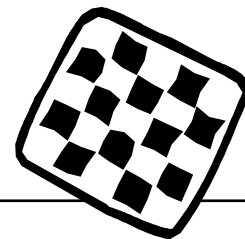


Memory Game



Make matches and collect enough cards to have the most cards at the end of the game.

What you Need

A set of memory cards (you can also use playing cards and just remove 2 suits)

What to do

1. Mix up and lay out the cards face down in rows.
2. Pick any two cards and flip them over.
3. If they match, take them and you get to go again!
4. If they don't match, flip them back over, and the next person takes a turn.
5. Keep taking turns until all cards have been matched. Whoever has the most cards wins!

What to ask

- Which card will you choose now?
- What's the chance of you finding a match on the first try?
- Is there anything that helped you remember where you saw a card?

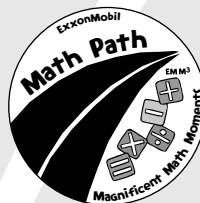


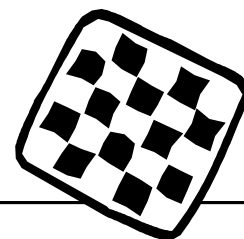
Did you Know?

You will have to determine which attributes on the cards make the cards match. This skill helps to develop the ability to identify specific characteristics of items (shapes, quantity, color) that you need to sort, classify, and look for patterns. These skills are used in analyzing data and in solving a variety of mathematical problems.



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What's next?

- Set out six cards in equal rows; face down (be sure there are three matching pairs). How many turns will it take to match all six pairs?
- Make your own cards and then play the game.
- Find pairs of things that match around the house. (ex. chairs, shoes, plates, etc.)
- Add more cards to match

To learn more

Do You Wanna Bet? Your Chance to Find Out About Probability

by Jean Cushman

A story about two boys who experience everyday situations that involve probability.

Socrates and the Three Little Pigs

by Mitsumasa Anno & Tsuyoshi Mori

A wolf's attempt to figure out in which of the five houses he is most likely to find one of the three little pigs introduces such mathematical concepts as combinatorial analysis, permutations, and probabilities.

Anno's Hat Trick

by Mitsumasa Anno & Tsuyoshi Mori

This book invites readers to play the role of Shadowchild, one of the book's central characters, and to solve logic puzzles involving hats. It is a book of active thinking.

How it helps with school

Texas Prekindergarten Curriculum Guidelines

Classification and Data Collection

Texas Essential Knowledge and Skills (TEKS) Standards

Patterns, Relationships, Algebraic Thinking: K.6A

Geometry and Spatial Reasoning: K.7A, K.8C; 2.7B

Underlying Processes and Mathematical Tools: K.13C; 1.11C; 2.12C

National Council of Teachers of Mathematics (NCTM) Standards

Geometry, Data Analysis and Probability, Problem Solving

Memory Game

