

Memory Game Money Match Level II

DESCRIPTION				
<p>This level is played with cards depicting Australian currency or a written representation of the amount. Five cents for example may be represented by an image of the coin or of \$0.05. This will increase player's knowledge and understanding of Australian currency while initiating animated conversations within the player group which should be encouraged.</p> <p>The game is played with cards which match either images or a numerical representation of the monetary value.</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"> • Develops help-seeking behaviour • Identification / familiarisation of currency • Identification / familiarisation with financial transactions • Increases skills with financial calculations • Increases financial vocabulary 				
INSTRUCTIONS				
<p>Facilitator to prepare cards depicting Australian currency or a written representation of the amount.</p> <p>The game can be played with one to six 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 eight 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 in total monetary value. 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 one 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 value of their cards and discuss how they may choose to spend or save the amount.</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 of the Australian School Curriculum • Suitable for presentation in remote schools • Reflecting daily life on remote community

