

## **Cornerstones: Click, Clack, Moo**

### Flash Card Games: Instructions

#### The Secret Word

Distribute a card to each student, and tell them to keep their word secret. One at a time, each student signs or says a series of clues — a word that begins with each letter in their secret word, in order. For example, if the secret word is "crow," the clues could be: candy, run, orange, and wagon. The other students use the clues to guess the secret word.

#### Vocabulary Bingo

Give each student a copy of our blank bingo sheet and let them create their own bingo card by choosing words from the target word list and writing one in each square. The middle square is free. To begin the play, the teacher draws a word and signs or says the word aloud. If students have the word, they put a marker on that square. The first person to have five markers in a row horizontally, vertically, or diagonally wins the game.

#### Spelling Reinforcement

Divide the class into two or three teams, depending on the size of the class. Say or sign a word from the target word list. The first member from each team goes to the board and writes the word. The team to do so first gets a point. The second member of each team now competes, and so on until everyone has gone to the board several times. The team with the most points at the end of the list of words wins the game.

#### Sight Word Reinforcement

Divide the class into two teams of equal ability. Hold a flashcard for the first member of team 1 to sign or say. If the student is correct, that team gets a point. If the student misses the word, the first member of the other team gets the chance to try. If he or she gets it right, then team 2 gets the point. Then for the next round, regardless of whether team 1 got the word correct, hold up a flashcard for team 2 to sign. The game goes back and forth from one team to the other. At the end, the team with the most points wins the game.

#### Story Tag

Shuffle the flashcards, and place them face down on a table. One player picks up a word and begins telling a story, making sure to use the selected word. Once that word has been used, the next player picks up a word and continues telling the story, making sure to use the new selected word. Play continues with each player taking turns picking up a word and continuing the story. The person with the last word finishes the story. For variations, choose a random setting, or invent two new characters for the story.

**Cornerstones: Click, Clack, Moo**

Flash Card Games: Words

**farm**

**barn**

**farmer**

**to run a farm**

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Flash Card Games: Words

**type**

**note**

**typewriter**

**sincerely**

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Flash Card Games: Words

**problem**

**impossible**

**believe**

**to grow impatient**

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Flash Card Games: Words

**electric blankets**

**pond**

**diving board**

**emergency meeting**

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Flash Card Games: Words

**to go on strike**

**neutral**

**strike**

**party**

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Flash Card Games: Words

**closed**

**furious**

**busy**

**boring**

**Cornerstones: Click, Clack, Moo**

Flash Card Games: Words

**demand**

**exchange**

**ultimatum**

**a good deal**



**Cornerstones: Click, Clack, Moo**

Flash Card Games: Words

**snoop**

**hand**

**knock**

**decide**

**Cornerstones: Click, Clack, Moo**

Flash Card Games: Words

**gather**

**cow**

**hen**

**duck**