

Ideas for Game Play

Memory Line

- 1) Shuffle the deck. Pass out cards to all the players. Those with a single-digit age get five cards, middle school gets 7 cards, everyone older gets 9 cards.
- 2) Before you start, set a timer for one minute.
- 3) Together, everyone lays out their cards one at a time and then turns them back over one at a time while trying to remember them.
- 4) Write down (with words or pictures) what you think the cards are until time runs out. If you can write them in order, you will get an extra point.
- 5) Check how many you got right. Score a point for each card you remembered and add a bonus point if you could remember them all in order.

What's Missing

- 1) Give each player their cards as in Memory Line to look at for ten seconds.
- 2) Turn them over. Shuffle them around and take one card out. You can play all together by keeping the cards face down and not looking at what's removed.
- 3) Turn them back over and guess what's missing.

Swap

- 1) Give each player their cards to look at like in What's Missing.
- 2) Turn them over. The leader takes out one card and puts in a new card.
- 3) Players try to spot it what's gone and what's been added.
- 4) You can play this together keeping the cards face down, or you can do it for each other.

Similarities

- 1) One player picks out four cards that have some sort of similarity.
- 2) Show them to the other player(s).
- 3) If they find any similarities, they win/score a point. It doesn't have to match the original idea. It's up to you if you want to play for points. Multiple people can play and get a point if they come up with an original idea.

Match Two

- 1) Lay half or all of the cards on your table with the picture facing down.
- 2) Flip two cards over and try to find a similarity.

Memory Bananza

- 1) Lay half or all of the cards on your table.
- 2) Before you start, set a timer for one minute.
- 3) Look at the cards all together and then turn them over.
- 4) Write down as many as you can in order until time runs out.