



Memory game

Introducing new knowledge or recalling knowledge

This activity will help your learners focus on the new information you would like to introduce and on processing it.

preparation

- Select the information that is relevant to your lesson topic (ideally, it would be up to 10 pieces of information.)
- Write this information on the first set of flashcards: each piece of information will be written in big, on a different flashcard (on A3 or A4 sheet) for the whole class to see.
- Turn the flashcards over and number each flashcard from 1 to 10.
- Copy the same information again on a different set of 10 flashcards.
- Turn the flashcards over and this time, give the flashcards letters from A to J.
- Make sure you can fix the flashcards to the board with something that allows you to manipulate them and stick them back on multiple times.

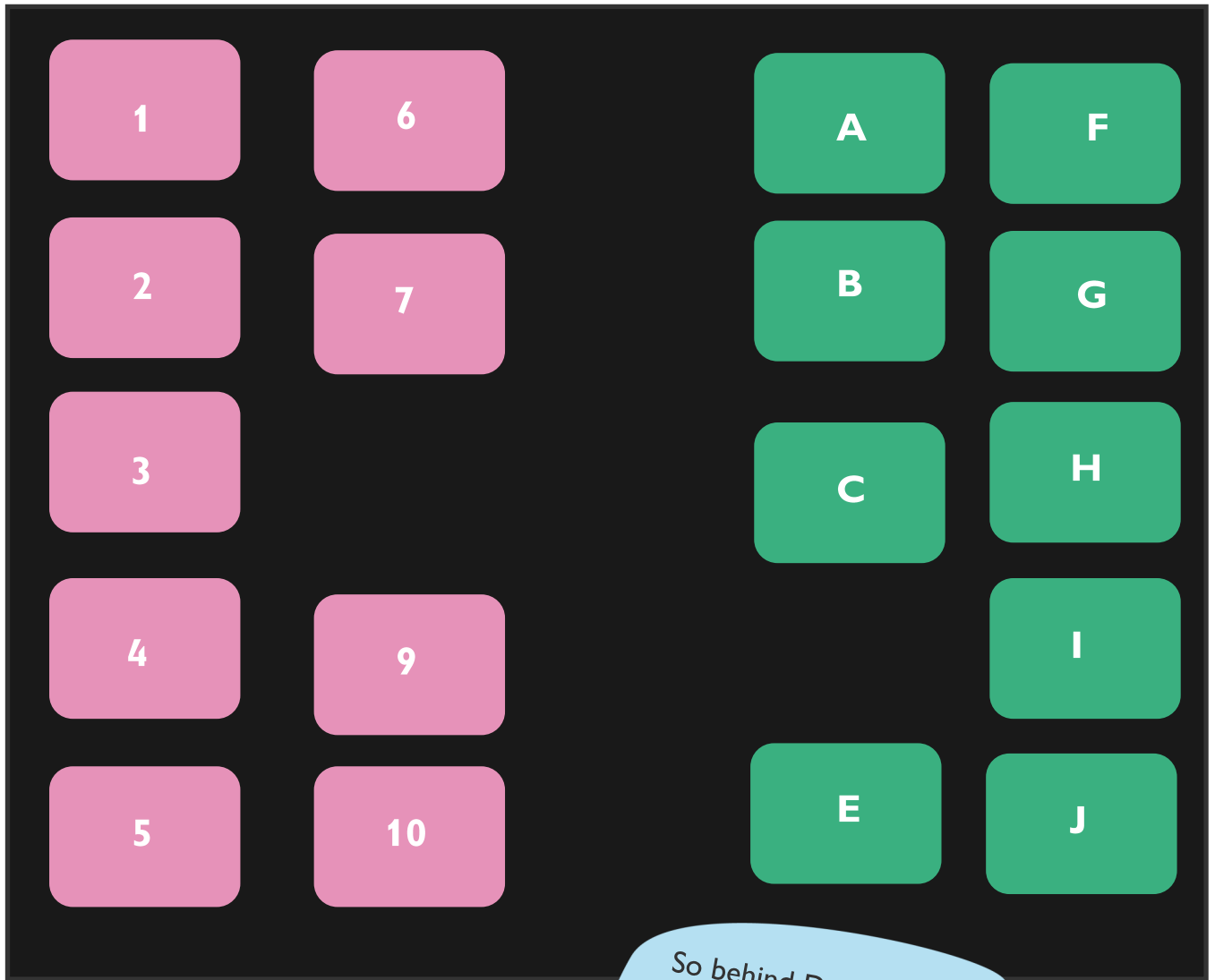
procedure

- Let your learners read the information contained in the first set of flashcards, and ensure that they understand it.
- Let your learners know that they will have to match each piece of information to the same piece of information, by picking a flashcard between 1 and 10 and then another between A and J.

- Place the flashcards facing down on the wall, using tape or anything that will allow you to turn them over several times during the game.
- Make sure that both sets are neatly separated on the board, to make it easier for your learners to memorise where each piece of information is.
- Ask a learner to pick a flashcard from the first set (for example, number 8) and a flashcard from the second set (for example, letter D).
- Turn each flashcard over (one at a time), and read them out (or let the learners read them out themselves). If the flashcards match (if the information is the same on both flashcards), it's a win for that learner. If they don't, put them back where they were, still facing down, and ask your learners to memorise their position on the board.
- A second learner will choose a different set of flashcards, trying to find a match, and so on.
- The aim of the game is to remember where the information is behind each flashcard to try and make a match.
- An alternative would be to have the beginning of the information on one flashcard, and the rest of the information on another. For example, the first flashcard in set one could say:
 - ◇ Invertebrates are animals without a...
 And the rest of the sentence in set two would say:
 - ◇ backbone or bony skeleton.

example

- Use the example provided or amend it for your own objective. Please, note that the five animal welfare needs are colour-coded to their symbolic representation in the example provided.



So behind D we had 'a comfortable shelter'. Let's have a look at what's behind 8 and see if it's a match...

