

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				
4-6	6-8	9-11	12-14	15-18
•	•	•	•	•
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

