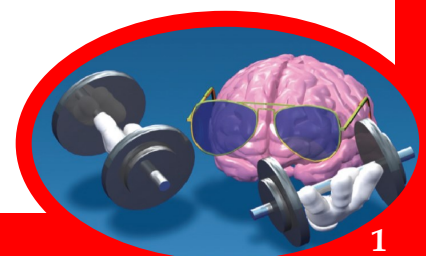
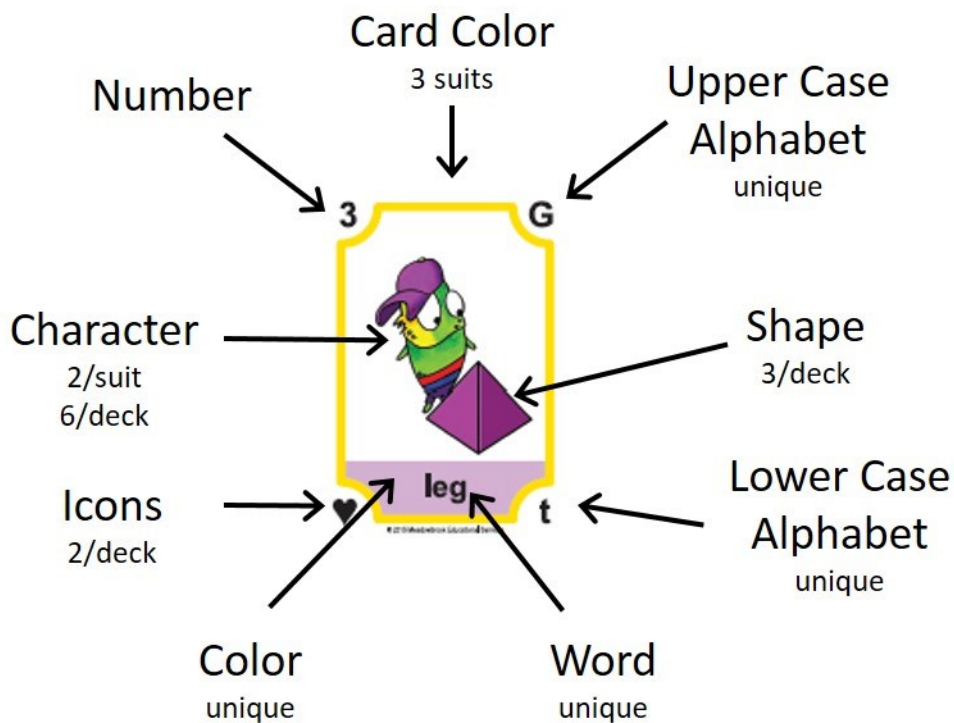


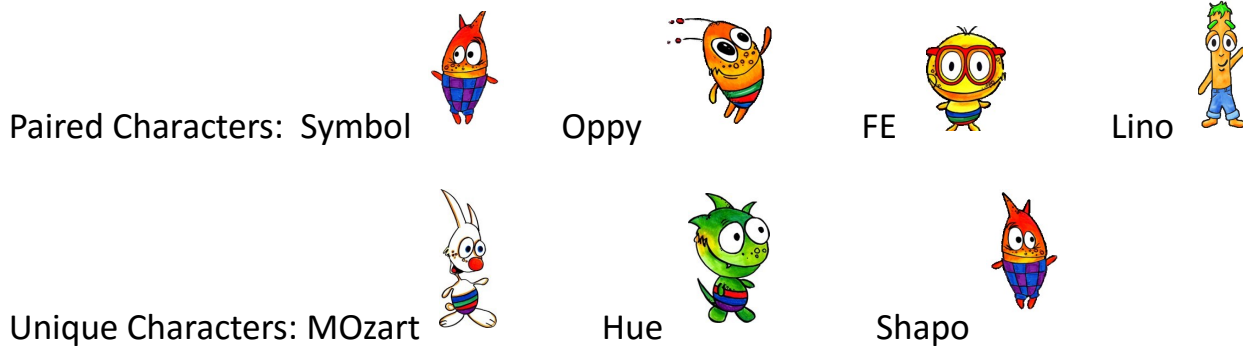
# EFSAP Memory Deck

## Instructions for younger children ages 3-5+ years

### 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).

## Simple Directions (3–5+ year olds)

### MATCHING MEMORY GAMES

#### MATCH CHARACTER

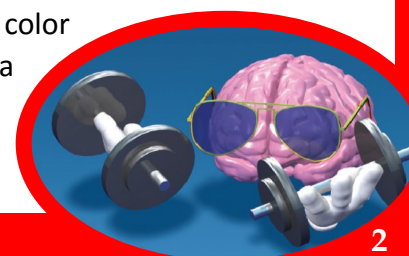
1. Basic: choose one color suit. Remove both zero and 9. Lay out 2 rows with 4 cards with the “Memory Games” facing up. Remove when find a match. *Challenge: Cards may be flipped to look at, but then are flipped back over and left in place. Say the matches out loud.*
2. Odd Man Out. Choose one color suit, Remove zero. Lay out 3 rows of 3 cards each. One card will not match. Remove matches to identify what does not match. *Challenge: Cards may be flipped to look at, but then are flipped back over and left in place. Say the matches out loud.*

#### FIND SHAPE & MATCH SHAPE

1. Pick one suit. Take out numbers 0, 4, 8, and 9. Match the 3-dimensional shape with its 2-dimensional counterpart. Use a 2X3 grid.
2. Pick one suit. Take out numbers 0, and 9. Match the 3-dimensional shape with its 2-dimensional counterpart, in addition, match the Lino cards (line type does not matter).

#### SUITS

1. Lay out some cards, show them the outline around the card. If they know the color then shuffle the deck and lay out a row of cards. Flip them over for 1 second at a time. Players tell you which colors they saw first, second, and third, etc.



2. Characters See-Point/See-Say: Lay out cards according to your child's age (3-5 years old = 3-5 cards). Teach the character names, then lay out the cards. Lay out one suit cards 1-4 beside you cards face up in number order. Pick another suit, take out 0 & 9. Shuffle and place 3-5 down in front of the players. "When I flip these over look at them, then once I put them back, tell or point to which ones you saw." Players will tell you the characters. Once they can point to what they saw, then ask them to point in the order they saw the cards.

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

## MEMORIZATION OF ORDER GAMES (Sequential Memory)

Sequential Memory (the memory we use to remember phone numbers, spelling, and times tables). Similar to Rote memory (what we use for memorizing vocabulary and speeches).

\*Alternate exercise: for any See-Point/See-Say (visual) exercise, you may also do a Listen-Repeat (auditory) variation for remembering information we hear. The differences are three: 1) they do not see the cards, 2) you place one second of silence between each word you are saying. 3) after you are done speaking, players wait 3 seconds and then repeat back what they heard.

### SUITS

Lay out some cards, show them the outline around the card. If they know the color then shuffle the deck and lay out a row of cards. Flip them over for 1 second at a time. Then they tell you which colors they saw first, second, and third, etc.

### CHARACTERS

See-Point/See-Say: Lay out cards according to the player's age (3-5 years old = 3-5 cards). Teach the character names, then lay out the cards. Lay out one suit cards 1-4 beside you cards face up in number order. Pick another suit, take out 0 & 9. Shuffle and place 3-5 down in front of your child or student. "When I flip these over look at them, then once I put them back, tell or point to which ones you saw." Children will tell you the characters. Once they can point to what they saw, then ask them to point in the order they saw the cards.

Listen-Repeat: After the player knows the character's names and can say them, then you choose some cards and read off the characters in order with a one-second space of silence between each character name. After you are done reading, and have waited three seconds, then players say what they heard in the order they heard it.

### SHAPES

See-Point/See-Say: Lay out the cards, this time ask them to focus on the shape. You lay out another suit with cards 1-8 face up. Then shuffle another suit, cards 1-8, and lay out as many as their age. Flip each card face up for 1 second, then turn down. After you are done with the row ask them how in what order they saw the shapes.

Listen-Repeat \* same directions as Characters only with shapes.



## ICONS

See-Point/See-Say: This time you can hold these cards in your hand. You hold the cards at the upper case alphabet side. Show them all the cards in your hand. Ask players to focus on the corner where the icons 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.

## WORKING MEMORY GAMES

**Missing an item:** use any of the Memorization games, but this time ask them the order if they left an item out. For instance, you show them FE, Oppy, Shapo, and Lino, ask them the answer without Shapo (answer, FE, Oppy, Lino).

**Reverse:** use any of the Memorization games, but this time ask them to tell you what they saw in reverse or backwards.

## CARD GAMES FOR FUN

How to modify popular games for young children to play with this deck

### Trash (or Garbage) 2 players, no scoring

Deal 5 cards in the top row and 4 cards in the bottom row. Remainder of deck face down for a draw pile. Youngest player goes first, drawing a card from the deck. If it is any card from 1-9, it goes in the corresponding location. The wild's may be played in any spot. Keep drawing until there are not plays. End of turn: draw a zero which is put in the trash and the turn ends, or the card drawn is already flipped up on the table. Game ends when one player has 1-9 face up, then exclaim, "Trash!"

### Go Fish, 2-4 players, 5 card deal, no wilds

Once cards are dealt, player to the left of the dealer starts, "fishing." The player may ask any opponent for any card number 0-9. If the opponent has that card he/she must give it. If the opponent has none, he or she says, "Go Fish." The player draws a card and the turn starts for the next player. Collect sets of 3 and place them face down. If a player runs out of cards then he/she will draw a card to play. Game ends when no cards are left and the winner is the player with the most sets.

*Enjoy & Have Fun!*

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