

FIONA THE FRIENDLY FROG

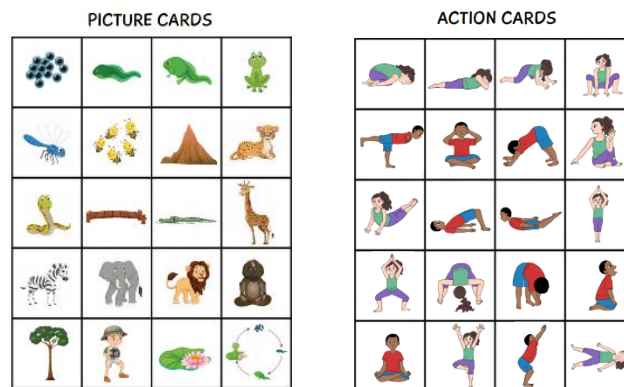
MEMORY

Why Play?

This game is excellent practice for developing concentration and memory skills.

Preparation

- There are 20 Picture Cards and 20 Action Cards.
- Choose which game you want to play and print two copies of that sheet (for sturdier cards, print directly onto white cardboard or glue the paper printouts onto cardboard before cutting).
- Cut out the individual pictures.



Setup

- Mix and spread the cards picture-side-down on a flat surface.
- For the full game, form 8 rows of cards across and 5 rows down, using all 40 cards (20 pairs).
Or, choose which pairs you want to include and put the others aside for younger children or a shorter game.

HOW TO PLAY

The Object of the Game

To find the most pairs of matching cards.

For an Active Version:

You can combine your memory game with doing the actions related to the cards, for example:

- Do the action for each card that is turned over (decide beforehand if all the players do the action or only the one whose turn it is)
- Only do the action when there is a matched pair turned over (decide beforehand if all the players do the action or only the one whose turn it is)

Game Play

- Choose who will go first e.g., the youngest player goes first.
- Players then take turns, to the left of the first player, turning any two cards picture-side-up.
- Turn the cards over completely so that all players can see them.
- If you are doing the active version of this game, then actions related to the cards are done before the cards are turned back over or claimed as a matching pair.

A Match:

- A player makes a match if the two cards turned picture-side-up are identical.
- When a match is found, the player takes both cards.
- That player then takes another turn and continues taking turns until a miss.

A Miss:

- A player misses if the two cards turned over are not identical.
- When a player misses, that player turns the two cards picture-side-down again, in the same place - and that player's turn ends.
- All players try to remember which cards have been turned over in which position.

End of the Game

The game continues until all cards have been matched and removed from the playing area.

All players then count up their matching pairs.

The player who has the most pairs of matching cards is the winner.

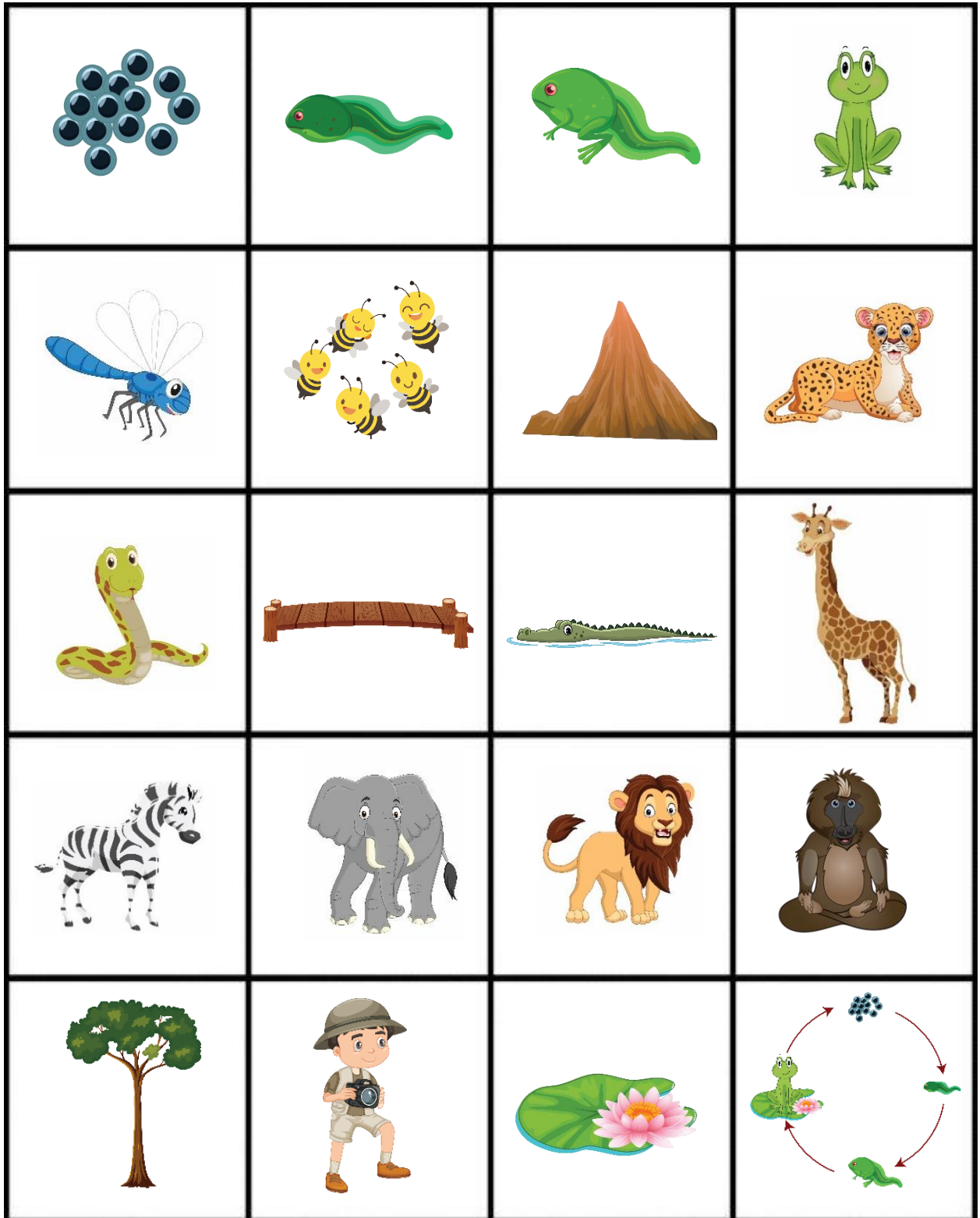
Solo Play

Just set up the game as described above, using any number of pairs, and count the number of turns it takes you to match them all. Try to improve with each game you play.



Have fun!!!

PICTURE CARDS



ACTION CARDS

