

## Notes Concerning *Memory*

**Level:** Beginner/intermediate (PreK, kdg., 1<sup>st</sup> grade)

**Recommended # of players:** 2-4

**Materials:** any deck of cards consisting of matching pairs (see notes)

**Relationships:** Matching, visual memory

### Notes:

This is a very simple game that most preschoolers can play successfully. In fact, most young children are better at this game than adults.

This game can be played with any matching cards. Many different sets of matching cards are available commercially with various pictures, such as farm animals, insects, birds, household items, paintings by famous artists, etc. Standard playing cards or number cards can also be used. The number of pairs used to play the game should remain low (around 6 pairs) for the youngest players. With older children, more pairs can be used.

When children first play this game, they tend to choose cards at random; they often do not replace cards in the same place from which the cards were taken; and many times they do not pay attention to which cards other players turn over. As they become more experienced at playing this game, they begin to figure out that watching the other players turn over cards will give them useful information.

An interesting way that young children often play *Memory* is that when children see a player turn over a card and they think they know where its match is, when it is their turn they will often turn over the card that was just turned over first, and then try to find its match. Adults recognize that if they are not positive about where a card is placed, they should turn over the card that they are not sure about first, so that if they are wrong, they have not wasted a turn.

Young children often play *Memory* cooperatively. That is, when a player turns over a card and another player knows where its match is, that child will often tell the player which card to turn over in order to make a match. The cooperative game *Secret Door* (a commercial game by Family Pastimes) is a memory-type game with a twist to make it slightly more complex.

The versions of *Memory* sold in most stores are made by Hasbro.

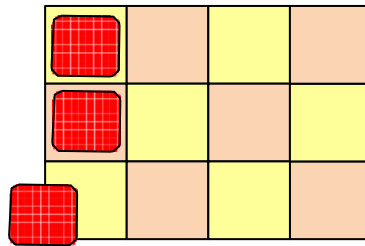
# Memory

**Materials:** Matching cards

**Objective:** To find the most pairs of matching cards

## Game setup:

1. Mix up the cards.
2. Place all the cards face-down into rows onto the grid.



## To play:

1. Players decide who goes first.
2. Players take turns choosing two cards and turning them face-up. The cards must be turned over so that all players can see the cards.
  - If the two cards match, the player keeps the pair and takes another turn.
  - If the two cards do not match, the cards are turned back face-down in same spaces they were originally.
3. Players continue to take turns until all pairs of matching cards are found.
4. The player with the most pairs of matching cards is the winner.

# Memory




bear



bear



rabbit



rabbit



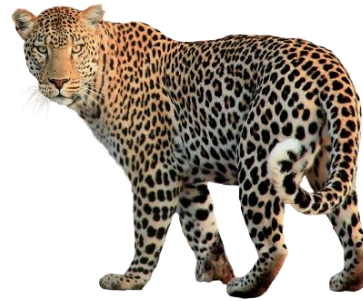
cat



chicken



chicken



cheetah



cheetah



cat



cow



cow



elephant



elephant



giraffe



giraffe



goose



goose



gorilla



gorilla



guinea pig



guinea pig



monkey



monkey



horse



horse



lion



lion



lizard



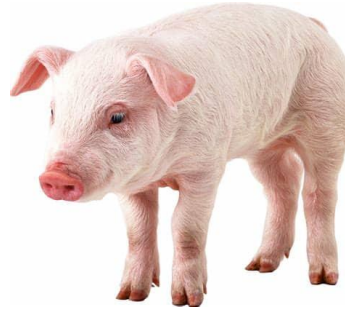
lizard



dog



dog



pig



pig



snake



penguin



penguin



parrot



parrot



snake



tiger



tiger



turtle



turtle



camel



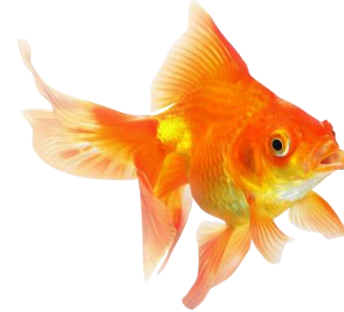
camel



snail



snail



goldfish



goldfish



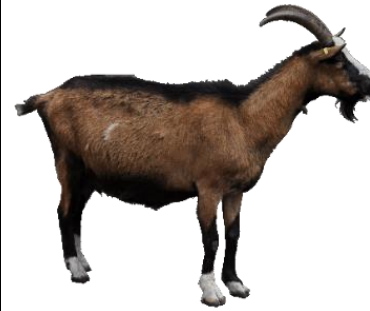
butterfly



butterfly



goat



goat



seal



seal



alligator



alligator



frog



frog