Prompt the player to re-read the definition and try again. Keep a tally of the scores. The player with the most points wins.

### **Timed Trials—an activity for building fluency**

Materials needed: a stopwatch, 10 to 60 word cards and a progress chart for each player.

How to play:

Take turns timing each other to see how many words you can correctly read aloud in one minute. This helps improve automaticity. One partner quickly places a word on the desk for the reader to pronounce. Words that are not correctly pronounced are set aside. If you have only a few cards, keep reading the words read aloud correctly the first time until a minute is up. After one minute, correctly read words are counted and charted.

### **Tic Tac Toe—an activity for listening skills**

Choose nine vocabulary words that need review, along with their matching definitions. Set the definitions aside. Create a tic tac toe board by laying the word cards face up in 3 rows and 3 columns. Call out the definition to a word. The player then finds the word and turns it face down. When a player turns over three in a row, in a column, or diagonally—then that player wins. Before points can be awarded, the player must repeat back the definitions to the cards turned over. To make the game competitive, you can time the game and see how many times the player can get tic tac toe in two minutes. If two minutes has passed and no tic tac toe has been reached, then the player has to shuffle the cards and start over. You can also play this by taking turns.

### **Concentration—a fun game for reviewing vocabulary definitions**

Shuffle the cards and turn them face down. Lay out the cards in columns and rows. Younger player goes first. She turns over two cards. If one card is a word and the other card turned over is the matching definition, they are a match and she keeps the pair. Then she gets to go again until she turns over two that don't match. Then the older player can play. The winner for that round is the one with the most pairs.