



## **Money Memory**

### **Extension Activity for *Earn, Save, Spend & Share* or *I Need It! I Want It!* Presentations**

#### Grade Level:

Grades 1-2

#### Learning Objective:

This extension activity, along with the *Earn, Save, Spend & Share* or *I Need It! I Want It!* presentations should help students:

- become familiar with the names and values of Canadian coins

#### Materials Needed:

- *Money Memory* cards (One set for each pair of players)
- bristol board
- elastic bands
- scissors
- glue

#### Game Preparation:

1. Cut out *Money Memory* cards along the solid black borders
2. Glue a piece of bristol board behind the *Money Memory* cards
3. Cut along the perforated lines of the *Money Memory* cards
4. Secure *Money Memory* cards with an elastic band
5. Divide players into pairs (groups of 2) and give each pair of players a set of *Money Memory* cards
6. Ask players to shuffle the cards
7. Instruct players to lay out the cards in rows and columns facedown. Players should have 4 rows of cards with each row containing 5 cards. Make sure players place the cards far apart enough that they are not touching each other and can be flipped over without disturbing any of the cards around them
8. Assign one player to go first



### Game Overview:

This game requires observation, concentration and a good memory to win. The objective of the game is to collect the most sets of matching cards. Players take turns flipping cards face-up. If the cards are a matching pair, players get to keep these cards. If the cards do not match they must be flipped face-down. The game ends when there are no cards left. The player with the highest number of matching pairs is the winner.

### Playing Instructions:

1. One player chooses a card and carefully turns it over being sure not to bother the other cards. The same player then selects another card and turns it over. If the two cards are the same (ex. two toonies) the player keeps these cards. If the cards do not match, they are turned back over (face down). It is now the other player's turn
2. The other player chooses their first card and turns it over. If it is a match to one of the cards the previous player turned over, then they try to remember where that matching card was and turn it. If they are not able to match their first card with a card the other player turned over, they must select another card in hopes of making a match. If there is a successful match, the player keeps these cards. If the cards do not match, they are turned back over. It is now the other player's turn
3. The game continues in this fashion until no cards are left
4. Once all the cards have been played the player with the most matching pairs is the winner