

Memory

Memory, also known as concentration, is a fantastic game that can be played by even the youngest children, making it a very enjoyable way to learn the phonemic code. Because children generally excel at memory based games, it also allows them to compete easily with older players.

Although usually played with 2 or more players, it can be played individually. The aim of the game is to collect the most pairs of cards. Setting up involves laying the cards face down in a pattern on the playing surface e.g. in rows of 5.

The player to the dealer's left starts. On each turn a player must turn over 2 cards and pronounce each phoneme. If they match and are a pair the player may keep them if he or she can pronounce the phoneme correctly. If playing with the advanced code phoneme cards, then a word containing that phoneme has to be said in order to keep the pair. Because that player was successful, he/she also get to take another turn. If however the 2 cards that he/she turns over do not match, then the player must turn them face down again and the next player takes his/her turn. The game is over when all of the pairs have been found. The person with the most pairs is the winner.

If playing individually time yourself to see how long it takes you to find all of the pairs. Then compete with yourself by trying to find them faster in a second game.

