

Simple Face-Up Matching Game



GET READY TO PLAY

- Choose the amount of cards for the current players. More cards = a longer, more challenging game.
- **Separate the cards into two sets** so that each set has one of each picture card.
- Lay out **one set** of cards, **FACE UP**, in a grid fashion. (e.g. 5 cards across and 4 cards down)
- Place the **other set** of cards **back into the box, FACE DOWN**, ready for passing around.
- Players sit comfortably and within passing reach of the person next to them.
- Give each player a small bowl or cup to hold the cards they will collect.

LET'S PLAY

- The box of cards is passed to the first player, indicating it's their turn.
The player draws a card from the box, finds its match from the cards laid out, and puts the matched pair into their collection cup or bowl.
To end their turn, the player passes the box of cards to the person on their left.
- Each player is given a turn as the box of cards is passed around clockwise.
- The game ends when the last pair is matched.
- Remember to end with "Good game!", high fives, or fist bumps. Players may also help to put away the game so that it's ready to go for the next time (i.e. 2 sets separated).

BENEFITS OF PLAY

- Oral and printed vocabulary
- Visual discrimination
- Attention and memory skills
- Game-playing skills including: taking turns; performing actions for one's turn; and finishing a game with others
- Social experiences
- Fun!

Traditional Memory Match Game



GET READY TO PLAY

- Choose the amount of cards for the current players. More cards = a longer, more challenging game.
- Lay out all of the cards face down in a grid fashion (e.g. 5 cards across and 4 cards down)
- Players sit comfortably within reach of the cards.

LET'S PLAY!

1. The first player turns up 2 cards. If they match, the player keeps them and chooses 2 more cards. This continues until the player finds cards that do not match. The unmatched cards are turned back over and the turn ends.
2. Each player follows the same steps. Take turns going clockwise.
3. When all of the cards have been matched, the player with the most cards is the winner.
4. Remember to end with "Good game!", high fives, or fist bumps.

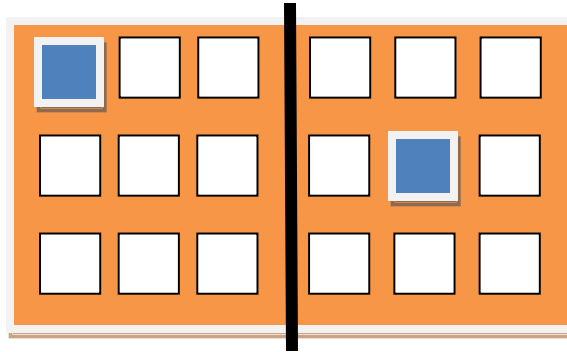
NOTES & VARIATIONS

- Play without the rule of continuing one's turn once a match is found. Instead, if the player gets a match they keep it and it is the next person's turn.
- Use collection bowls or cups so players have a spot for their collected pairs. This also helps make it clear which cards are playable and which are not.
- To narrow the amount of choices, create a dividing line and set up one set of cards on one side and the matching set on the other side. Players are instructed to turn over one card from each side to find a match. (See *Modified Memory Match Game* instructions)

BENEFITS OF PLAY

- Oral and printed vocabulary
- Visual discrimination
- Attention and memory skills
- Game-playing skills including: taking turns; performing actions for one's turn; and finishing a game with others
- Social experiences
- Fun!

Modified Memory Match Game



GET READY TO PLAY

- Choose the amount of cards for the current players. More cards = a longer, more challenging game.
- **Separate the cards into two sets** so that each set has one of each picture card.
- Create 2 separate sections to lay out each set of cards. The 2 sections can be created with place mats, sheets of paper or creating a line on the table with masking tape.
- **Lay out one set of the cards in one section and the other set in the other section.** The cards should be placed face down in a grid fashion.
- Players sit comfortably within reach of the cards.

LET'S PLAY!

1. The first player turns up **1 card from one section and 1 card from the other section**. If they match, the player keeps them and chooses 2 more cards (again, one from each section). This continues until the player finds cards that do not match. The unmatched cards are turned back over and the turn ends.
2. Each player follows the same steps. Take turns going clockwise.
3. When all of the cards have been matched, the player with the most cards is the winner.
4. Remember to end with "Good game!", high fives, or fist bumps. Players may also help to put away the game so that it's ready to go for the next time (i.e. 2 sets separated).

NOTES & VARIATIONS

- Play without the rule of continuing one's turn once a match is found. Instead, if the player gets a match they keep it and it is the next person's turn.
- Use collection bowls or cups so players have a place for their collected pairs. This also helps make it clear which cards are playable and which are not.

BENEFITS OF PLAY

- Oral and printed vocabulary
- Visual discrimination
- Attention and memory skills
- Game-playing skills including: taking turns; performing actions for one's turn; and finishing a game with others
- Social experiences
- Fun!