

## 5. Memory

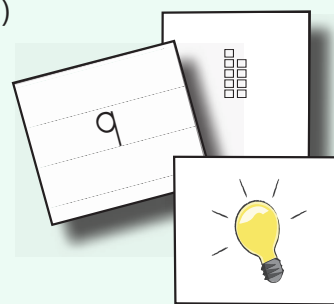
### 5a. Memory, Matching Numbers Place Value, Grade 1

**Materials:** 1 deck of playing cards with a light bulb on 1 side and a numeral on the other side; 1 deck of playing cards with a light bulb on 1 side and a place value representation (matching the numeral cards) on the other side



#### Teacher Instructions

1. Select the number ranges and corresponding numeral and place value cards that students will use (a total of 20–40 cards is suggested). Students shuffle each deck separately and arrange the cards from each deck in a separate area with the light bulb side up.
2. The first player turns over 2 cards (1 numeral and 1 place value card) and says the numbers shown. If the numbers match, the student keeps the cards as a matched pair. If the numbers do not match, the student turns the cards back over in their original spots.
3. The next student turns over 2 cards (1 numeral and 1 place value card) and repeats the steps above.
4. Continue playing as time allows or until all the cards are matched.



#### Scaffolding Ideas

- Provide students with scratch paper or wipe boards to write numbers as they are revealed.
- Provide base ten rods and units for students to build the numbers.



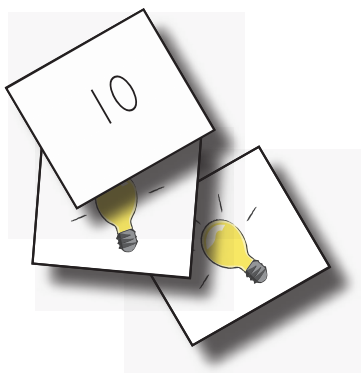
#### Extension Activities

- Have students write each of the pairs they find and then circle the biggest and the smallest pair.

**5a. Student Grade 1**

# Memory, Matching Numbers

Place Value, Grade 1



**Materials:** 1 deck of playing cards with a light bulb on 1 side and a numeral on the other side; 1 deck of playing cards with a light bulb on 1 side and a place value representation (matching the numeral cards) on the other side

## Grade 1 Student Instructions

1. Mix the deck of cards with a number on 1 side and lay them next to each other on the table, 1 at a time, with the light bulb side up.
2. Mix the deck of cards with rods and units on 1 side and lay them next to each other in a different place on the table, 1 at a time, with the light bulb side up. You should have 2 groups of cards next to each other with a space in the middle.
3. Turn over 2 cards, 1 from each group of cards. Count and read the numbers on the cards.
4. If the numbers are the same, keep the cards.
5. If the numbers are not the same, turn them back over in the same place.
6. The next player turns over 2 cards and repeats the steps above.
7. Continue playing until time is up or all the cards are matched.

