

# Dot Memory



1-2 players

Ages 4+

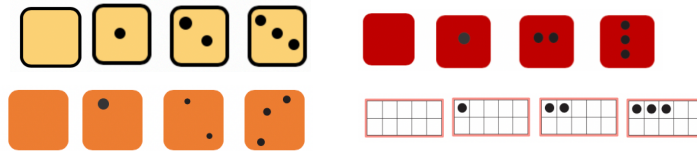
5-10 minutes

## Materials:

### Numeral cards 0-3



### Any dots cards 0-3



*Note:* Once children are comfortable matching 0-3, add 4+ cards

Goal of the game: to remember and match pairs of cards.

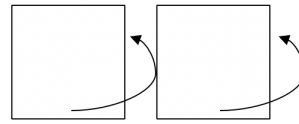
## Setup:

1. Make sure you have an even number of 2-dot, 3-dot, and 4-dot cards.
2. Start with 6 cards (3 pairs). Add more pairs as children are ready.
3. Shuffle the cards. Lay the cards face down in a line.



Play:

Children take turns turning over two cards.

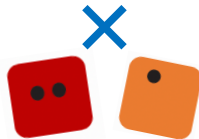


If the two cards have the same number, keep the matched cards and go again.

*Note: The type (numeral or dots) of number and arrangement of dots can differ.*



If the two cards do not match, turn them back over. It's now the next player's turn. *Note: Encourage all players to remember which numbers are on the cards being turned back over!*



The game ends when all of the cards have been matched!



What children are learning:

- This game extends the *Hungry Numbers* game by adding in a memory component. This supports children's executive function skills. Children are practicing thinking flexibly, remembering where particular cards can be found (working memory), and taking turns (inhibitory control).
- Young children are learning how to take turns and share materials. Be sure to model the turn-taking process and give children lots of practice taking (and waiting for) their turn.
- Show children how to flip over the cards -- many will want to pick the cards up and hold them instead of flipping them over for all to see.
- Say the number out loud after every card flip. For example, "3 dots here! 4 dots here. No match!"