

Memory Game Receipts Match

DESCRIPTION				
<p>Memory Game is also known as Concentration and is a popular family card game.</p> <p>This level is played with cards depicting items which may be purchased from local shops and receipts for the same item. Players are required to match the picture card for the item with the corresponding receipt.</p> <p>The game requires players to observe carefully and will generate discussion about both varieties of cards. It will increase player's knowledge and understanding of financial transactions while initiating animated conversations within the player group which should be encouraged.</p> <p>The game is played in a larger group of between eight and 12 people, in a circle with large A4 sized cards which match the image of a locally purchased item and an enlarged copy of its receipt.</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 with financial transactions • Increases skills with financial calculations • Develops concepts of value • Develops concepts of quality • Increases financial vocabulary 				
INSTRUCTIONS				
<p>The game can be played in a group of eight – 12 players and is most suitable for participants from nine years of age.</p> <p>Students can commence with 12 pairs through to 20 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 floor, face down, in a pattern (e.g. six cards x four cards).</p> <p>Gameplay – randomly choose someone to go 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 find a match between the picture card and the receipt. 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>Winning - When all the pairs have been found, the player with the most points wins.</p>
RESOURCES
<ul style="list-style-type: none"> • A4 sized cards which match the image of a locally purchased item • Matching laminated images (enlarged) of a receipt for each item.
QUALITY ASSESSMENT
<ul style="list-style-type: none"> • Improves understanding of financial systems and strategies • Engages children, teenagers, young adults and parents • Relevant to ACMNA106 of the Australian School Curriculum • Suitable for presentation in remote schools • Reflecting daily life on remote community

