

# Dot Memory

Players 1-2    Ages 4+    5-10 min

## GOAL

To match pairs of cards using your memory.

## CARDS TO USE

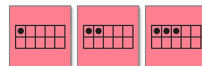
Start with:



Numeral Cards  
1-3



Dice  
1-3



10 Frame  
1-3



Ordered  
1-3

*Note:* Once children are comfortable matching 1-3 cards, add in 4+ cards.

## VOCABULARY

Pairs  
Matching  
Same  
Different

## QUESTIONS

What helps you remember where the cards are?  
How did you decide which card to turn over?

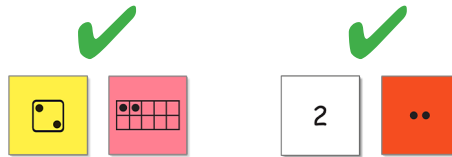
## HOW TO PLAY

1. Make sure you have an even number of cards so you can make pairs.
2. Shuffle the cards and lay them face down.



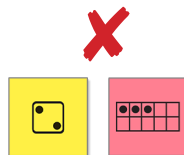
3. Children take turns turning over two cards.

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



Remind children that pairs that match can look different! They might turn over a 3 card with 3 dots arranged one way and another card with 3 dots arranged a different way--those match! Or children might turn over a numeral 2 card and a card with two dots. Those match too!

4. 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!

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

## TIPS FOR PLAYING

- Show children how to flip over their cards - some might 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!”
- 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.

## WHAT CHILDREN ARE LEARNING

- Children have to remember the quantities of dots or the numerals on the cards that are turned over. This builds their visual memory for number and their attention skills.
- This game 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).

## MATH TOPICS

Number: Counting and Cardinality

## VIDEO



### Watch Game Video

View the QR code in your smartphone's camera app or QR code reader to watch a video that shows how to play Dot Memory.