

alpine

anxious

athletes

alternate

announce

attraction

averages

biathlon

balance

Flying Through Vocabulary Words Associated With The Olympics



An Alphabetical List
Of 528 Words Associated With The Olympics

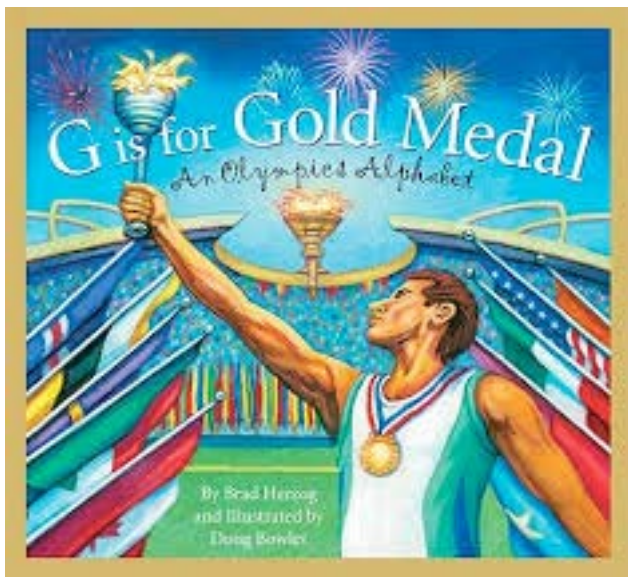
achieve
adrenalin
advertise
aerials
alpine
alternate
amazing

average
badminton
balance
ball
bar
barrier
basketball

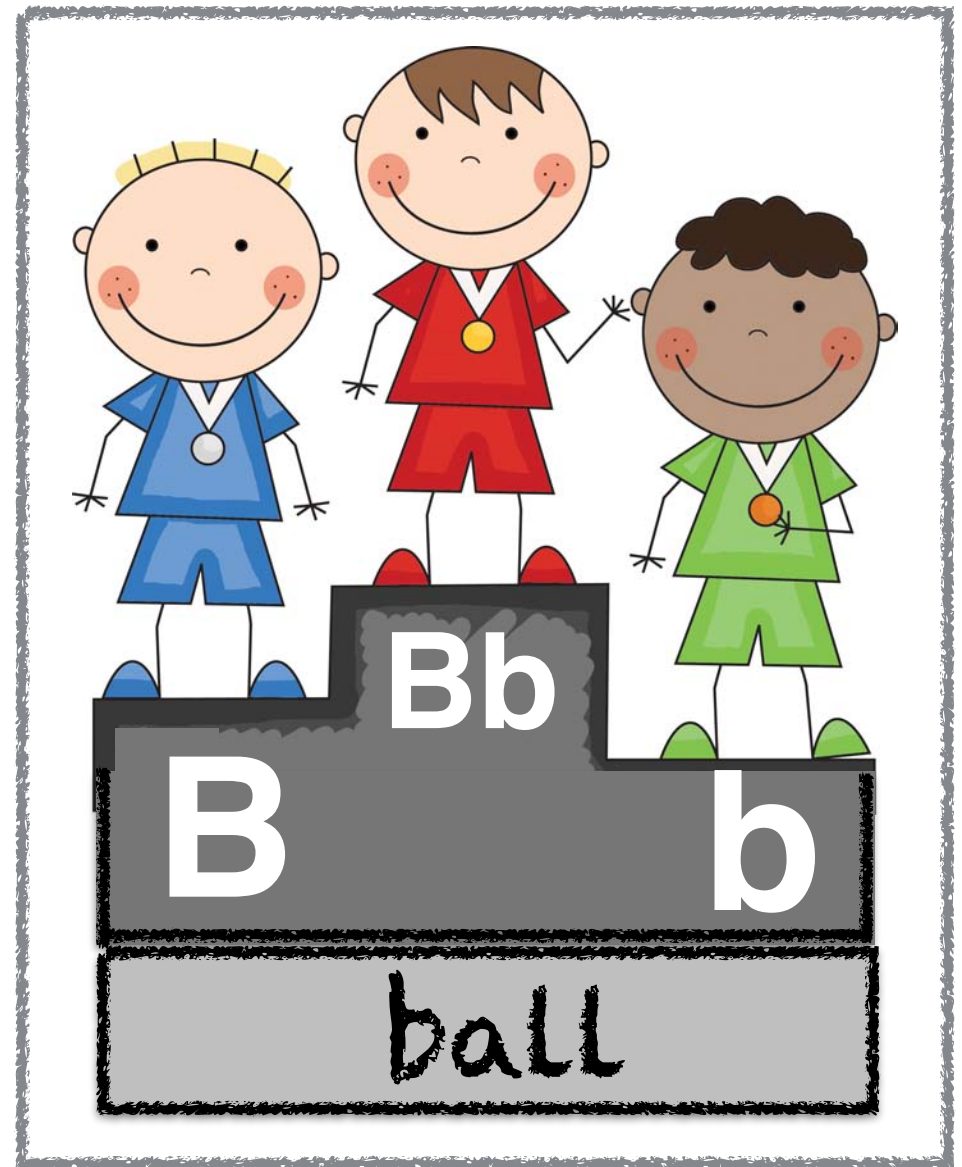
bold
bounce
bouquet
box
boxing
brave
brilliant



**Olympic
Word Work**



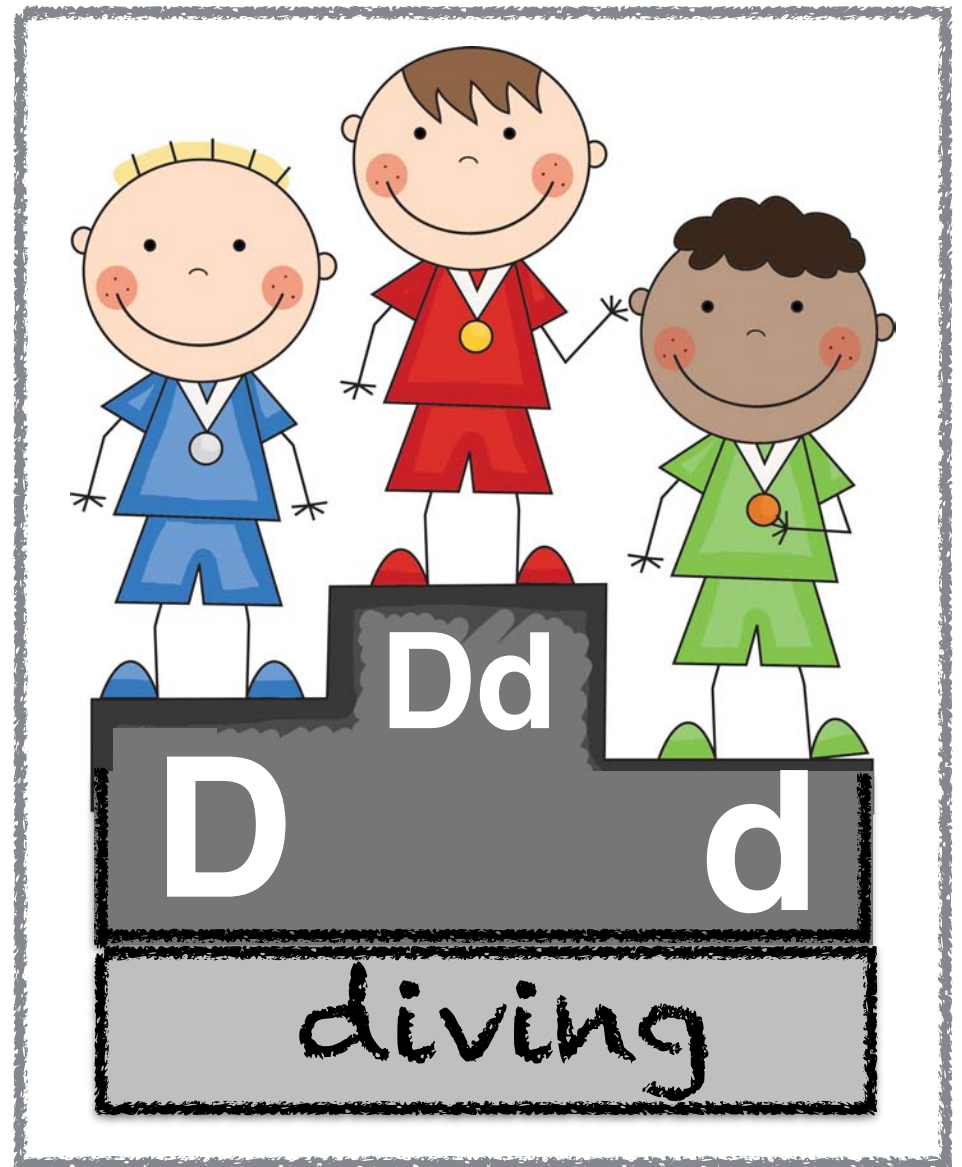
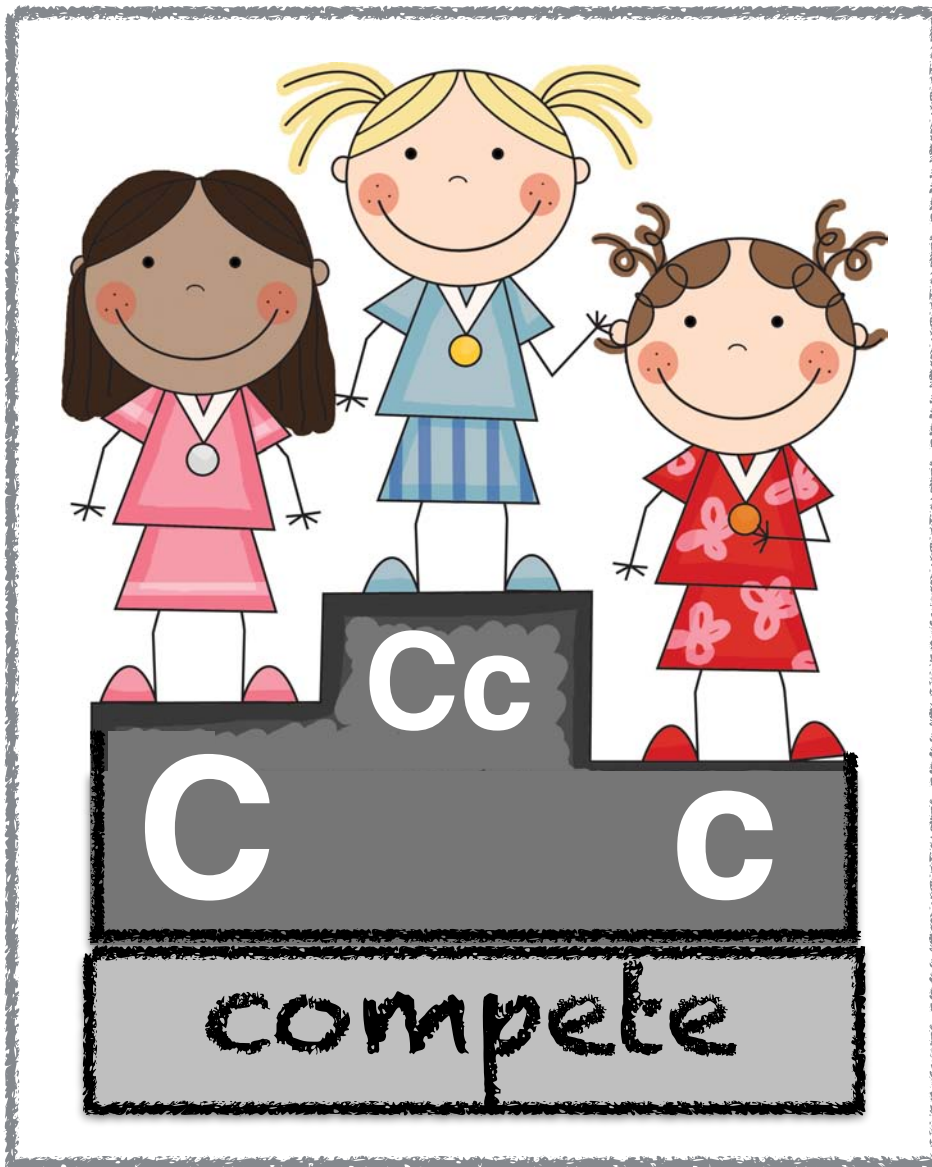
G is for Gold Medal, by Brad Herzog, is a wonderful book to introduce the alphabet card games with.



Print on card stock and laminate. Trim and cut into puzzles for an independent center game, or to make Memory Match or "I Have; Who Has?" games.

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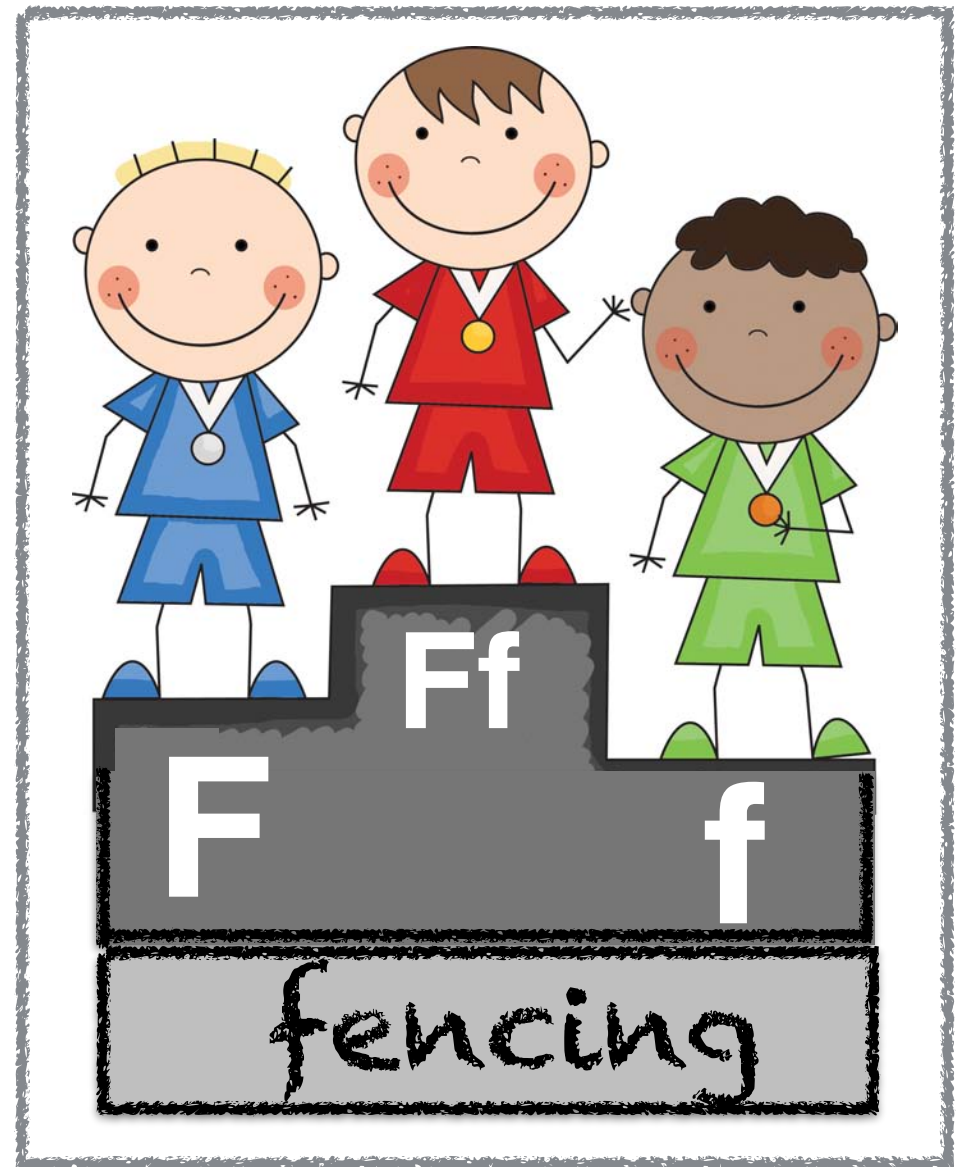
Clip art by scrappindoodles.com



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TeachWithMe.com

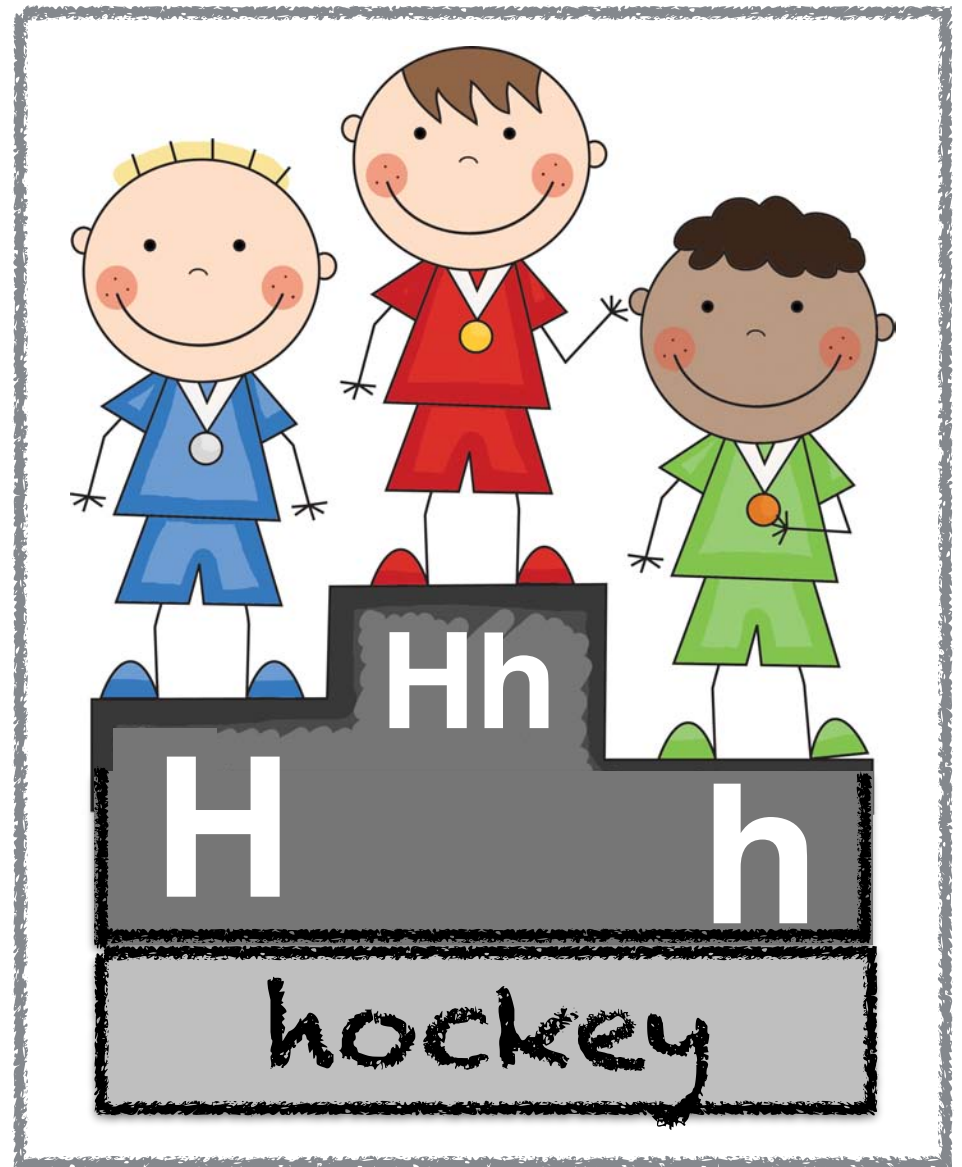
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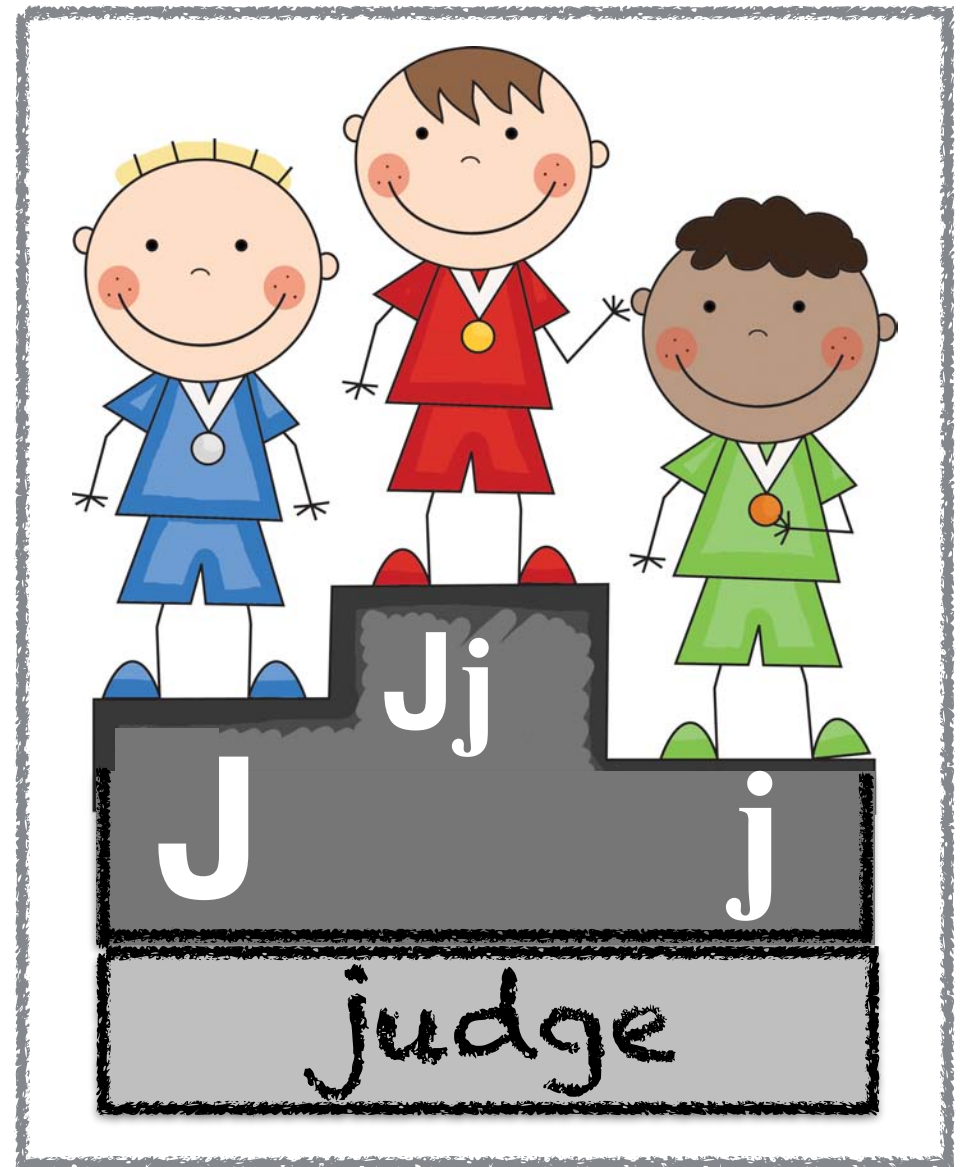
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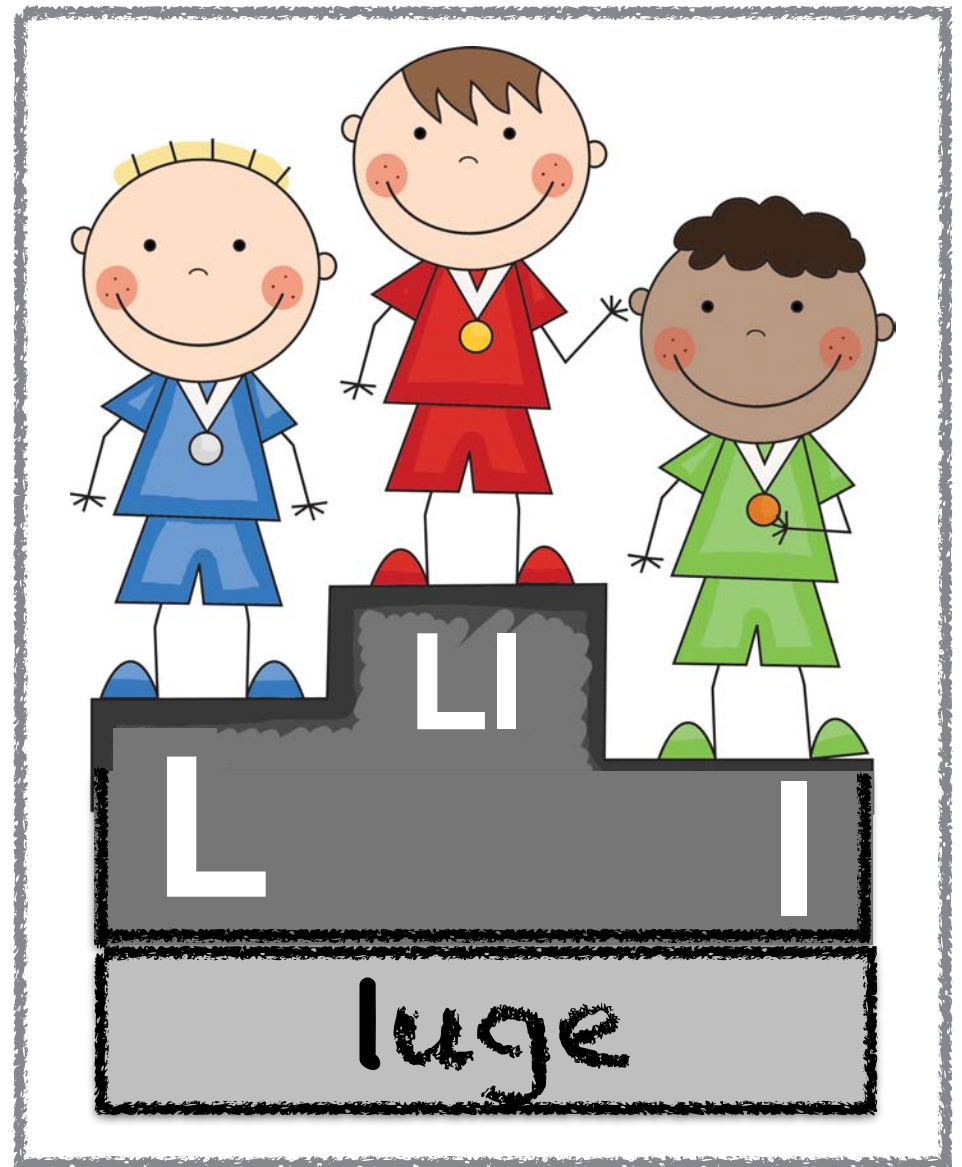
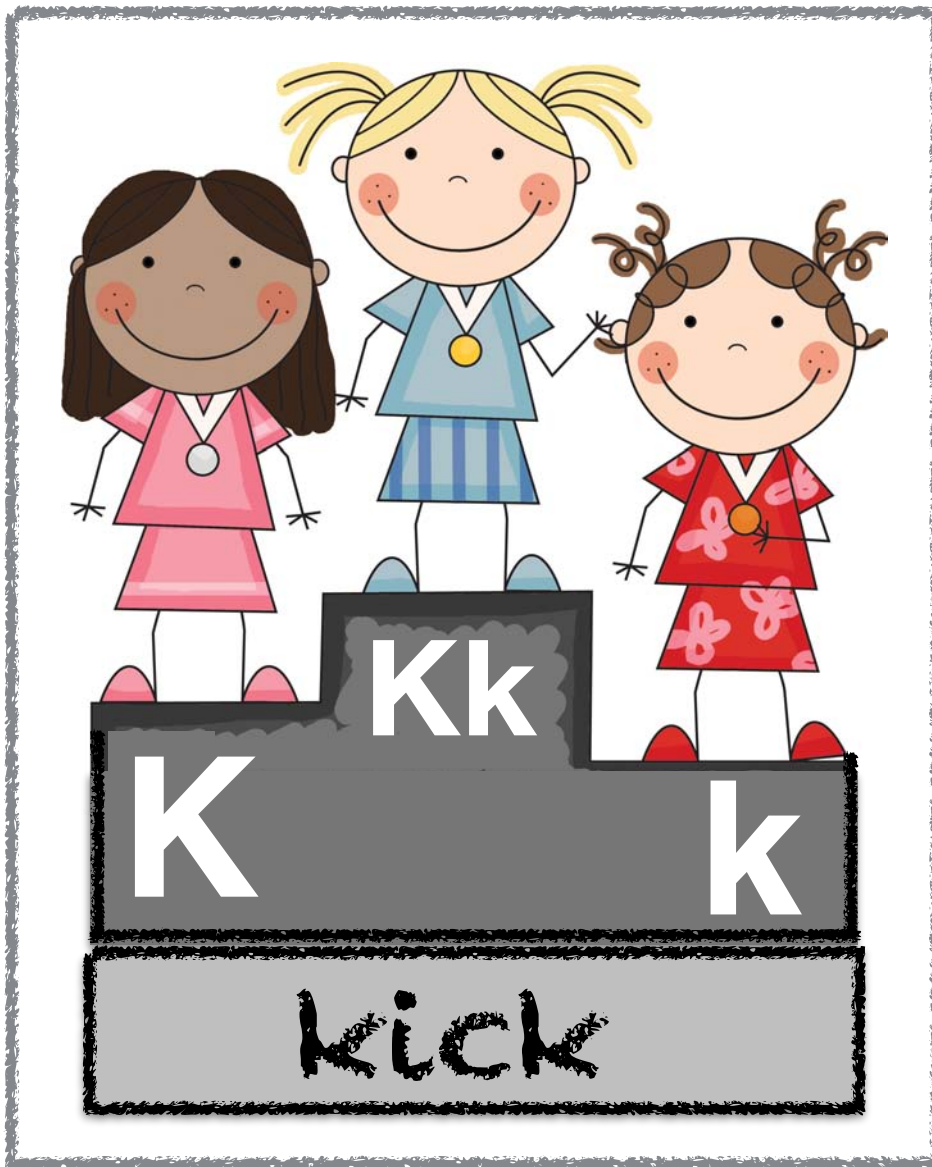
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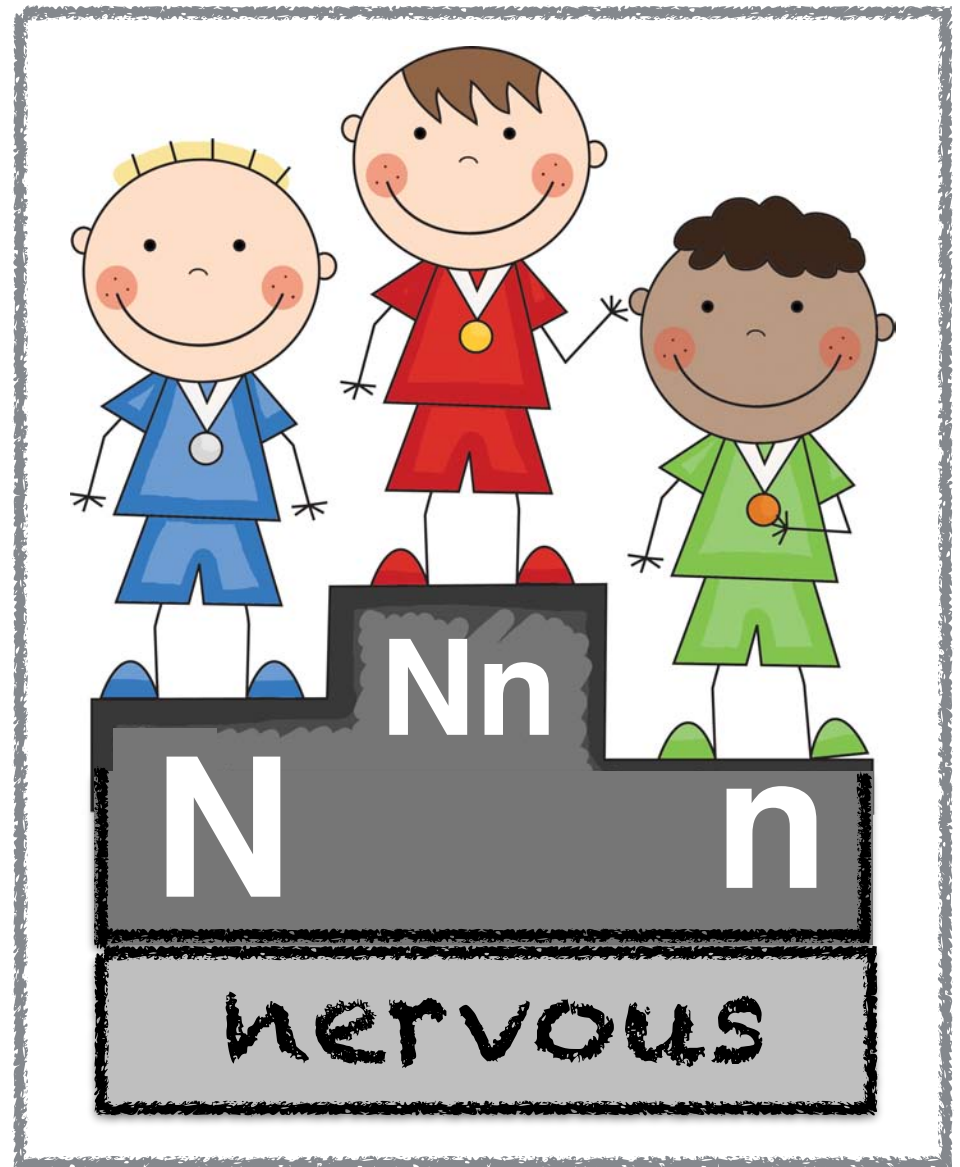
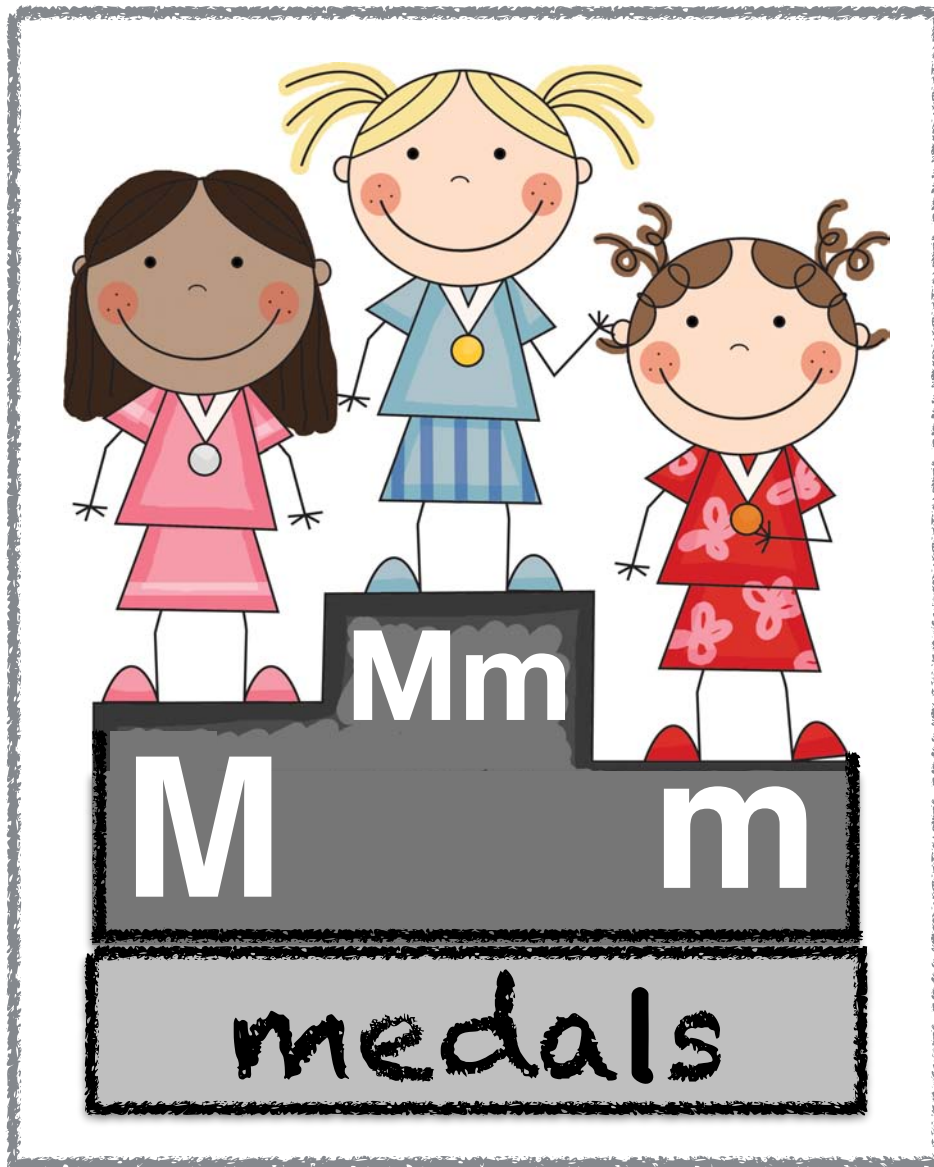
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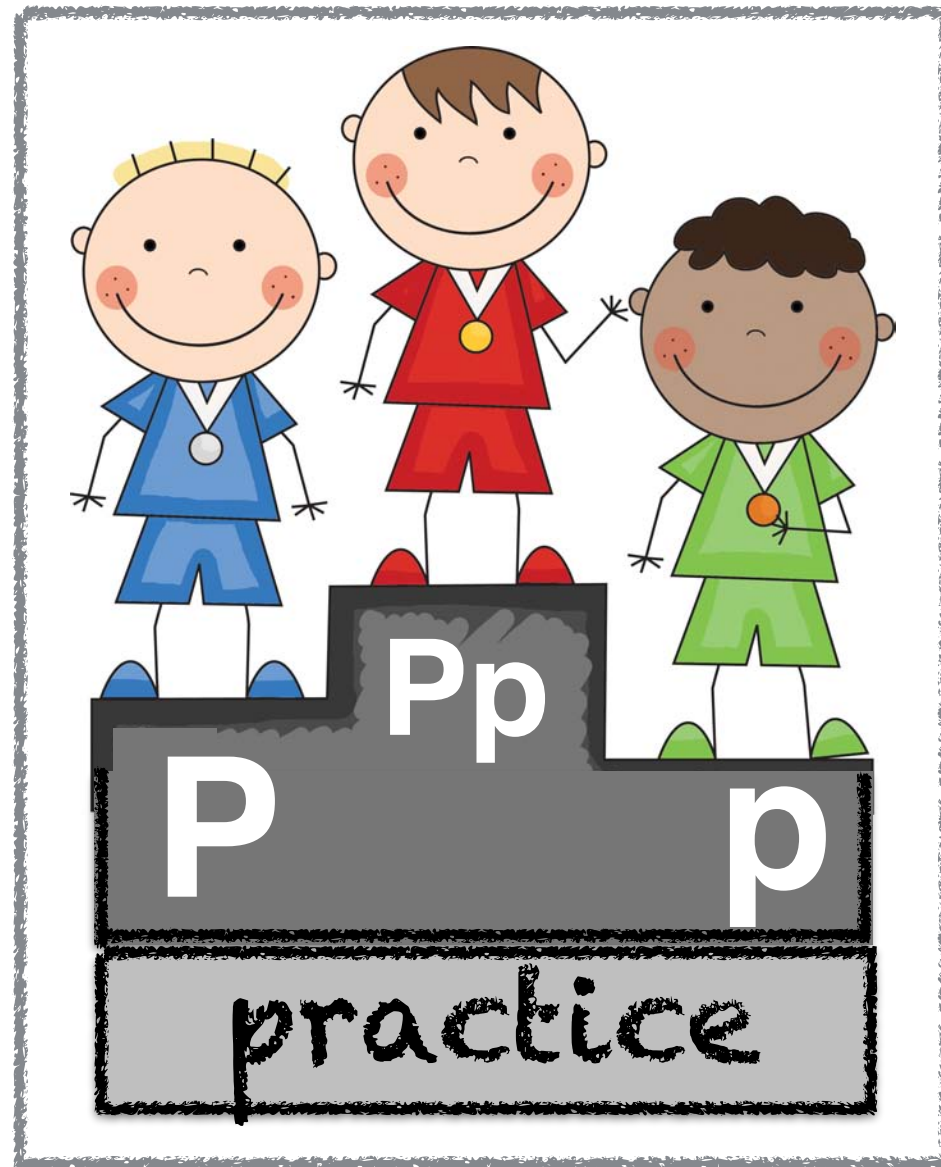
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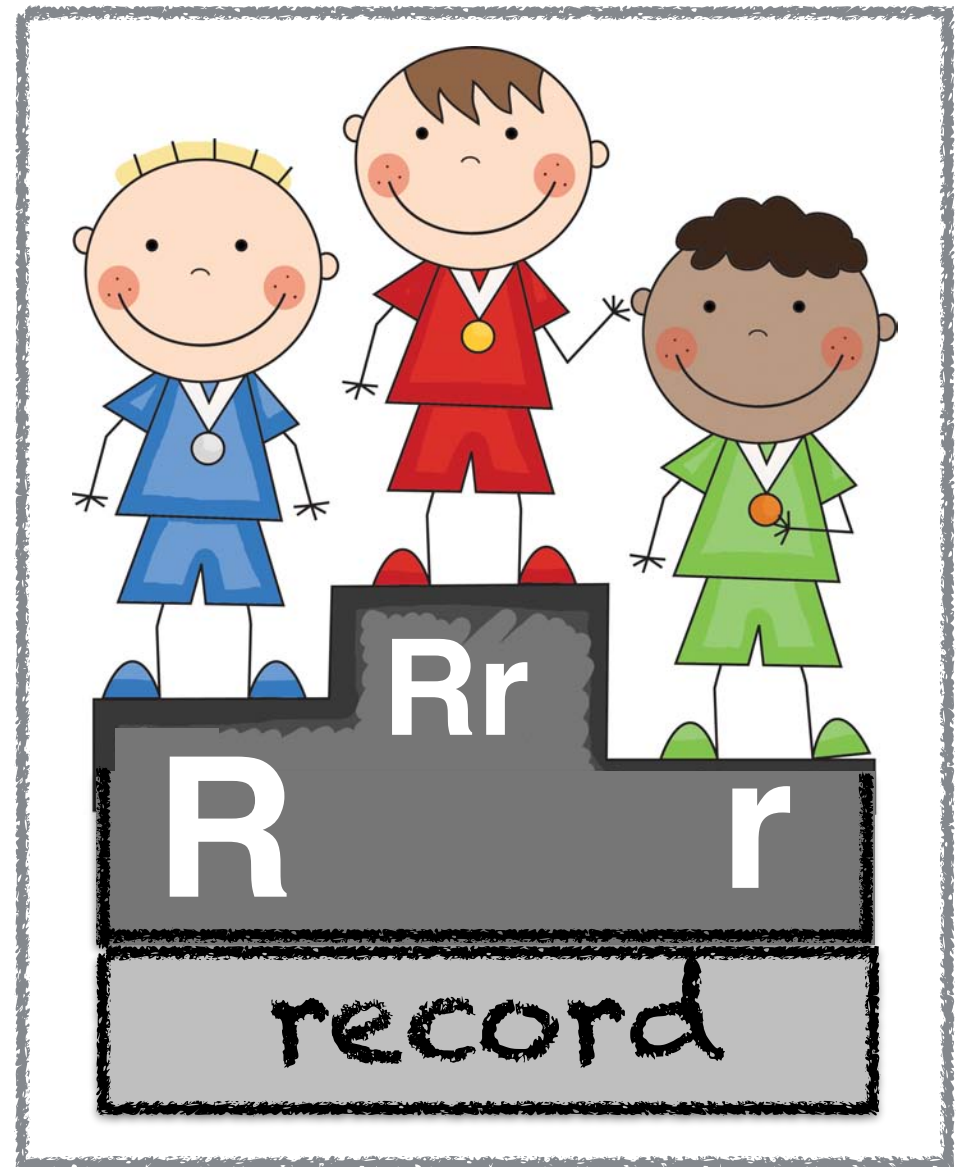
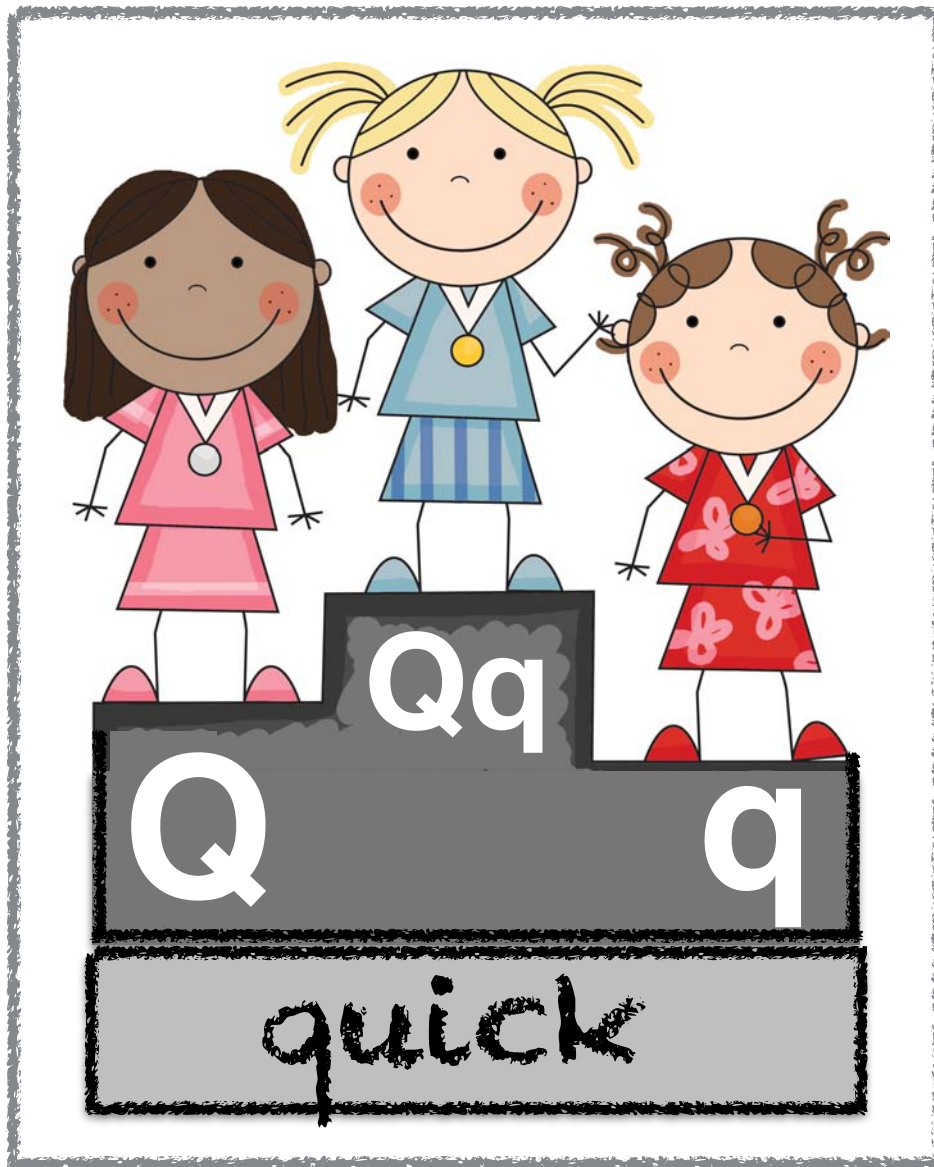
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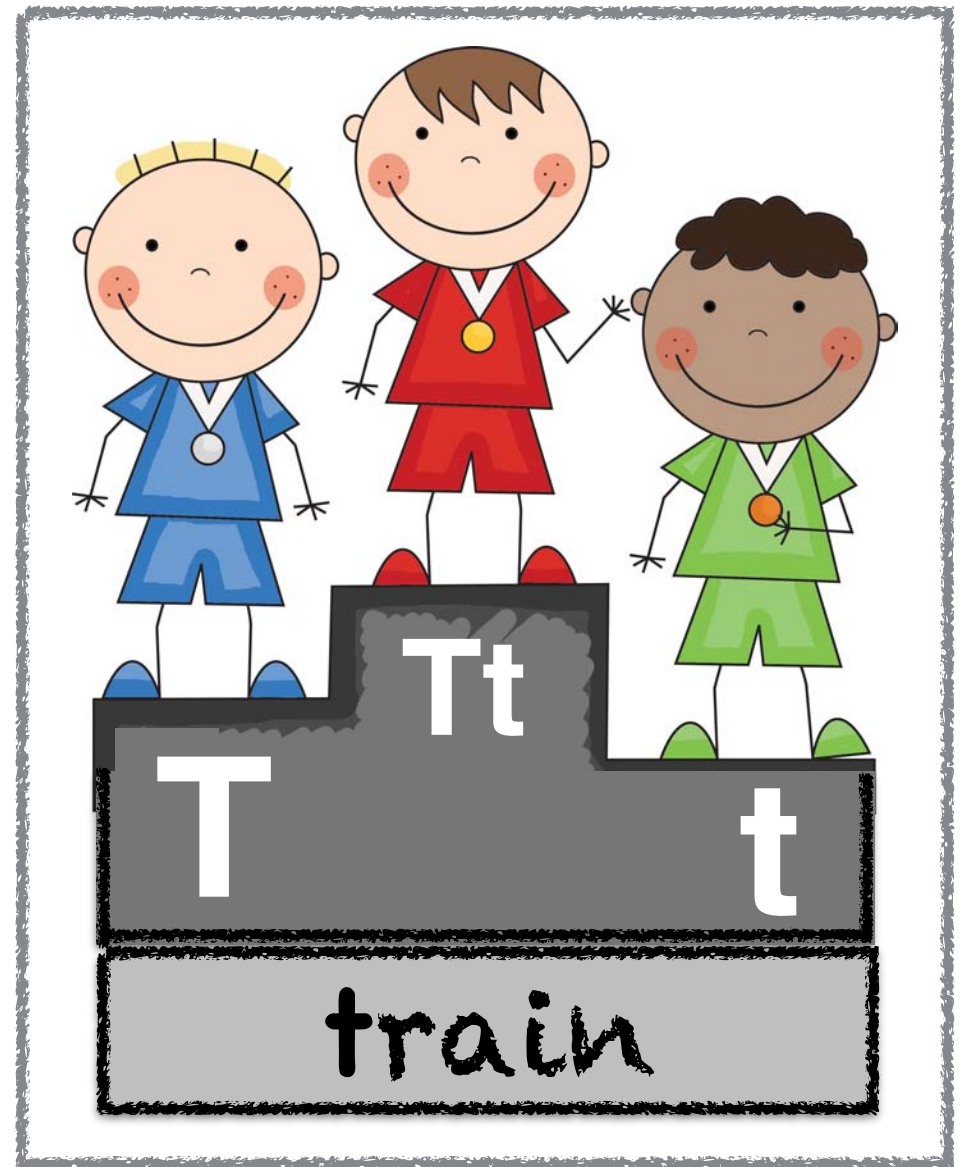
Clip art by scrappindoodles.com



Print on card stock and laminate. Trim and cut into puzzles for an independent center game, or to make Memory Match or "I Have; Who Has?" games.

TeachWithMe.com

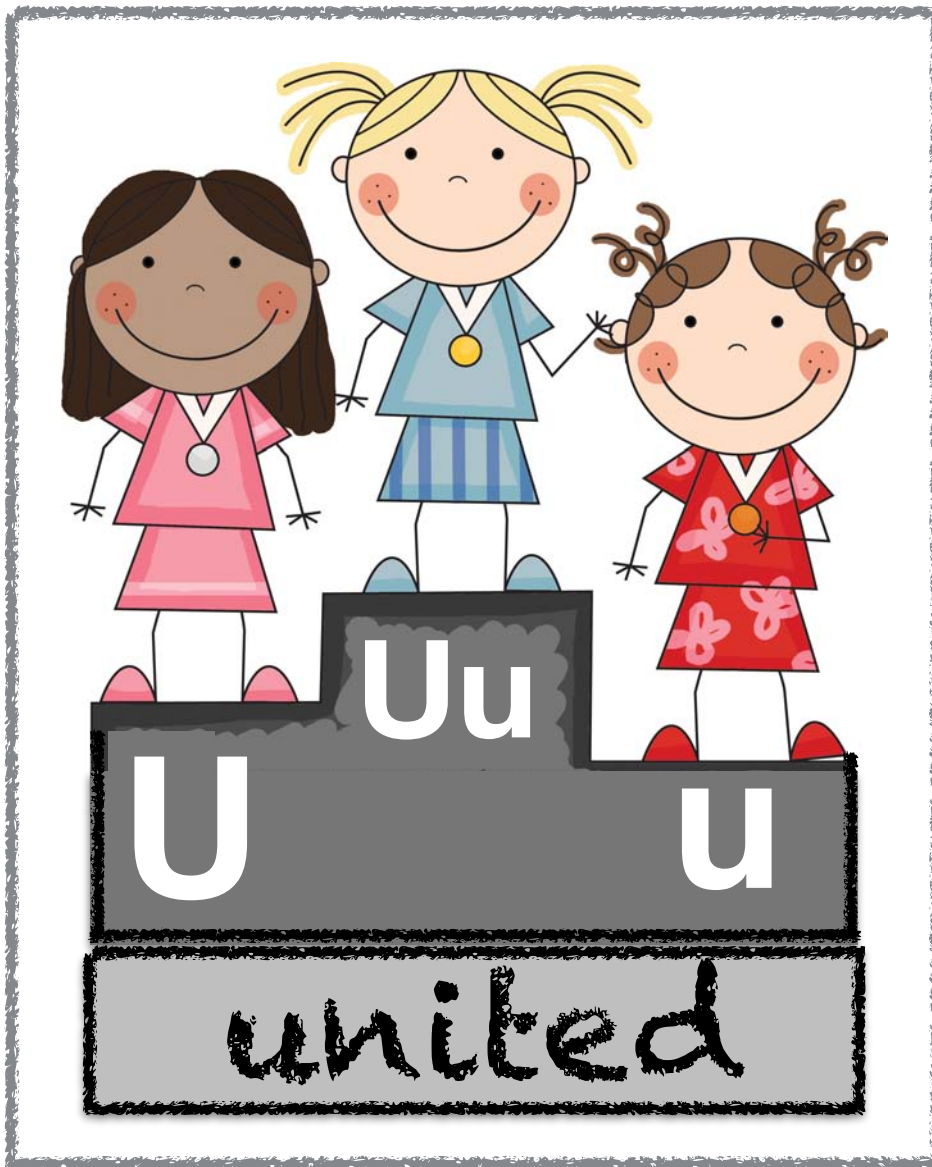
Clip art by scrappindoodles.com



Print on card stock and laminate. Trim and cut into puzzles for an independent center game, or to make Memory Match or "I Have; Who Has?" games.

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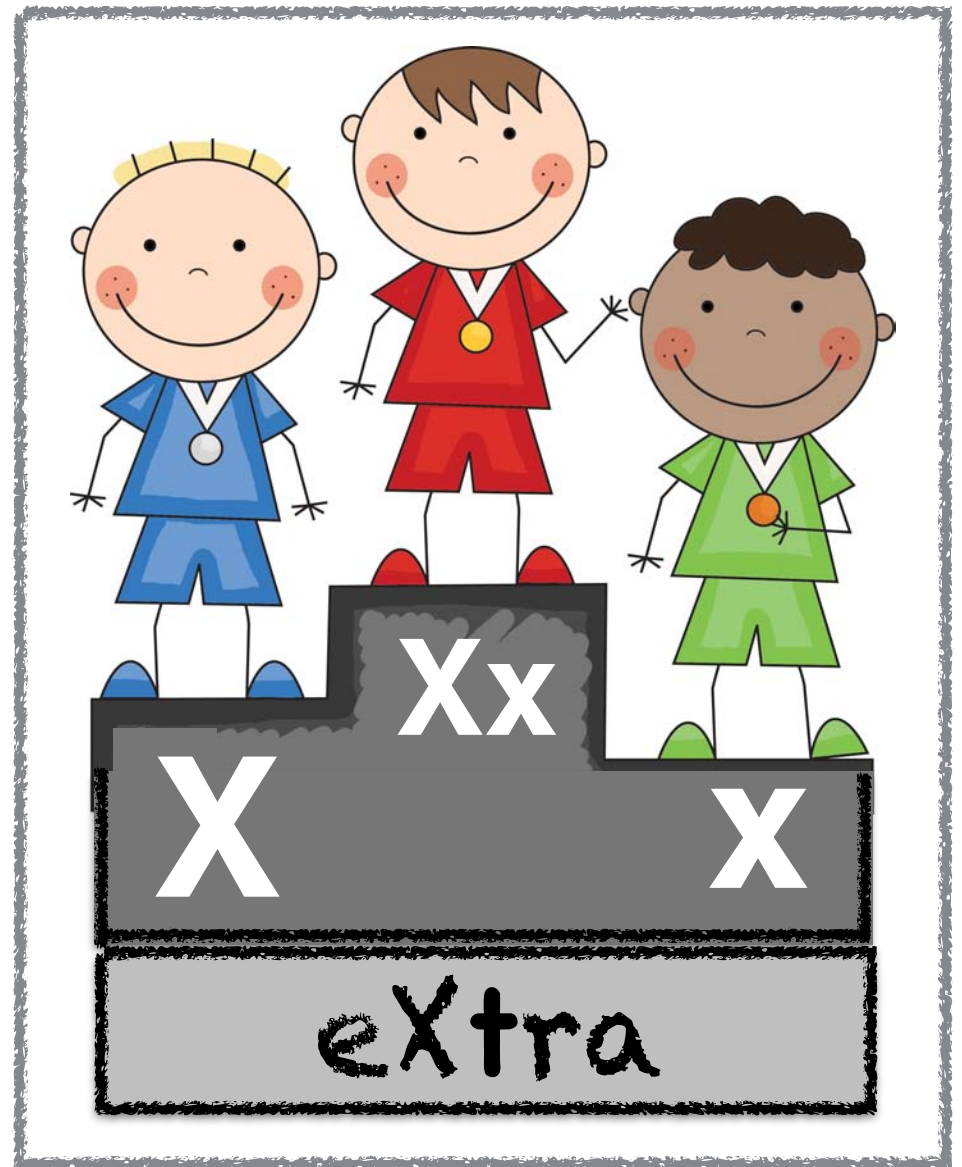
Clip art by scrappindoodles.com



Print on card stock and laminate. Trim and cut into puzzles for an independent center game, or to make Memory Match or "I Have; Who Has?" games.

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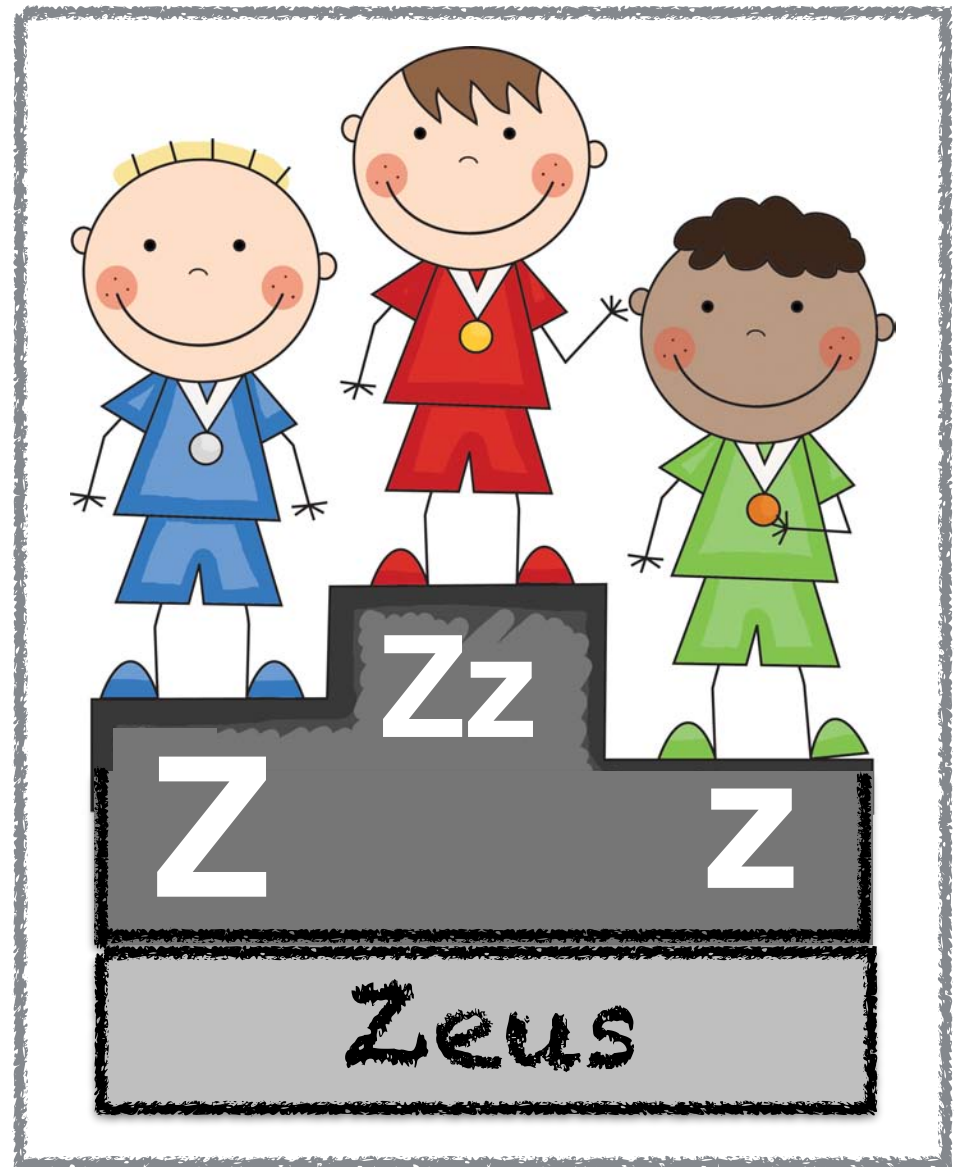
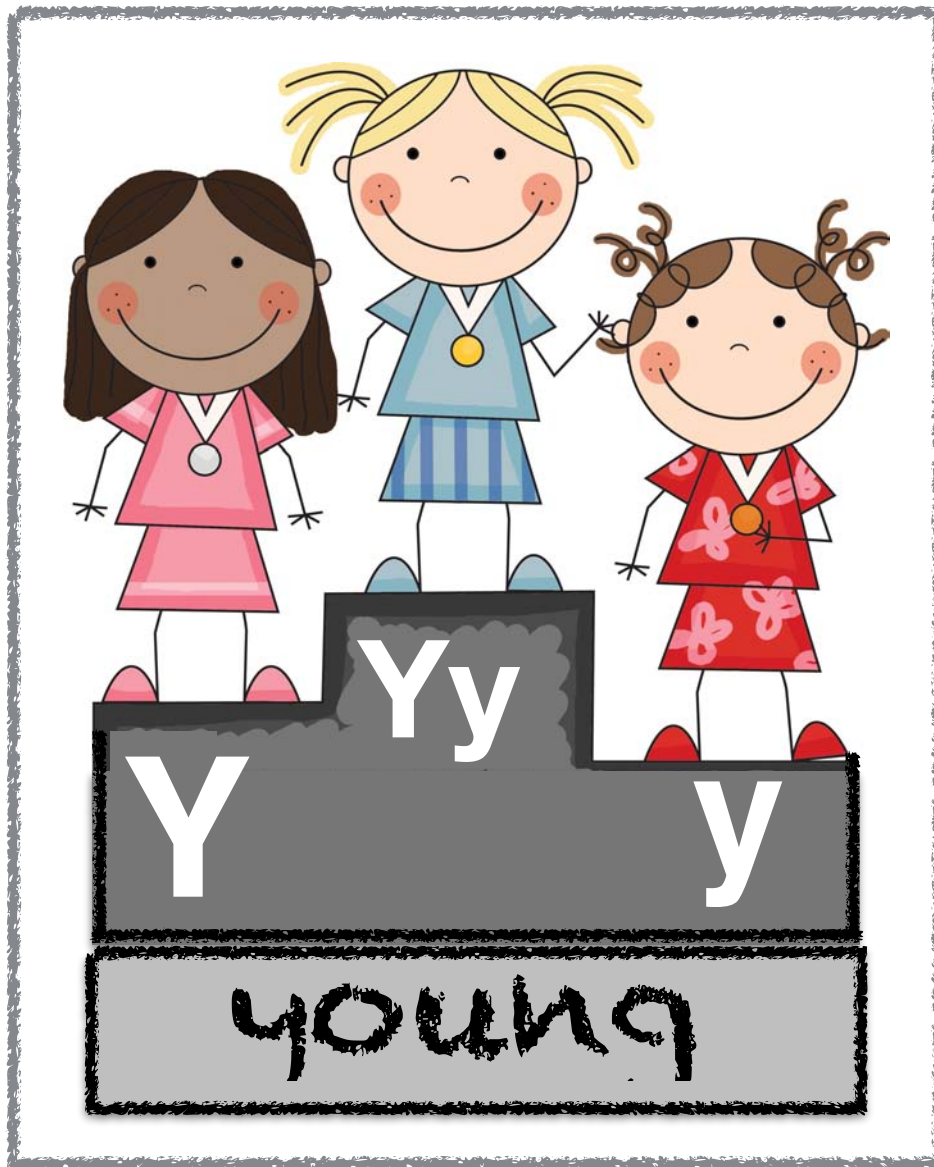
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Print on card stock and laminate. Trim and cut into puzzles for an independent center game, or to make Memory Match or "I Have; Who Has?" games.

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Print on card stock and laminate. Trim and cut into puzzles for an independent center game, or to make Memory Match or "I Have; Who Has?" games.

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Print on card stock and laminate. Trim and use to make alphabet games even more fun.

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Clip art by scrappindoodles.com



Alphabet Cards

What else can you do with alphabet cards?

- Cut them up and use them as puzzles.
- Print and laminate and put on a split ring and use as flashcards for your students.
- Print and laminate and sprinkle them on the floor. Have students collect the cards before the timer rings. After the timer rings, have students gather on the carpet and sequence the cards. You can put upper and lowercase letters together, or sequence 2 separate lines. To reinforce recognition, call on children to share a letter that they found.
- Run off sets on two different colors of paper so that you can make **Memory Match** games. This will make the game easier to play and expedite time.
- Students can either match lowercase letters to uppercase letters or upper to upper and lower-to-lower.
- Put a set in a bag, basket or box and have students pull out a card and read the letter. If they can't, they are out of the game.
- You can also have them start saying the ABC's from that letter.
- They can pick a card and tell if it is a consonant or vowel.
- They can pick a card and give a word that starts with that letter.
- They can pick a card and give a student's name that starts with that letter. If there are none, they say zero.
- They can pick a card and give the sound(s) the letter makes.
- Put some Kaboom bomb cards in the container along with a set of upper and lowercase letter cards.
- Children take 2 cards out of the basket. Teacher calls on the student who has the uppercase letter A to start the game, that

child reads their letter card and asks for the lowercase matching card.

- That child with that card reads it and gives their card to that child. They then read their other card and ask for their match.
- Play continues 'til all of the cards are gone.
- When the bomb cards are added, a child must use the bomb Kaboom card when they are called on for a match.
- They show the bomb card, everyone yells "Kaboom" and both children are out of the game.
- Run off copies of the cards. Students cut out the cards, put them in order, and staple on a construction paper cover, to make an Itty Bitty flip booklet, that they can share them with their families to reinforce lessons learned at school.
- Collating their books is a great way to sequence the letters.
- Play ***"I Have, Who Has?"***
- Make sure you have only enough pairs of cards so that things come out equal to the number of students present that day.
- One student starts and says: ***"I have 'uppercase A' who has lowercase a?"*** The child with the lowercase letter card gives that child their card.
- Play continues 'til all of the cards are gone.
- You can spice this game up by adding the "Kaboom" cards to this game as well.
- Have students choose a partner and play "Speed" against them.
- Each student mixes up their cards. Together they say, ***"Ready-Set-Go!"***
- Each student puts their cards in ABC order. The 1st one to do so is the winner.
- Another version of "Speed" is the following: Each child has a set of cards that is in the same order as their partner's. They place them face down. They say 1-2 flip and then flip a card over. The first one to read the card takes the cards. The student with the most cards wins.
- Students mix up their pack of cards, and reinforce vowels and consonants.
- Students take turns flipping over cards. The first one to say whether it is a vowel or consonant gets the card.

- You could also play that they have to give a word that begins with that letter. i.e. A student flips over the B card, one of the children exclaims: :”Boy!” they get the card.
- Display the cards on the wall in ABC order. Each day take a “mystery” letter away. Choose a different child each day to guess which letter is missing.
- As students become familiar with the letters, jumble them up instead of keeping them in ABC order.
- Use them as flashcards.
- Use them as pocket cards.
- Place a card behind a seasonal shape on your white board and choose a child to guess what letter the mouse has stolen today.
- Sort vowels and consonants.
- Sort upper and lowercase letters.
- Use them in **Daily 5** for “Word Work” & have students make CVC words, word wall words, spelling words, spell their name etc.
- I’ve given you a blank template so that you can program it with whatever else you may think of: numbers, shapes, equations etc.
- If you think of more ideas, I’d enjoy hearing from you:
diane@teachwithme.com





nouns

Olympic Words Sorting Mat

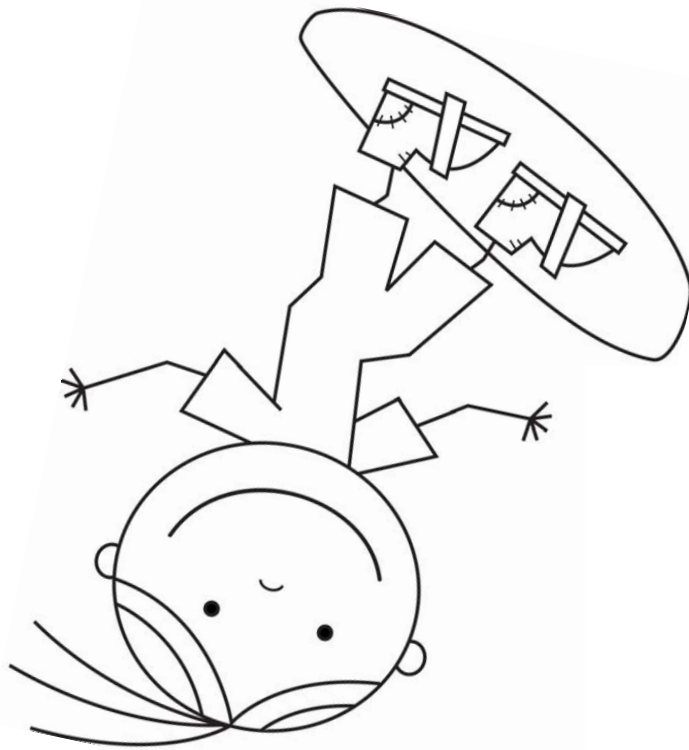
adjectives



verbs

Flying Through Vocabulary

Words Associated With The Olympics



[illegible]



An Alphabetical List
Of 528 Words Associated With The Olympics

achieve	average	bold
adrenalin	badminton	bounce
advertise	balance	bouquet
aerials	ball	box
alpine	bar	boxing
alternate	barrier	brave
amazing	basketball	brilliant
announce	beach	bronze
announcements	beam	bumps
anticipate	beautiful	butterfly
anticipation	believe	buzzer
anxious	bell	calculate
assist	best	cancelled
athlete	biathlon	canoeing
athletes	bicycle	captain
athletics	bobsled	capture
attraction	body	careful

caring	coverage	downhill
category	crowd	drama
chalk	crown	dream
challenge	cry	dribble
challenger	curfew	drive
champion	curling	dumbbells
cheer	cycling	effort
choice	dance	elevation
clock	daring	emotional
close	debut	emotions
coach	dedicated	encourage
cold	deductions	endurance
comeback	defense	energy
commitment	delegate	equestrian
compete	delegation	equipment
competition	determined	error
condition	diet	event
conditioning	difficult	excellent
contention	discus	excited
conversion	disqualify	excitement
cooperate	distance	exercise
coordinated	distraction	exertion
coordination	dive	expert
costumes	diver	extra
countries	diving	fair
country	division	fall
courage	double	fence

fencing	goal	hoops
field	goalie	horse
final	gold	horses
finalist	golf	host
finish	graceful	hot
first	great	hugs
fit	Greece	hurdles
flag	Greek	hush
flame	grip	ice
flex	groan	icy
flip	grown	imagination
flowers	grueling	imagine
fly	guidelines	individual
football	gymnasium	injury
force	gymnastics	inline
foul	half	inside
four	handball	interception
free	happiness	interview
freestyle	healthy	joy
friends	heat	judge
fumble	help	judging
gallery	hero	judo
games	hill	jump
gauntlet	hinder	jumping
gifted	history	karate
gloves	hit	kayak
go	hockey	keep

kick	maximize	Olympics
kick	measure	Olympus
kotinos	medals	opportunity
lacrosse	media	optimistic
land	meet	outside
landing	memories	outstanding
lap	men	participate
leader	meter	paddle
league	method	pairs
learn	minutes	parade
legend	miss	partner
lessons	moguls	pass
life	moments	pedal
line	monitor	penalty
lose	motivated	pentathlon
lost	motto	percentage
luck	move	perform
lucky	muscles	performance
luge	necklace	perimeter
lunge	nervous	persevere
magical	net	perspire
margin	new	pick
mark	news	place
marks	Nordic	plan
mascot	official	play
mat	Olympiad	podium
match	Olympian	points

position	rate	rules
practice	reach	run
preparation	realize	runner
present	rebound	running
pressure	recognition	rush
pride	record	save
program	recover	score
promising	referee	scoreboard
proud	regret	scores
puck	regulations	scoring
pull	rejoice	season
pumped	relax	seated
punt	relay	second
push	rely	seconds
quads	remarkable	security
qualify	replace	sensible
qualifying	represent	serve
quality	resilient	set
quest	respect	setback
quick	rest	shattered
quiet	review	shoot
quiver	rings	shot
racquet	risk	silver
raise	rotate	site
rank	row	skate
ranked	rowing	skater
ranking	rugby	skating

skeleton	spot	tackle
ski	spotters	taekwondo
skier	squad	take
skiing	squat	talented
slalom	stable	target
sled	stamina	teach
slide	stance	team
slip	stand	teammate
slippery	standings	tears
slope	start	technical
snow	statistics	technique
snowboard	stats	tempo
soccer	stick	tennis
solo	strategy	test
special	streak	third
spectators	strength	thrive
speculation	stretch	throw
speechless	stride	tie
speed	strong	time
spike	success	timeout
spin	summer	timer
spirit	super	timing
splash	support	torch
sponsor	sweep	toss
sport	swift	touchdown
sports	swim	tourism
sportsmanship	swing	tournament

track	valor	won
tradition	vault	wonder
train	venue	work
trainer	victorious	workout
training	victory	world
trampoline	violation	worst
travel	volley	wreath
triathlon	volleyball	yards
tricks	wait	year
triple	want	yell
triumph	warm	young
trot	warning	youth
trust	watch	zeal
try	water	zealous
tube	wave	Zeus
turnovers	weary	zig zag
twist	weather	zip
unbelievable	weights	
underscore	whistle	
uniform	win	
unique	wince	
unison	winding	
united	winning	
unity	winter	
unrestricted	wish	
unusual	withdraw	
valiant	women	

alpine

bicycle

anxious

bronze

athletes

bounce

alternate

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announce

brave

attraction

buzzer

averages

butterfly

biathlon

believe

balance

brilliant

best

bold

basketball

body

beautiful

beach

badminton

condition

challenge

curfew

curling

conversion

careful

coordinated

cry

crown

caring

difficult

canoeing

dream

cycling

delegation

champion

delegate

choice

diet

coach

discus

committed

dedicated

distance

excellent

determined

energy

dance

excitement

daring

error

downhill

exertion

division

equestrian

distraction

exercise

dribble

expect

drive

finalist

dive

fall

dumbbells

flame

endurance

freestyle

fit

goalie

flex

Greece

force

Greek

foul

golf

free

great

first

gymnastics

fumble

goal

friends

grip

flag

grown

finish

groan

football

guidelines

flip

countries

gymnasium

bobsled

horses

costume

hurdles

ice

healthy

ice skating

hero

icy

hoops

imagine

host

information

help

injury

hinder

intercept

hush

hot

handball

cold

cheer

advertise

joy

listen

just

learn

jump

margin

javelin

magical

judo

minutes

keep

moments

kayak

bouquet

karate

clock

lose

captain

leader

crowd

lucky

flowers

line

hug

massage

motivated

muscles

monitor

move

nordic

mascott

modern

motto

new

memories

news

mat

coverage

maximum

close

miss

chalk

method

grueling

measure

effort

media

legend

opportunity

push

outstanding

penalty

outside

perform

Olympus

performance

Olympics

perimeter

olympian

percentage

olympiad

perspire

pride

place

persevere

pick

pedal

calculate

pass

lessons

present

inside

qualify

regulations

quiet

review

quality

resilient

quest

relay

quiver

rely

quads

relax

ranking

rest

rate

risk

rebound

heat

respect

meet

recover

category

replace

field

row

pentathlon

regret

rush

realize

rules

represent

rugby

rotate

rowing

rings

runner

pairs

run

points

race

pressure

swing

play

set

podium

skeleton

parade

interview

soccer

spectators

site

stats

success

scores

slalom

gifted

score

mark

serve

necklace

special

lift

sports

lunge

stick

net

summer

rankings

solo

gallery

super

puck

swift

snowboard

season

snow

security

slide

squat

slope

scoreboard

drama

shoot

hill

shot

reach

skate

aerials

skating

bumps

sponsor

moguls

ski

poles

skiing

obstacles

touchdown

time

tackle

timers

trust

tube

try

track

twist

test

torch

triumph

third

teach

tourism

target

team

teammate

take

spotters

talented

spot

thrive

notinos

travel

unique

trainer

unusual

trot

volleyball

turnover

pumped

tennis

triple

taekwondo

double

trampoline

cooperate

triathlon

participate

unity

skater

uniform

speed

unison

landing

unbelievable

splash

technique

women

tournament

work

timing

weather

valor

want

valiant

watch

volley

year

violation

yards

winding

yell

wave

four

water

division

wait

men

whistle

match

tradition

zeal

zig zag

zealous

[illegible]



What else can you do with word cards?

- Print and laminate and cut into puzzles.
- Print and laminate and put on a split ring and use as flashcards for your students.
- When you flash a word ask them to say real or made up.
- Print and laminate and sprinkle them on the floor. Have students collect the cards before the timer rings.
- Run off sets on two different colors of paper so that you can make **Memory Match** games. This will make the game easier to play and expedite time.
- Put a set in a bag, basket or box and have students pull out a card and read the word. If they can't, they are out of the game. You can also ask them if it is real or made up.
- Put some Kaboom bomb cards in the container along with a set of cards.
- Children take 2 cards out of the basket. Teacher calls on a student to start the game, that child reads their word and asks for another word that begins with that letter, or rhymes with it, or has that same vowel or that many letters, whatever they choose.
- That child with that card reads it and gives their card to that child. They then read their other card and ask for their match.
- Play continues 'til all of the cards are gone.
- When the bomb cards are added a child must use the bomb Kaboom card when they are called on for a match.
- They show the bomb card; everyone yells "Kaboom" and both children are out of the game.
- Run off copies of the cards. Students cut out the cards, and add a cover to make Itty Bitty booklets so they can share them with their families and reinforce lessons learned at school.
- Use them for your Word Wall.

- Have students choose a certain number of cards as time permits and have them alphabetize them.
 - Have students sort all of the A words, then all of the B words etc.
 - Play ***"I Have, Who Has?"***
 - Make sure you have only enough pairs of cards so that things come out equal to the number of students present that day.
 - You can spice this game up by adding the "Kaboom" cards to this game as well.
 - Have students choose a partner and play "Speed" against them.
 - Each student mixes up their cards. Together they say, "Ready-Set-Go!"
 - Each student puts their cards in alphabetical order. The 1st one to do so is the winner.
 - Another version of "Speed" is the following: Each child has a set of cards that is in the same order as their partner's. They place them face down. They say 1-2 flip and then flip a card over. The first one to read the card takes the cards. The student with the most cards wins., or the first one to read the card and say the flip flop backwards matching word, gets the cards.
 - Play "I Spy" with the words. Put them up on your word wall and give clues about the word. i.e. I spy a word that has the vowel ____ in it. It starts or ends with the letter ____, it means, it's a color etc.
 - Use them as flashcards.
 - Cut them up and use them as puzzles.
 - Use them as pocket cards.
 - Play Go Fish
 - If you use the cards in another way, please drop me an e-mail diane@teachwithme.com so that I can keep adding to this list.
- Thanks in advance.

