



Memory—Card Game

Object: Players select matches from overturned cards – by chance or by remembering their locations. The player with the most matches wins.

Message For Parents and Teachers

- Adults or older children should help younger or struggling players as necessary.
- Feel free to use variations or modify rules as appropriate.
- Answers are always available during play and it's okay for players to use them. As they play they'll refer to them less and less, and eventually, not at all.
- Remember, *learning* is the goal. When kids are engaged because they're having fun, learning will happen.

Directions — 2 or More Players

1. Set aside the “Old Maid” card. Place other non-playing cards face up on the table to be referred to as needed. Shuffle playing cards.
2. Place all playing cards face down in the center of the table. Initially, begin with rows and columns.
3. The first player turns over two cards in place. The player *reads aloud* the words on both cards. If the cards *match*, the player moves them to his pile and goes again. If the cards *do not match*, they are returned face down in the same place and the turn moves to the player to the left.
4. The game ends when no more cards are face down on the table.
5. The player with the most matches wins.

Notes:

One Player. When playing alone, use a stopwatch and try to find all matches in the least amount of time.

Young Players. For young children, put fewer pairs face down on the table. Also, be helpful as appropriate.

Matches. In some games, the same words are a match. In other games, different cards are a match. (Refer to the Word List Card to see all matches for that deck).

Examples of matches:

- In most games, the same word or phrase on both cards
- In the VCE game, “hop” and “hope”
- In the Compound Words game “cup” and “cake”
- In the Homophones game “beet” and “beat”
- In math games, cards with equal values, e.g., “6x6” and “36” or “12 inches” and “1 foot”