

# Look **STARTER**

## FLASHCARDS

### Teacher's Guide



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**Look Starter Flashcard Teacher's Guide**

Course Consultants: Elaine Boyd and Paul Dummett

Publisher: Sherrise Roehr

Publishing Consultant: Karen Spiller

Executive Editor: Eugenia Corbo

Development Editor: Laura Brant

Director of Global Marketing: Ian Martin

Heads of Regional Marketing:

Charlotte Ellis (Europe, Middle East and Africa)

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Manufacturing Buyer: Elaine Bevan

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Cheriton House, North Way,  
Andover, Hampshire, SP10 5BE  
United Kingdom

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# Look Flashcards

The *Look Starter* Flashcards are a set of dry-erase cards that represent each target vocabulary and phonics item taught in *Look Starter*. These flashcards can be used to preview, teach and review vocabulary, grammar and phonics. Each card is designed to be used by both teachers and students. High-quality, engaging photographs and illustrations support visual learning, while exposing students to target items in new contexts.

## Suggested Activities

Flashcard games and activities are grouped into five categories:

- general activities and games that can be used in large or small classes
- more challenging activities and games
- activities and games that work best with small classes
- activities and games that help students learn to spell the vocabulary
- activities and games that help students learn phonics

These types of activities and games will help students use and recycle vocabulary, as well as learn new vocabulary. They can be used to provide multiple exposures to target language, something that research has shown to be a highly effective tool in teaching and learning English.

## General Activities

### 1. Flashcards in a Bag

After pre-teaching a set of flashcards, shuffle the cards and then put them in a large bag. Ask students to take turns pulling out a flashcard and saying what's on it.

### 2. Circle Drilling

Ask students to stand in a circle. Name each flashcard as you walk around the circle, handing one card to each student. Each student then holds up a card and names it, and then other students repeat in unison. Once all students have had a turn, ask them to do it once again, this time more quickly!

### 3. Guessing Game

Pre-teach six to ten flashcards. Ask students to close their eyes as you choose a card and put it behind your back. Students then take turns guessing which card you chose. The student who guesses correctly takes the teacher's role and chooses a new card. Repeat until all students have had a turn.

### 4. Peek-a-Boo!

Pre-teach ten or more flashcards. Ask students to close their eyes as you choose a card and put it

behind a book or other classroom object. While humming the tune to a popular song, slowly move the card up to reveal part of it. Once students call out what is on the card, show them the entire card, and then say the word or phrase together.

### 5. Take Turns Drilling

Put a group of flashcards in a pile at the end of a table. Ask one student to stand by the pile while others line up on the other side of the table. The first student holds up a card and names it or asks *What is it?* or *What are they?* The other students take turns answering. Repeat until all students have had a turn.

### 6. Flashcards-in-a-Bag Guessing Game

After pre-teaching six to ten flashcards, secretly put half of them in an opaque bag. Students ask *Is there a/an \_\_\_\_\_?* questions to find out what cards are in the bag. The game ends when students have correctly guessed what cards are in the bag.

### 7. Charades

This game can be used for flashcards with a verb or verb phrase on them. As you pre-teach the

flashcards, act out the verb. For example, if the card illustrates 'Throw a ball', mime throwing an imaginary ball.

Lay the cards face up on the table or line them up against the board. Students take turns coming to the front of the class and acting out a verb. The student that guesses the correct action comes to the front and acts out a new verb. Continue until all students have had a chance to act out a verb.

### 8. Alphabetical Order

Pre-teach flashcards as you pass them out in a random order. Ask students to work together to put the cards in alphabetical order. Students can put the cards in alphabetical order on a table, against the board or standing in a line while holding their card.

### 9. Numbering and Counting

Put ten flashcards in a pile. Write out the numbers 1–10 on the board. A student calls out the number.

Circle the number, and then count out that number of cards in unison. When you count up to that card, the student says what is on the card. Put the cards back in the pile in the same order and play again. Continue until all the numbers have been called out at least once.

### 10. One-Minute Memory (Version 1)

Pre-teach six to ten flashcards as you line them up against the board. Ask students to close their eyes. Mix the flashcards up and secretly add a new flashcard. Be sure to use one the students have learnt before. Ask students to open their eyes and name the new card.

### 11. One-Minute Memory (Version 2)

Pre-teach six to ten flashcards as you line them up against the board. Ask students to close their eyes. Mix the flashcards up and secretly remove one flashcard. Ask students to open their eyes and name the missing card.

## Challenge Activities

### 12. Two Flashcards: Make a Sentence

Choose two categories of flashcards. Ask students to choose two cards, hold them together in the correct order and say a sentence. Examples: 1. noun + colour: *A frog is green.* 2. person + activity: *My brother likes drawing.* 3. animal + body part: *A hippo has got big teeth.*

### 13. Two Clues

Line up flashcards or spread them out, face up, on a table. Say two things about one of the cards. For example, for cards about animals, say *It's grey. It's got a long trunk.* Ask students to guess. (Is it an elephant?)

### 14. Where? Over There!

Pre-teach flashcards as you place them around the room, propped up so students can see them from their desks. Ask *Where's the \_\_\_\_\_?* Ask a student to point to the card and say *(It's) over there!* The teacher can ask different students about cards, or students can ask one another.

### 15. Challenge Circle Drilling

Ask students to stand in a circle. Pre-teach flashcards as you hand them out. Ask students to sit down

and hold one card each, face out. Ask one of the students to name all of the flashcards in the circle. If the student makes a mistake or doesn't remember the word, invite the next student to try. Once a student names all of the flashcards in the circle, he/she stands up, still holding the card. Continue until all students are standing.

### 16. Humorous Questions

Choose two flashcards and ask a funny question. For example, hold up a zebra card and a bedroom card and ask *Is there a zebra in the bedroom?* Or hold up a mango card and a jump card and ask *Can a mango jump?*

### 17. Binoculars

Pre-teach flashcards as you place them in various locations around the classroom. Ask students to stand in a line behind you. Ask them to hold their hands to their eyes as if they were holding binoculars. Walk around the classroom and say *Stop! What can you see?* Ask students to look through their pretend binoculars at a flashcard and say *I can see \_\_\_\_\_.* Repeat until you have circled the classroom a few times.

## Games for Smaller Classes

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### 18. Listen and Touch

Place six to ten flashcards on a table. Ask students to put their hands on their heads. Name one of the flashcards. The first student to touch the correct card gets a point. The student with the most points wins.

Vary this activity by asking the student who touched the correct card to take the role of the teacher and name the cards.

### 19. Six Places–Go!

Place six flashcards around the room, one in each corner, and the remaining two on opposite sides of the room. Name one of the flashcards and then say *Go!* Students should quickly go and stand by that card. Vary this game by asking students to name a card and then say *Go!*

### 20. Noughts and Crosses

Cut a piece of paper into nine squares. On five of the squares, draw a blue X. On four of the squares, draw a red O. Arrange nine flashcards into a 3 x 3 grid pattern.

Divide students into two groups. Give one group the blue X squares, and the other the red O squares. The blue X team places an X on one of the flashcards and says what it is. Then the red O team takes a turn. The first team to get three in a row wins.

### 21. Walk Around the Table

Pre-teach flashcards as you place them around a table. Ask students to line up around the table. Say *Walk, walk, walk!* and prompt everyone to walk around the table. Say *Stop!* and prompt everyone to stop and touch the flashcard closest to them. Students take turns naming the flashcard they touched. Choose a student to say *Stop!* and play another round of the game.

### 22. Large Board Game

Pre-teach flashcards as you place them in a row on a table. Prompt everyone to put rubbers or some other small object in front of the row of flashcards. Each student will then toss a coin. If it's heads, the student moves the rubber or other small object across two flashcards. If it's tails, the student moves the object across one card. The student names the card he/she landed on. The first student to get to the end of the row of cards is the winner.

### 23. Initial Consonants

Set out six to ten flashcards. Say the initial consonant sound of one of the words three times. For example, if the flashcard is one of a book, say /b/, /b/, /b/. Students call out flashcards that have got that initial consonant sound. Write the words on the board to show the letter sound.

## Spelling Activities

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### 24. Spelling Clues

Set out six to ten flashcards. Slowly start writing one of the vocabulary words on the board, pausing after you write each letter. Students call out the word, once they realize what it is. To vary this game, ask students to come up, take over the teacher's role and write words.

### 25. Baseball Spelling Game

Draw a simple baseball diamond on the board. Near it, draw a box labelled OUT. This game is played using the basic rules of baseball. Set out one of the flashcards. On the board, write blank spaces for each letter of that vocabulary word. Students take

turns calling out letters to spell the word. Write the letters in the correct spaces to spell the word as students call them out. If they call out a letter that is not in that word, they get one strike in the OUT box. If they get three marks in the OUT box, they're out. If they name all the letters in the word before getting three strikes, the strikes are rubbed out from the OUT box and they move to first base on the baseball diamond. Continue with a new card. If students spell the word without getting three strikes, they move to second base.

Continue until the class gets three OUTs, or they land on home plate.

## Phonics Activities

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### 26. Sound of the Week

Use an index card to create a sound card by writing the letter(s) that make(s) the sound on it. Then place the sound card on the wall. Encourage students to add words with that sound during the week by asking each student to bring in a word each day or pick a correct flashcard. This is a great way of building vocabulary and focusing on the individual sounds. Add a new sound to the wall each week. For younger learners, you can use an octopus as a graphic organizer. Place the sound card on the head and add words or flashcards with that sound on the tentacles.

### 27. Sound Snake

Ask a student holding a flashcard to stand and say the word of the card. Ask other students to suggest words that include the same sound. If they're correct, they can get up and join the snake. Continue until there are ten students in the snake. Ask the students to 'wind' around the room a few times as they chant the target words.

### 28. Sound Posters

Introduce a sound. Ask students in groups to create posters illustrating words that contain the sound. Students can pick the relevant flashcards, draw pictures, cut pictures out of magazines or print from the internet.

### 29. Sound Sentences

Choose three flashcards with the same sound and ask students to make a sentence or a tongue twister using all three words at least once. This can be done in pairs or groups. For example, for the three words *dog*, *doll* and *dot*, sentences could include: *I can see dots on my dolls and spots on my dog.*

### 30. Stand Up!

Give each seated student one flashcard. Read out words. Ask the students to stand and say the words of their cards when they hear the word has got the same sound as the words of the flashcards they've got.

### 31. Sound Tennis

This is an activity for two players or two teams. Choose a flashcard and highlight the target sound. Individuals or teams take turns saying words with that sound until one team or individual is unable to continue. The rest of the class acts as judges.

# Starter Flashcards

## Unit 1

Hello.	1
Goodbye.	2
Sing.	3
Sit down.	4
Stand up.	5
Thank you.	6
apple	7
bag	8
cake	9

## Unit 2

book	10
chair	11
crayon	12
desk	13
pencil	14
teacher	15
1 one	16
2 two	17
3 three	18
4 four	19
5 five	20
6 six	21
duck	22
egg	23
fish	24

## Unit 3

ball	25
car	26
doll	27
robot	28
teddy bear	29
train	30
red	31
orange	32
yellow	33
green	34
blue	35
black	36
brown	37
white	38
goat	39
hippo	40
igloo	41

## Unit 4

bird	42
cat	43
cow	44

dog	45
horse	46
rabbit	47
big	48
small	49
7 seven	50
8 eight	51
9 nine	52
10 ten	53
11 eleven	54
12 twelve	55
jam	56
king	57
lizard	58

## Unit 5

bread	59
chicken	60
fruit	61
juice	62
milk	63
rice	64
water	65
monkey	66
nuts	67
ostrich	68

## Unit 6

happy	69
sad	70
hot	71
cold	72
hungry	73
thirsty	74
pink	75
quilt	76
rain	77

## Unit 7

mum	78
dad	79
sister	80
brother	81
grandma	82
grandpa	83
baby	84
sun	85
tea	86
umbrella	87
van	88

## Unit 8

eye	89
ear	90
mouth	91
nose	92
head	93
arm	94
hand	95
leg	96
water	97
box	98
yo-yo	99
zebra	100

## Unit 9

dress	100
hat	101
shirt	102
shoes	103
shorts	104
skirt	105
socks	106
trousers	107
bear	108
pear	109

## Unit 10

climb	110
draw	111
jump	112
kick	113
paint	114
play	115
run	116
swim	117
13 thirteen	118
14 fourteen	119
15 fifteen	120
16 sixteen	121
17 seventeen	122
18 eighteen	123
19 nineteen	124
20 twenty	125
down	126
town	127

# Alphabetical List

1 one	16 dog	45 quilt	76
2 two	17 doll	27 rabbit	47
3 three	18 down	126 rain	77
4 four	19 draw	111 red	31
5 five	20 dress	100 rice	64
6 six	21 duck	22 robot	28
7 seven	50 ear	90 run	116
8 eight	51 egg	23 sad	70
9 nine	52 eye	89 shirt	102
10 ten	53 fish	24 shoes	103
11 eleven	54 fruit	61 shorts	104
12 twelve	55 goat	39 Sing.	3
13 thirteen	118 Goodbye.	2 sister	80
14 fourteen	119 grandma	82 Sit down.	4
15 fifteen	120 grandpa	83 skirt	105
16 sixteen	121 green	34 small	49
17 seventeen	122 hand	95 socks	106
18 eighteen	123 happy	69 Stand up.	5
19 nineteen	124 hat	101 sun	85
20 twenty	125 head	93 swim	117
apple	7 Hello.	1 tea	86
arm	94 hippo	40 teacher	15
baby	84 horse	46 teddy bear	29
bag	8 hot	71 Thank you.	6
ball	25 hungry	73 thirsty	74
bear	108 igloo	41 town	127
big	48 jam	56 train	30
bird	42 juice	62 trousers	107
black	36 jump	112 umbrella	87
blue	35 kick	113 van	88
book	10 king	57 water	65
box	97 leg	96 white	38
bread	59 lizard	58 yellow	33
brother	81 milk	63 yo-yo	98
brown	37 monkey	66 zebra	99
cake	9 mouth	91	
car	26 mum	78	
cat	43 nose	92	
chair	11 nuts	67	
chicken	60 orange	32	
climb	110 ostrich	68	
cold	72 paint	114	
cow	44 pear	109	
crayon	12 pencil	14	
dad	79 pink	75	
desk	13 play	115	