Memory Game

- one set of *Memory Picture Cards*

This is a game for two or more players.

1. Choose one set of *Memory Picture Cards*.

2. Shuffle them and lay them face down in a row or a column.

3. Decide who will be Player A and who will be Player B. Player A will try to make the matches and Player B will turn over cards based on instructions given by Player A.

4. Player A tries to make matches by instructing Player B to turn over the 1st and 4th cards. If they match, Player A keeps them.

5. If they do not match, Player B turns them back over and Player A makes a new guess.

6. After all the matches have been made, the players trade places and repeat the moves.

Example:

The 4th and 9th cards do not match.

What might be another way, besides using ordinal numbers, to communicate your card choices to your partner? Which way is easie?

I can use words like first, second, or tenth to describe the order of items in a group.

Workstation

## Materials

PLAYERS: 1 or more

- *Mother Ship and Aliens Cards*

Instructions

1. Players choose a *Mother Ship*. *Aliens* are shuffled and placed face down in a pile.

2. Player 1 draws a card. If it matches his or her *Mother Ship*, then player 1 draws another card. If not, the card is placed face up, beside the pile.

3. Player 2 can choose to draw a new card from the pile or take player 1's discarded card.

4. The player with the most aliens matched to his or her *Mother Ship* wins.

Example:

18

13 + 2
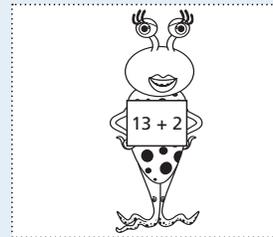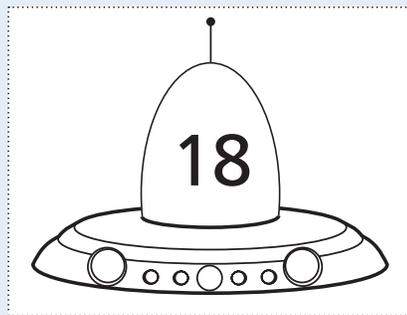
I have 13 + 2. This does not equal 18. I have to discard.

I can solve problems using one-step equations.

How do you know your expression fits with the Mother Ship?