

MATES Junior Activity

Resource Guide

Goal: **Academic skills**

Activity Type: Group
Relationship Stage: Any

Activity Name:

"Memory Survivor"

Objective:

Develop memory and (optional) practice specific memorisation strategies

Preparation Time:

15 minutes to create cards

Activity Duration:

15-30 minutes, depending on difficulty and number of players

Required Material:

- Set of picture/word cards for each player and the leader
- Timer

Instructions:

- Create a set of 10 picture or word cards which the players will need to remember. You may choose a theme (e.g., things at the beach; animals; school items; food) or have random items on the cards.
- Each player is given a set of the picture or word cards, and are seated far enough apart that they cannot peek at other people's answers.
- The leader (a mentor) puts down a sequence of three cards (e.g., beach umbrella, seashell, and crab) which players look at and try to memorise in 10 seconds. The players then have a short period of time to find those cards in their deck and lay them out in the same order. Another mentor/s then checks to see who got it correct and who didn't. Incorrect answers mean the player is out of the game.
- In each subsequent round, the leader increases the difficulty by increasing the number of cards to be remembered.
- The winner is the person who remembers the most cards.

Further Notes:

- The amount of time mentees have to lay out the cards can vary according to difficulty (e.g., 10 seconds in early rounds, 20-30 seconds in later rounds). Adjust this to suit them.
- This game can be adapted in many different ways to suit the size of the group and the players themselves. For example, a large group may have mentees work in pairs.
- Do some research about memory strategies and have a discussion about them prior to playing the game. Or, play a round without any strategy, then introduce a strategy to them and see if they improve.