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Further Flashcard Fun!

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It's a new school year and you're looking for new ways to use those tried-and-true flashcards… There are some great ideas in Handy Handouts #455 – Flashcard Fun! and #462 – More Flashcard Fun! However, if you still need more ideas, listed below are further suggestions for games and activities to make therapy with flashcards fun!

Games with Cups

- **Cups o' Cards** – Use a permanent marker to write your students' goals on disposable cups. Divide your flashcards and put them into the cups. (Make sure that each cup has incorrect cards as well as correct cards in it.) Students take turns picking cards out of the cups and saying whether or not the card was in the correct cup. If the student is correct, he/she keeps the card. If the student is incorrect, the card goes back into the cup. When all of the cups are empty, the student who has the most cards wins!

- **Race to the Top** – Students take turns practicing their targets on the flashcards. For each correct production, the student gets the card and a cup. Students use the cups and cards to build towers. When the first tower comes crashing down, the game is over. The student who has the tallest tower left standing is the winner.

- **Card Pong** – Put a flashcard in each cup and arrange the cups on the table or floor. Students take turns bouncing a Ping-Pong ball or tossing a pompom into the cups. When a ball lands in a cup, the student practices the target production on the flashcard. If the student is correct, he/she keeps the card and the empty cup is removed from the playing area. When all of the cups are gone, the student with the most cards wins.

Games with Dice

- **Doggie Dice** – Students take turns practicing their targets on the flashcards. When a student responds correctly, he/she rolls a die. The number on the die corresponds to the part of a dog's body that the student gets to draw. (For example, 1=body, 2=head, 3=ears, 4=mouth, 5=tail, 6=legs). The first student to finish his/her drawing of the dog wins! (For increased difficulty, the students must draw a body before they can draw anything else and they must draw a head before they can draw ears and a mouth.)

- **Grid Out!** – Place cards in a 6 x 6 grid on the table. Use sticky notes to label the columns and rows from 1-6. Players take turns rolling two dice (one for the column and one for the row) and locating the card that lies where the row and column meet. The student then practices the target on the card. If the student is correct, he/she keeps the card. When all of the cards are gone, the student with the most cards wins.

- **Math in a Flash** – Students take turns practicing their targets on the flashcards. When a student responds correctly, he/she rolls a die and writes down the number shown. On each following turn, the student adds the number rolled to his/her score. The first student to reach 50 is the winner.

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Games with Paper Bags
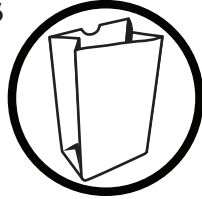
- **Uh-oh!** – Put all of the flashcards along with one "Wild," "Reverse," or other miscellaneous card from the set into a paper bag. Students take turns picking cards from the bag and practicing their targets. If correct, the student keeps the card. If a student draws the "Wild," "Reverse," or other miscellaneous card from the paper bag, he/she puts that card along with two of his/her collected cards back into the bag. Whoever has the most cards when the bag is empty or when time runs out is the winner!

- **Bag of Mystery** – Place a flashcard inside of a paper bag. Slowly pull the card out, revealing the picture on the card little by little. The first player to guess the picture and produce the target on the flashcard gets to keep the card. Whoever has the most cards at the end of the game wins.

- **Fill it Up!** – Use a permanent marker to write your students' goals on paper bags (as you did for Cups o' Cards, but do not put the flashcards in them). Divide the flashcards equally between players. Players take turns putting their flashcards into the correct bags. Whoever places all of their cards into the correct bags first wins!

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