

MATES Junior Activity

Resource Guide

Goal: **Academic skills**

Activity Type: Individual
Relationship Stage: Mid-late

Activity Name:

"Misspelling Memory"

Objective:

For mentees to identify matching misspelled or mistaken words using the "memory" game format

Preparation Time:

5 minutes to print out and cut up the game cards

Activity Duration:

20-30 minutes

Required Material:

- Game cards (see supplementary materials)

Instructions:

- Print off the sheet of game cards and cut them up along the lines
- Lay cards face-down and spread them out so they do not cover or touch each other.
- Just like the card game "Memory", mentees take turns turning over 2 cards to try and make a match. There are two kinds of matches that could be made:
 - Words in capital letters are MISTAKEN words, i.e., they are words which sound similar but are spelled differently. An example is draw and drawer.
 - Words in lower case are MISSPELLED words, i.e., they are the same word, but one is spelled incorrectly.
- If no match is made, the other mentee takes a turn.
- If a mentee makes a MISTAKEN word match, they need to use each of the words in a sentence to show how they are different. Using the above example, "I want to draw a picture" or "my clothes are in the drawer".
- If a mentee makes a MISSPELLED word match, they need to identify the correct spelling.
- If a mentee does not correctly use the words in a sentence, the other mentee has the option to try and steal the pair by using the words in a sentence. If both get it incorrect, neither gets the pair.
- If the mentee does not correctly identify the misspelt word, neither gets the pair.
- The mentee with the most pairs at the end wins.

Further Notes:

- Mentors are encouraged to add to the deck of cards with words they have noticed their mentee misspelling and mistaking.