

Tiger Time



Flashcard games

1 What have I got here?

Hold all the flashcards for a unit in your hand but don't show the children the picture on top of the pile. Ask: *What have I got here? Can you guess?* The children guess until someone guesses correctly. Encourage the children to ask the question *Is it a ...?* Repeat with all the cards until you get to the bottom of the pile.

2 Memory test

Put all eight flashcards on the board and number them 1 to 8. After the children have looked at them, turn all the cards over. Ask, *What's number (1)?*

3 Where's the flashcard?

Place the flashcards for a unit around the classroom, putting them clearly on, in, behind and next to objects. Say *I can't find my (kitten). Please help me. Where's my (kitten)?* The children respond by pointing and saying *It's over there. It's (on) the cupboard.*

4 Stand up if it's true

Hold all the flashcards for a unit in your hand but don't show the children the picture on top of the pile. Say a sentence about the picture, e.g. *The T-shirt is green. The turtle is blue.* Children stand up if they think it's true and stay seated if they think it's false. Reveal the card to check. Children keep their score.

5 Mime and guess

Divide the class into two teams. Ask two volunteers from each team to stand at the front of the class. Show a flashcard to the rest of the class. They mime it to the volunteers. The first volunteer to guess the word correctly wins a point for their team. This game can be played with the flashcards of more than one unit.

6 Which two flashcards are missing?

Stick a set of flashcards on the board. Say, *Close your eyes.* Demonstrate. When children have closed their eyes, remove two flashcards. The children open their eyes and name the missing flashcards.

7 Pass the flashcard drill

Sit with the children in a circle. Show a flashcard to the child on your right. Ask *What's this?* The child answers, *It's a ...* The child then passes the card to the next child and asks the same question. The card continues round the circle in this way until it comes back to you. The drill becomes very animated if you send four or five cards round the circle at the same time and in different directions.

Flashcard and word card games

1 It begins with ...

Put all the flashcards for a unit on the board. Slowly reveal a word card from behind a piece of paper. Reveal the first letter (and possibly the second and third letters). The children tell you which flashcard the word corresponds to. Reveal the whole word to check they're right.

2 Classify the words

Divide the board into three columns. Write the topic words at the top of each one, e.g. *rooms / pets / clothes*. Hand out a word card to each child. The children come to the board in groups of three. Working together, they place their words in the correct column.

3 Odd word out

Stick four word cards in a row on the board, e.g. *hopscotch, basketball, kitten* and *tag*. The children identify the odd one out and say why. (*Kitten. It's a pet. Hopscotch, basketball and tag are games.*)

4 Excuse me, is this your ... ?

Give eight children (or eight pairs of children) a word card each. Give eight children one of the corresponding flashcards each. The children with the word cards don't show their words. The children with the flashcards go up to the children with the words cards and ask, *Excuse me, is this your (rabbit)?* If the flashcard matches the word card, the children sit down.

5 Lip reading

Put all the flashcards and/or word cards on the board. Say one of the words silently. The children read your lips and tell you which flashcard they think you have said.

6 Chalkboard pelmanism

Put six flashcards and five of the corresponding word cards face down on the board. Number the flashcards 1 to 6. Mark the word cards A to E. Divide the class into two teams. Team members take turns to ask for a flashcard and a word card, e.g. *Can we have flashcard 3 and word card B, please?* Reveal the flashcard. Ask *What's this?* Reveal the word card and ask *What does this say? Are they a pair?* The winning team is the team with the most pairs when there is just one flashcard left on the board.

Activities from *Tiger Time* Level 3 by Carol Read and Mark Ormerod



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