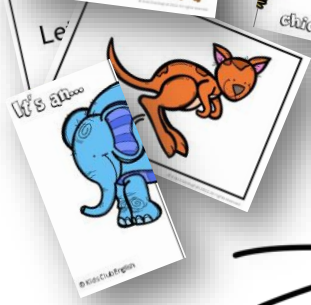
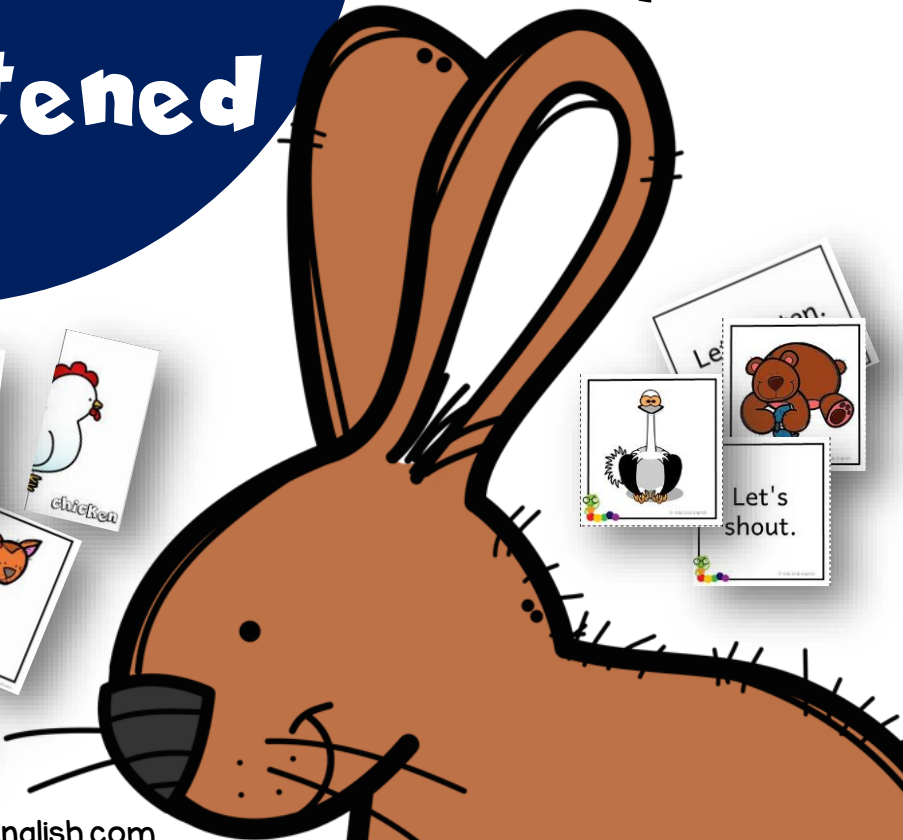


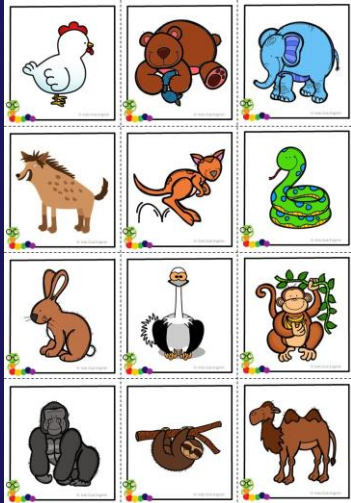
# The Rabbit Listened

## Flashcards and Game Cards



Language focus  
and activity  
suggestions with  
lots of game  
ideas.

# Mini-cards



## The Rabbit Listened Flashcards and game cards

This card set includes **Flashcards**, **Matching cards** and **Mini-cards**. They include the animals in the Rabbit Listened story (see back) plus an additional set for control. The text cards include questions to the story (e.g. let's hide), plus four additional actions.

### Activity suggestions:

- 1. Matching cards**

The matching cards can be used in a variety of ways:

  - **Opposite halves** - Give each child one half of any corner and they have to find their matching half. You could give the top half to a large person or simply give the children in one area of your room.
  - **Reference cards** - Each child chooses an animal on their own flashcard. They will be given a picture they find each matching half.
  - **Response** - One child asks or groups children set of cards. When you give, they have to race to match up all the halves. Follow up with a picture and point activity (e.g. "Is this a kangaroo?"). Let's shout out when they hear the name of it, you can nominate students to be teacher.
- 2. Mini-cards**

You can use these cards in the same way as the matching cards but print two sets. The children can match pictures to pictures or pictures to text. See also a couple more:

  - **On your feet!** - One child shuffles the cards and places one card above their head so they can't see it and they have to do. The children questions to get the card. Try to get the card in as few questions as possible. One variation is for the other children to be cards.
  - **Make, paper, silences!** - In pairs, students play rock, paper, scissors. The winner takes a card and makes a sentence, makes a question or simply identifies the animal. Continue until all the cards are used up. Who won the most cards?
- 3. Flashcards**

Flashcards can be used in a number of ways to present, drill and recycle new language to use in visual memory during or after game activities.

  - If you use them in conjunction with a story/reading session, you could have the children predict the sequence of the animals in the story.
  - The larger images can make these flashcards ideal for games that make the most of the classroom space. For example, you could read a story or sing a song out of sequence and the children have to point to go to the animals in the hear them.

For more ideas on games you can play, see our articles on [Flashcard games](#) and [Small group activities](#).

## Language Focus

Depending on the age and level of your learners, you can use these cards to practice any or all of the following language:

**Animals** (from the story)  
chicken, bear, monkey, kangaroo, horse, kangaroo, snake, rabbit, ostrich

**Additional verbs**  
moving, getting, touch, crawl

**Action phrases** from story

let's talk, let's shout, let's remember, let's laugh, let's throw it away, let's ruin someone else's, let's hide, let's listen

**Additional actions** from

let's make a mess, let's thump, let's go to sleep, let's be grumpy

**Structure**

What's that? What's it doing? What's the rabbit doing? (It's making.) It's moving. It's getting, etc.

Has the girl got it? It's got a long neck. It's strong arms. It has feathers. It has got a trunk, etc.

Can it do that? It can jump. It can crawl. It can't fly, etc.

**Games and activities** (table)

It's your turn. It's my turn. This is the first. This is the last.

Touch the points that go to the left. Go to the right.

This is the first. This is the last.

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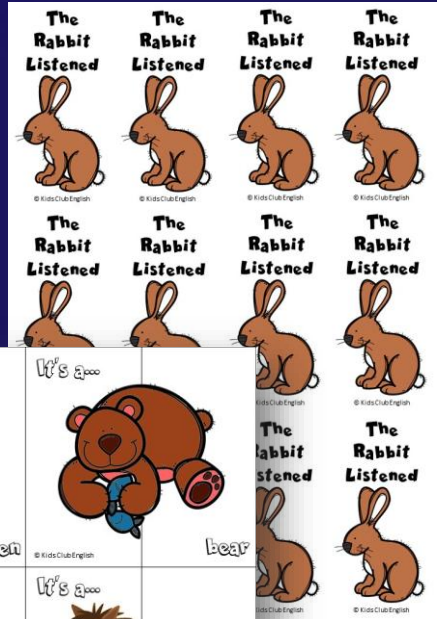
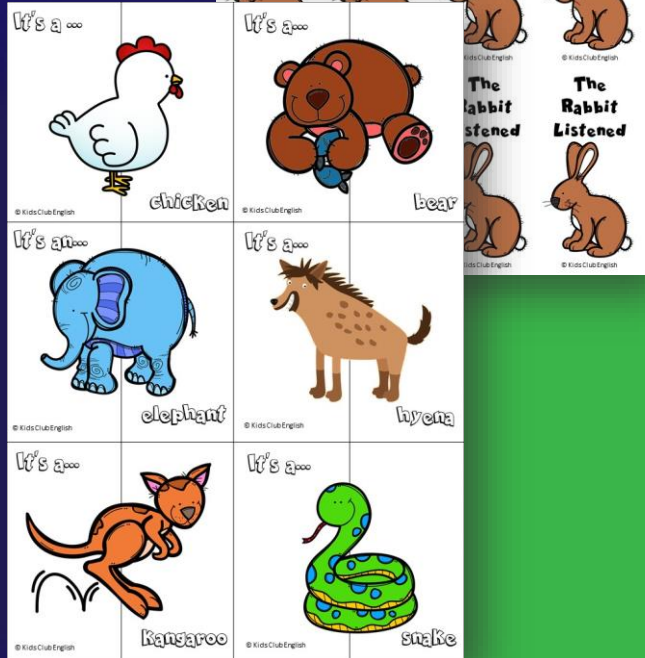
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# Matching cards

Use as simple  
jigsaws, in  
memory games  
and more!



# Flashcards

Includes  
animals  
and  
actions  
from the  
story....  
AND four  
additional  
options

