Orbit 1 FLASHCARDS

FLASHCARDS ACTIVITY BOOKLET

The *Orbit* series offers an extra tool to help young learners acquire new words in a fast, easy and fun way. There is a set of 67 flashcards available for *Orbit* level 1.

Flashcards are part of what we call visual aids: they illustrate vocabulary items previously presented in the unit.

It is very important for students to relate the vocabulary to the images that represent them, so that sound, text and meaning are learnt together. Every time a student hears a certain word, the image corresponding to it will appear in his / her mind.

Flashcards are great facilitators in the teaching-learning process of a foreign language, since they can help in the introduction, practice and consolidation of the vocabulary, helping to review, correct and evaluate the concepts studied. In addition, they enrich game, dynamics and conversation lessons because they are versatile and easy to use.

Both picture flashcards and word cards can be easily downloaded and printed from the Richmond website.

We have prepared some suggestions for using flashcards:

- Show a flashcard and say the word that corresponds to the picture. Have students repeat it.
- Show a flashcard and ask students *How do you say this in English?* If nobody knows the answer, say the corresponding word and suggest that students repeat it.
- After displaying all the flashcards, show the first picture flashcard again, without saying the corresponding word. Some students will say this word, which will motivate their classmates to try to remember the following.
- To review previously learnt vocabulary, you can promote games and competitions with the use of flashcards.
- To explore each flashcard, you can ask students about the name of the object / concept in question or about the context in which that object / concept is inserted. For example, if the flashcard refers to playground items (*ball pit, seesaw, slide, swing*), ask children what the name of the item is, what other items are commonly found at a playground, etc. Then show students the corresponding flashcards to confirm their answers.
- Leave the flashcards in a place visible to all to allow students to internalise the vocabulary more easily. To do this, in a corner of the classroom (which can be called the *English Corner*), make a nylon or string line and fasten the flashcards with clothespins or clips.
- It is also possible to create other flashcards. You can make flashcards –or ask students to produce them– according to the specific vocabulary items you wish to work on.

We hope this material will further enrich your work!

THE RICHMOND TEAM

SUGGESTED ACTIVITIES

ACTIVITY 1: *What's the number?*

Write and number on the board all the words that will be displayed. Then, show a flashcard and say the word that corresponds to that picture. Students should repeat the word and mention its number.

ACTIVITY 2: *Memory game*

Ask students to sit in a circle on the floor and place the flashcards in the centre of the circle. Then choose a student to stay outside the classroom for a while.. Remove one of the flashcards and hide it. The student who was out of the room returns and tries to guess which flashcard is missing. If he / she is right, he / she chooses the next classmate to leave the room.

ACTIVITY 3: *Mime game*

Divide the class into two teams. Ask a volunteer from one of the groups to go to the front of the classroom and show him / her a flashcard. He / she should mime the word so that his / her classmates guess which flashcard he / she is referring to. If his / her classmates guess they win a point. If they don't guess, the other team has a chance. The team with more points is the winner.

ACTIVITY 4: *Themes*

Define the theme of the game and prepare a table with as many columns as there is vocabulary to be worked on -for example, *family, colours, animals, parts of the body, toys, school items*, etc. If the theme is *colours*, you can stick the word cards *red, blue, yellow, green, purple, pink* and *orange* on the board under the heading *Colours*. Then have students stick the corresponding flashcard next to each word card.

ACTIVITY 5: *What's this?*

Divide the class into two teams. Hold up one of the flashcards and ask *What's this?* The first child to raise his / her hand and answer correctly gets a point for his / her team. The first team to score ten points is the winner.

ACTIVITY 6: *How many?*

Display certain school objects or flashcards on a table. Ask a child to take an object or flashcard and tell you what it is. The child holds up the object or flashcard and says *It's (a pencil)*. Then, you can hold up the object or flashcard, e.g. pencil, and ask *How many...?* Children look in their pencil cases and count their own pencils. Children compare with their partner. Repeat with another object or flashcard.

ACTIVITY 7: *Noughts and crosses*

Draw a Noughts and Crosses grid on the board. Assign a flashcard to each square. On top of each flashcard, place the number flaschards from 1 to 9. Divide the children into two teams: X and O. Team X chooses a square by saying the number it shows. Remove the number flashcard so children can guess the vocabulary flashcard under it. A child from team X names the object. If the child does this correctly, put an X in the square. If not, team O has a turn. The first team to get three symbols in a line horizontally, vertically or diagonally wins.

ACTIVITY 8: *Secret flashcard*

Stick some flashcards on the board and secretly choose one. Encourage children to ask you questions to guess: *Is it red? No, it isn't. Is it yellow? Yes, it is. (It's the triangle!)* In pairs, children take turns asking and guessing.

ACTIVITY 9: *Chinese whispers*

Children line up in two lines facing the board. Secretly show the last child in each line a flashcard. This child then whispers the word to the next child in line and this continues up this line. The child at the top runs to the board and draws the word on the board. Repeat the procedure until every child has had an opportunity to draw on the board.

GLOSSARY

UNIT 1

BIG FAMILY / SMALL FAMILY

UNIT 2

BALL PIT
SEESAW
SWING
SLIDE
BLUE
GREEN
ORANGE
PINK
PURPLE
RED
YELLOW

UNIT 3

CAT
DOG
FERRET
HAMSTER
RABBIT
TURTLE
ZERO
ONE
TWO
THREE
FOUR
FIVE
SIX
SEVEN
EIGHT
NINE
TEN

UNIT 4

ARMS
EAR
EYE
FEET
HANDS
HEAD
LEGS
MOUTH
NOSE

UNIT 5

ART SET
BALL
BIKE
CAR
DOLL
KITE
CHINESE YO-YO
ZOOM BALL

UNIT 6

BACKPACK
BOOK
CRAYON
ERASER
NOTEBOOK
PENCIL

UNIT 7

BATHROOM
BEDROOM
KITCHEN
LIVING ROOM
CIRCLE
SQUARE
RECTANGLE
TRIANGLE

UNIT 8

APPLE
BANANA
BISCUIT
CAKE
MILK
ORANGE JUICE
TOAST

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