

🍁 Memory Card Game Instructions 🍁

Setup

- Shuffle all 12 cards thoroughly
- Spread them face-down on a table or floor in a random arrangement
- Decide who goes first

How to Play

Goal: Find the most matching pairs to win!

On Your Turn:

1. Flip over any two cards, one at a time, so everyone can see them
2. If the cards match, you found a pair! Keep those cards and take another turn
3. If the cards don't match, flip them back face-down in the same positions. Your turn ends

Important Rules:

- Try to remember where each card is located when it's flipped over
- You must flip both cards before checking if they match
- Only the player whose turn it is may touch the cards

Winning the Game:

- The game ends when all 6 pairs have been found
- Count your pairs—whoever has the most pairs wins!
- If there's a tie, celebrate—you're both memory champions!

Learning Through Play

Age/Grade Level: Pre-K through 2nd grade (Ages 4-8)

Time: 5-10 minutes per game

Theme: Cognitive Development & Memory Skills



For Educators



For Families

Learning Objectives

- Develop visual memory and concentration skills
- Practice turn-taking and following game rules
- Build matching and pattern recognition abilities
- Strengthen counting skills (counting pairs at game end)

Skills This Game Develops

- **★ Cognitive:** Memory retention, concentration, spatial awareness
- **★ Life Skills:** Patience, turn-taking, gracious winning/losing
- **★ Numeracy:** One-to-one correspondence, counting pairs
- **★ Language:** Describing what they see, using memory vocabulary

🍎 Classroom Implementation Guide

Classroom Management Tips:

- **Demonstration First:** Start with a whole-group demonstration to model good sportsmanship, proper card handling, and turn-taking expectations
- **Strategic Pairing:** Pair struggling students with patient partners who can model strategies without dominating the game
- **Center Activity:** Perfect for literacy or math centers with small group rotations (3-4 students per game)
- **Themed Card Sets:** Create sets that connect to current units:
 - Literacy: Uppercase/lowercase letter pairs, sight word pairs, rhyming words
 - Math: Number/dot pairs, addition facts, shape pairs
 - Science: Animal/habitat pairs, life cycle stages
 - Seasonal: Halloween characters, fall items, holiday symbols

Assessment Opportunities:

- **Working Memory:** Track how many card locations students can remember across turns
- **Strategy Development:** Note progression from random flipping to systematic remembering
- **Attention Span:** Observe sustained focus throughout the game
- **Social Skills:** Document turn-taking, patience, and response to winning/losing
- **Content Mastery:** Use themed cards to assess letter recognition, number sense, or vocabulary

Differentiation Strategies:

- **Struggling Learners:** Use 4-6 pairs instead of 6, provide visual memory aids, allow practice rounds
- **Advanced Learners:** Increase to 8-10 pairs, add time challenges, introduce strategic thinking discussions
- **ELL Support:** Use picture cards with vocabulary labels, encourage verbal descriptions of cards
- **Special Needs:** Larger cards, high-contrast images, sensory-friendly materials, cooperative play option



Classroom Materials:

- Laminated card sets (durable for repeated use)
- Card storage boxes or ziplock bags labeled by theme
- Student recording sheets for independent play
- Timer (optional for challenge rounds)
- Pocket chart for whole-group demonstration



Standards Alignment Ideas:

Common Core Connections:

- **ELA:** RF.K.1.d (letter recognition), RF.1.3.g (sight words)
- **Math:** K.CC.A.3 (number recognition), 1.OA.C.6 (addition facts)
- **Life Skills:** Turn-taking, following rules, cooperative play

Extensions & Variations

Make it easier: Use fewer pairs (3-4 pairs for younger learners)

Make it harder: Add more pairs or use a larger grid (4x4 or 4x5)

Speed Round: Set a timer and try to beat your previous time

Theme it: Create seasonal sets (pumpkins for fall, snowflakes for winter, flowers for spring, beach items for summer)

Cooperative play: Work together to find all pairs in the fewest turns possible

Memory Challenge: After finding all pairs, try to remember where each one was located

Number of Players: 2-4 players work best (or play solo for independent practice!)



Remember: The goal is building memory skills and having fun together. Every game is a chance to learn, regardless of who wins!

