MEMORY GAME

18 months and up



Memory game

KITTY CAT AND FRIENDS

Rules

18 months and up

Memory games contribute to your child's intellectual development by stimulating their memory and fostering their observation and association skills. They also help children learn how to wait their turn, lose gracefully, and develop self-confidence. Even more importantly, playing memory games with your child gives you the chance to spend quality time together and strengthen your parent-child bond!

How to set up the game

- Start by cutting out the 32 cards.
- When you're ready to play, decide how many cards you want to use. If your child is 18 months old, it's recommended to start with 6 cards (3 pairs). You can gradually increase the level of difficulty (4 pairs, 6 pairs, 8 pairs, etc.) based on how your child progresses.
- 3 Shuffle the cards and lay them face down on the table. They should be far enough apart that your child can flip them over without touching the other cards.

How to play

- Ask your child to choose and flip over two cards.
 - → If the cards match, your child gets to keep them and flip over two more cards.
 - If the cards don't match, your child has to flip them back over.
- When it's your turn, flip over two cards. Keep them if they match or flip them back over if they don't.
- 3 Continue the game by taking turns. The game ends when there are no more cards to flip over. Whoever has the most cards in their pile wins!

It's important to adapt the number of cards to your child's abilities. That way, the game will be stimulating but not too difficult, and they'll feel proud when they successfully match two identical cards.

Other games you can play with the same set of cards

You can use these cards to play other fun games and create different learning experiences.

- → Place the cards face up on the table so that the images are visible. Ask your child to point to all the cards that have a specific character, object, or colour. **18 months and up.**
- → Place the cards face up on the table so that the images are visible. Ask your child to group the cards that have the same image or that contain similar elements (the same character, colour, emotion, etc.). 18 months and up.
- → Place all the cards in a cloth bag. Ask your child to pick a card and describe what they see. 2 and a half years and up.
- → Place the cards face up on the table so that the images are visible. Ask your child to draw inspiration from certain images on the cards to make up a story. **3 years and up.**

As they play, your child should pay close attention and try to remember which cards have already been flipped but not matched. This will make it easier for them to find a match for cards that are flipped for the first time.



















































