

MEMORY GAME

freebie!



why



why



QUESTION
WORDS



where
when
what
which
why
who
whose
how



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THANK YOU!
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THANK YOU TO THESE CLIPART AND FONT ARTISTS:



How to Make Cards

Materials:

- White or color card or thick paper
- Printer
- Scissors
- Laminator
- Corner cutter
- Card sized plastic bags or paper envelopes for storage



How to make cards:

1. Decide how many words to use. Think about the age and ability of the children, the teaching point you want to practice and how much time you have to play the game.
2. Print the word cards onto thick paper or card. If thin paper is used the words may show through the back of the card. As an alternative, scrapbooking patterned cardstock could be used.
3. If you want to print in black and white go to 'print' and check the box 'grayscale'.
4. Print two copies of each word card. Remember to check 'fit to page' before printing begins.
5. Now print the digital paper onto the back of each page. This is optional but it enhances the look of the cards and makes it harder to see the words through the paper.
6. Cut into cards. If the cards are going to be used only once or twice, cut along the straight lines for speed. If they are to be kept and used regularly, cut out with rounded corners and laminate.
7. If the cards are laminated the corners can be scratchy. To round them off easily a corner cutter could be used.
8. Put the cards in a storage bag and label.

How to Play Memory

Objective: To practice reading question words

Number of players: Two or more players

Age range: 5–7 year olds, catch up literacy interventions

How to play game:

1. Select word cards, taking into account the age and ability of the children, the teaching point you want to practice and the amount of time available to play the game.
2. Shuffle the cards and place each one face down on the floor or a large table. The cards should not touch one another.
3. The first player turns over two cards so everyone can see them.
4. They read the words aloud, sounding out the letters and blending them together, if necessary.
5. If the words on the cards match (e.g. 'why' and 'why') the player keeps them and turns over two more cards.
6. This continues until two non-matching cards are turned over. These are returned, face down, in the same position in which they were found.
7. If a player turns up a card with the same word as another card previously read and returned face down, encourage them to find it to complete the pair.
8. Play continues until all the cards have been paired up.
9. The person holding the most cards at the end is the winner.



let's play!

Memory

- Shuffle the cards.
- Place the cards face down on the table. They must not overlap.
- Player 1 turns over two cards and reads each word.
- If the words on the cards match ('why' and 'why') the player keeps them and turns over two more cards.
- If the cards do not match player 2 takes a turn.
- Play continues until all the cards have been paired up.

WINNER!

The player with the most cards at the end.





**QUESTION
WORDS**

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