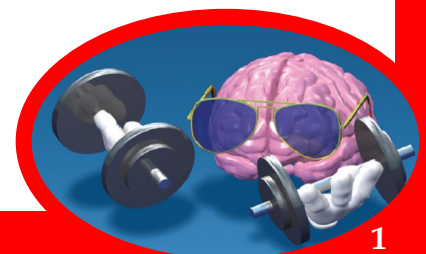
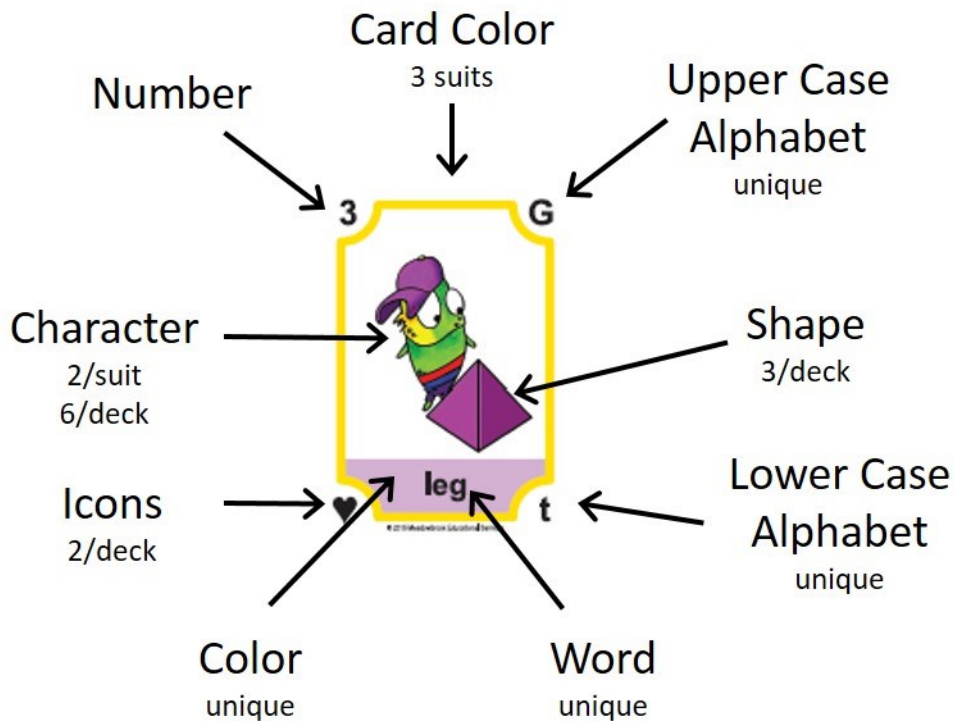


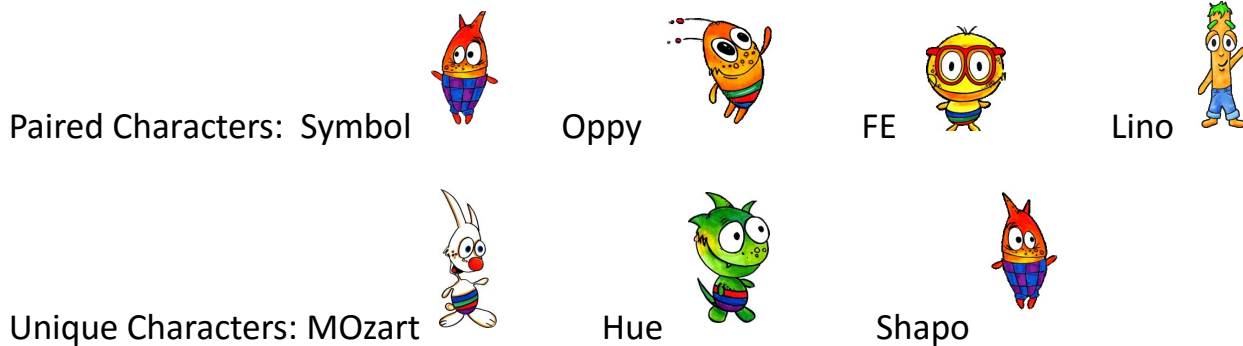
EFSAP Memory Deck

Instructions for 6 years through adult

Organization of cards

- Three suits containing four pairs of characters and one unique character.
- Suits of cards run from 0-9
- Each suit has a 3-dimensional shape and its 2-dimensional counterpart (sphere & circle) and one unique 2-dimensional shape
- Each deck has pairs of icons
- Each card in the deck has 4 unique pieces of information: color, word, Uppercase Alphabet Letter, Lower case alphabet letter.
- There are 3 wilds for when playing games.
- Blue cards have emotion and relationship words.
- Green cards have description words.
- Yellow cards have body part words.





Holding cards during sequential and working memory games:

1. When placing cards on the table: Each card is individually flipped for a 1 second count, then flipped back over. After the row is finished, then try to remember the order of the cards.
2. When holding cards in the hand: Arrange the cards to show the information you need (change where you pinch the cards). Flip the entire set of cards over and show for as many seconds as you have cards in your hand (7 cards = 7 seconds).

MATCHING MEMORY GAMES

MATCH CHARACTER

Basic: choose two color suits. Remove both zero and 9. Lay out 4 rows with 4 cards with the “Memory Games” facing up. Remove when find a match. Advance by using all three suits. Arrange 3 suits in grid of 4X6 or 3X8.

Odd Man Out: Choose two color suits, Remove zero. One card will not match, find both non-matches and match them. Grid is 3X6. Using 3 suits the grid is 3X9

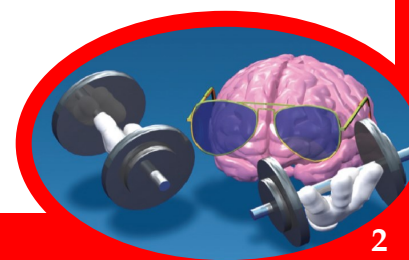
Challenge: Cards may be flipped to look at, but then are flipped back over and left in place. Say the matches aloud and try to remember the placement of all the matches.

MATCH SHAPE

Choose 2 suits, take out the 9 cards. Match 3-dimsional shapes and 2-dimensional shapes. You may have a circle and a sphere – or 2 circles depending on which suits you pick. As long as the shapes are related consider them a match. 2 suit layout 0-9: 4X5; 2 suit layout 1-9: 3X6.

Challenge: For these you may lay out the entire deck. You may keep the 0 cards in if you wish to match them. It will take a lot of space as the grid is 5X6 grid.

1. Match 3-dimensional shapes (3 of each in deck): cube, sphere, pyramid
- 2.. Match 2-dimensional shapes (3 of each in deck; 3 unique): (straight) diagonal line, curved (squiggly) line, circle, square, triangle; *unique* diamond, oval, rectangle.



MATCH NUMBER

Choose 2 or 3 suits depending on your or your child's level of challenge. 2 suits 0-9 grid 5X5, 3 suits 0-9 5X6.

MATCH ICON

There are only two matches of icons in the entire set. Lay out the set in a 5X6 or 6X5 grid. Flip to find the matches.

MEMORIZATION OF ORDER GAMES (Sequential Memory)

*When multiple players play these games, have everyone write the answers down, then say the sequence you showed and each person can check their answer.

*When playing by yourself, set a timer to count the seconds.

*You may use a table and flip cards back and forth, or place them in your hand and rotate them to face players and back again after the time is up. If you are using a table each card is flipped up for one second and then flipped back down. If you are using your hand, then face the players for the full amount of time and hide the cards after the timer has gone off.

*Players say what they saw or heard in the order they saw or heard it.

CHARACTERS / SHAPES

See-Say: Take out 0 & 9. Shuffle and place cards in front of player, "When I flip these over look at them, then once I put them back, tell or point to which ones you saw *in the order you saw them.*" Player waits 3 seconds and then will tell you the characters or shapes they saw, in order from left to right.

Listen-Repeat: Choose some cards and read off the characters / shapes in order with a one-second space of silence between each character / shape name. After you are done reading, and have waited three seconds, then players say what they heard in the order they heard it.

Challenge level: suit color + character name or suit color + shape name

NUMBERS

See-Point/See-Say: Your choice on placement of the cards, on the table or in your hand. You will use all the cards 0-9 on the table flipping them over for one second at a time. When using them in your hand take out the 0 card and use numbers 1-9. Ask them to focus on the corner where the numbers are. If you are holding 3 cards, show them the cards for 3 seconds (1 second per card). Listen-Repeat * same directions as Characters only with icons.

Challenge level: suit color + number



COLORS, UPPER CASE LETTERS, LOWER CASE LETTERS, ICONS, & WORDS

See-Say: Your choice on placement of the cards, on the table or in your hand. Use a selection of random cards. Ask them to focus on the part of the card with the information you want them to remember. If you are holding 3 cards, show them the cards for 3 seconds (1 second per card). Listen-Repeat (see Characters / Shapes directions above.)

Challenge level: increase number of pieces of information to remember per card. Suit color, number, upper-case alphabet, etc.

PLACE MEMORY

ENTIRE CARD(S)

Show one card, each card has 9 items, can the players remember them all? Show any card for 9 seconds and then flip it over. Some find this easier, some harder. 1) suit color, 2) number, 3) Upper case alphabet letter, 4) character, 5) shape, 6) icon, 7) color, 8) word, 9) lower case alphabet letter.

Challenge multiple cards (2 cards = 18 seconds, 3 cards = 27 seconds, etc.)

WORKING MEMORY GAMES

REVERSE

Use any of the Memorization games, but this time ask them to tell you what they saw in reverse order or backwards.

CREATE A STORY (cards 1-9)

During this time, you do not want the players to shout out what they saw or heard. They can only share by the story they have made.

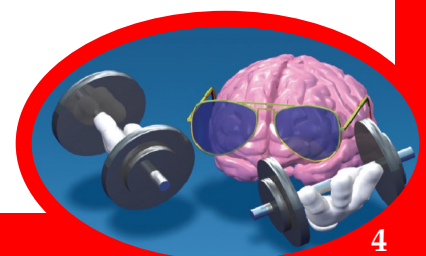
Colors / Icons / Words

Show a series of cards, players tell you the order of the items they saw using a story they have made up. Example: You show blue, white, brown. After three seconds they can now tell their story. "A blue sky with white clouds lets the sun shine on the brown mud." Example: you showed flower, boat, plane. After three seconds they say, "I want a flower that can live on both a boat and a plane." Etc.

Challenge: They build the story with the information they saw in reverse. Example: You showed flower, boat, plane. They say, "On a plane and a boat I cannot find a flower."

ULTIMATE CHALLENGE

Take out the zero cards, lay a few cards on the table: for each card, before you flip it, you will tell the players what part or parts of the card to remember. Then you will flip the card up and back down, showing # of seconds = number of pieces of information per card. After you are done showing them each card. THEN you will tell them how to answer: sequentially, in the order they saw the material; reverse, or in a story.



Challenge Example

card order	amount per card to remember	what to remember	Time
card 1	1 item	card number	1 second flip
card 2	2 items	suit and icon	2 seconds
card 3	1 item	lower case alphabet letter	1 second
Tell me a story about what you remember.			

GAMES FOR FUN

MY SHIP SAILS 2-4 players, 5 cards each (speed game)

Deal 5 cards to each player. Put the rest of the deck aside. Try to collect 5 cards in one color suit (green, blue or yellow). Each player discards a card to the player on the left and everyone picks up the card at the same time. When a player's hand is all one suit, Shout "My Ship Sails!" and win the game.

SNAP 2-3 players, 4-6 players use two decks (use characters or shapes or numbers)

Deal out all the cards face down. Players leave their cards face down. Player to the left of the dealer starts. Take top card from pile, and place up next to the pile. Each player does the same until someone notices a match, then say, "SNAP!" and gains both face-up piles. If two players say, "SNAP!" at the same time, those cards go into a Snap Pool and play continues. If another match occurs, then the player who notices it says, "SNAP POOL!" and receive all the cards in the pool and the two matched face-up piles. If someone calls "SNAP" incorrectly, they pay the other players with one card each from the face-down pile. If a player runs out of his face-down pile, he may turn over his face-up pile and use it. If the player is out of all cards, he is out of the game. The winner is the player who has all the cards.

See other games in the younger 3-5 age instructions.

Have fun training your brain!

www.efsap.com

