

# Memory Game

1. You will need cards with application terms on them and then cards with pictures that represent those terms on separate cards.
  - a. Here are some terms you could use:
    - i. City
    - ii. Zip code
    - iii. County
    - iv. State
    - v. Country
    - vi. Address
    - vii. Date of Birth (DOB)
    - viii. Phone number (no. #)
    - ix. Area code
    - x. Social Security Number (SSN)
    - xi. Shift
    - xii. Overtime
    - xiii. Part-time
    - xiv. Full-time
    - xv. Name
    - xvi. Alien, passport, or USCIS number (A #)
    - xvii. Gender/Sex
    - xviii. Date of Arrival (DOA)
    - xix. Marital Status
    - xx. Height
2. Lay the cards face down on a table. Have students stand around the table and explain the game first. You can even show an example as you explain it to help them understand. One person will go at a time. That person will flip over two cards and lay them face up on the table in the spot that they picked them up from so everyone can see them and try to memorize their location. If they are a match the player gets to take them off the board and keep them. If they are not a match then the player will turn them back over and the next player will go.
3. Depending on how many cards you have and how many players you have, you can decide whether you want to play it where a player who gets a match gets to go again or not. I usually do not play with this rule because the more cards we flip over and the longer it takes the more they are learning and the more review they get. Plus, there may be a few people who are really good at the game and will get all the matches pretty quickly. If the game is going very slowly sometimes about halfway through I throw that rule in at the beginning of a new round.
4. Continue this until all the cards are gone. Encourage players when they get a match. Then have each player count the number of pairs they have. The player with the most wins!