

Memory game: Pairs

This is a game for 2 players.

You will need:

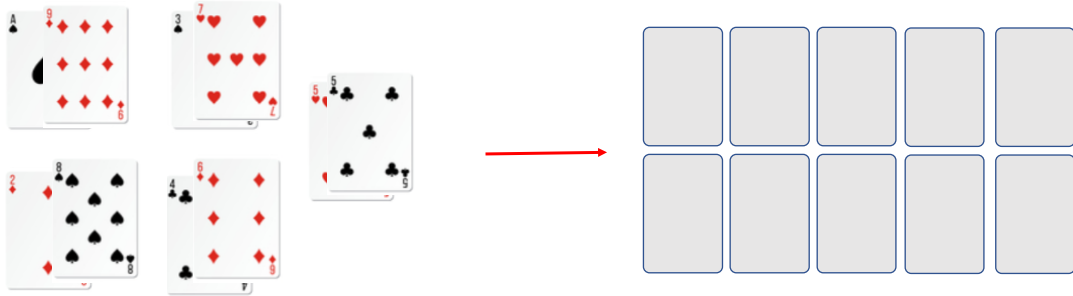
- a pack of playing cards.

Remove the coloured cards (King, Queen, Jack), Jokers, 10 cards and any card game rules which may have been included in your pack of cards.

You will need only the Ace to 9 cards. Ace has a value of 1 in this activity.

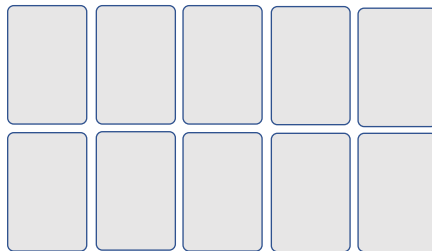
Memory game: Pairs

You will need only a few cards at first. Take 5 pairs of 10. Shuffle them and put them face down into an array on the table.



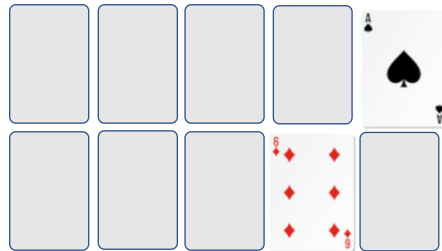
Memory game: Pairs

Take turns to turn over two cards. If the cards total 10 they can be removed by the player. If the cards don't total 10, the player must turn them over. The player with the most pairs wins the game.



Memory game: Pairs

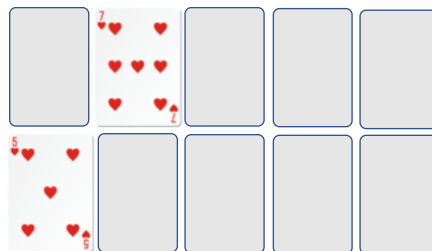
Player 1 has turned over two cards. 1 and 6 make 7, so the cards must be turned over again and Player 2 can take their turn.



Player 1

Memory game: Pairs

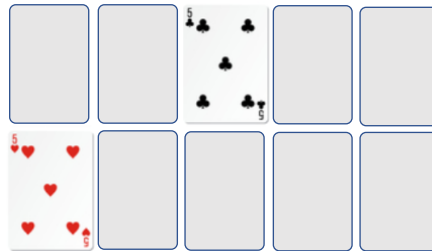
Player 2 has turned over two cards. 7 and 5 make 12, so the cards must be turned over again and Player 1 can take their turn.



Player 2

Memory game: Pairs

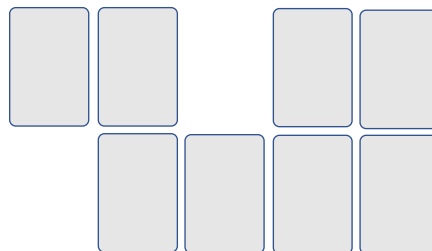
Player 1 has turned over two cards. 5 and 5 make 10. These cards can be removed from the table and Player 2 take their turn to turn over two cards.



Player 1

Memory game: Pairs

The game continues until all the cards have been removed. The player with the most cards, wins the game.



Player 2

Memory game: Pairs

Vary this game by....

- changing the card total, e.g. pairs of cards that total 6.
- changing the cards
- increasing the number of cards