

Quick Start Guide for *Flash Cards*

Gather Your Materials

Flash Cards (pre-printed) OR
Blank Index Cards
Colored pencils

Optional
Bible
Dry erase board and markers

Flash Card Tips for Teachers

As you introduce flash cards to your students and use them as a teaching tool there are few things to keep in mind.

- Make sure your students can clearly see and read the flash card from where they are sitting or standing.
- Keep the cards in a place that helps them to stay fresh and clean.
- If you ask a question and your student gets it wrong, make sure they know the answer before moving on.
- Allow children to make correction within a few seconds.

Things to do with Flash Cards

1. Put the flashcards in **chronological** order.
2. Recite a **verse** or find a verse related to the flashcard.
3. Recite a **fact** about that card and pass it to the next person. For added difficulty, each person passes the card to the next person and that person must give a new fact. The last person to recite a new fact keeps the card.
4. Pick a flashcard and give the character/event that is before and after it on the **timeline**.
5. **Ask a question** related to that character/event to the others. The question must begin with:
 - Who
 - What
 - When
 - Where
 - Why
 - How
6. **Create** your own flash cards.

Watch what happens as you begin to go through the flashcards, these kinds of games open up discussions and questions. During class time or trips you may have more time for discussions and questions, so take advantage of the open door to help your students grow in their faith.

Games to do with Flash Cards

- **Guess Who:**
 - Tape one flashcard to the back of each student.
 - Students then move around the class asking people yes or no questions about the card on their back.
 - Once the question is asked the student has one guess to get it right.
 - After getting a card right, the student either calls out, goes to the front of the class to get another card.
Winner is either the first one to guess the card or the one with the most cards at the end of the game.
- **Story Time:**
 - One person picks a card and begins to tell the story related to the picture. After a set time or number of sentences the card passes to the next person.
 - The second person continues to the story and so forth.
When a person fails to continue the story or misses part of the story they are eliminated.
- **Timeline Mix Up:**
 - Mix up the timeline cards.
 - Hand the cards to a person.
 - Set a timer for 30 seconds (time may need to be adjusted).
 - See how many cards the player can put in order.
- **Pictionary**
 - Player one from team one draws card and keeps it secret.
 - The player then has a set amount of time to draw the picture as team one tries to figure out what the player is drawing. If the team figures it out quickly, and time remains, the player can move to the second card.
 - If the team fails to guess the correct answer, team two has a chance to guess.
 - The winning team either reaches 10 correct answers or has the most cards after a set time.
- **Bible Navigation**
 - Student chooses a card and has to find the biblical location of the character or event using:
 - Their memory
 - Bible dictionary
 - Index of the Bible
 - Concordance
 - This can either be an assignment or a game.
- **Charades**
 - Player one from team one draws a card and acts out the card.
 - The first team or person to guess correctly wins the point.
- **Around the World**
 - All players stand in circle.
 - Player one and player two step forward into the circle close to the teacher.
 - The teacher shows the card, the winner of that round is the first player to:
 - Say the name of the character or event
 - Recite the verse associated with the card