

Memory Game Level I

DESCRIPTION										
<p>Memory Game is also known as Concentration and is a popular family card game.</p> <p>It's easy to make the game easier or more difficult, and younger players tend to be able to compete with older players because they generally excel at memory-based games.</p> <p>This level is played with matching pairs of cards depicting Australian currency and will develop recognition and familiarisation.</p>										
TIME										
10 – 20 minutes										
AGE APPROPRIATENESS										
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LEARNING OUTCOMES										
<ul style="list-style-type: none">• Identification / familiarisation of currency• Increases skills with financial calculations• Increases financial vocabulary										
INSTRUCTIONS										
<p>Facilitator to prepare cards depicting Australian currency.</p> <p>The game can be played with 1 to 6 players.</p> <p>The size of the deck (numbers of pairs) can be determined by the age of the students. Younger students can commence with 8 pairs through to 16 pairs or more for older students.</p> <p>The goal is to collect the most pairs of cards.</p> <p>Setup - shuffle the cards and lay them on the table, face down, in a pattern (e.g. four cards x four cards).</p> <p>Gameplay - the youngest player goes first. Play then proceeds clockwise.</p> <p>On each turn, a player turns over two cards (one at a time) and keeps them if they match. If they successfully match a pair, that player also gets to take another turn.</p> <p>When a player turns over two cards that do not match, those cards are turned face down again and it becomes the next player's turn.</p> <p>Variants - To make the game easier, cards can be removed in sets of pairs.</p> <p>Scoring for 1 player – The object is to time yourself to see how fast you can find all of the matching pairs. Compete with yourself by trying to get a faster time in a second game.</p>										

<p>Scoring for two to four players - Players keep each pair they find. At the end of the game, each pair scores one point.</p> <p>Winning - When all the pairs have been found, the player with the most points wins.</p> <p>Facilitator encourages children and young people to call out the amounts on the cards when they turn cards.</p> <p>Further learning can be achieved by asking players to add up the monetary value of their cards and discuss what that amount of money may purchase locally.</p>
RESOURCES
<ul style="list-style-type: none">• Money Memory Cards
QUALITY ASSESSMENT
<ul style="list-style-type: none">• Improves understanding of financial systems and strategies• Increases referrals to Money Management Services and other financial support services• Engages children, teenagers, young adults and parents• Relevant to ACMNA017 and ACMNA059 Australian School Curriculum• Suitable for presentation in remote schools

