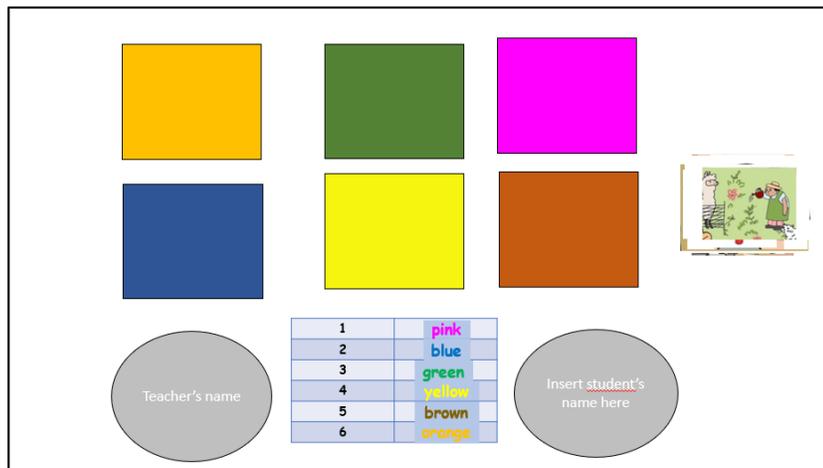


### PowerPoint Memory Game: Instructions

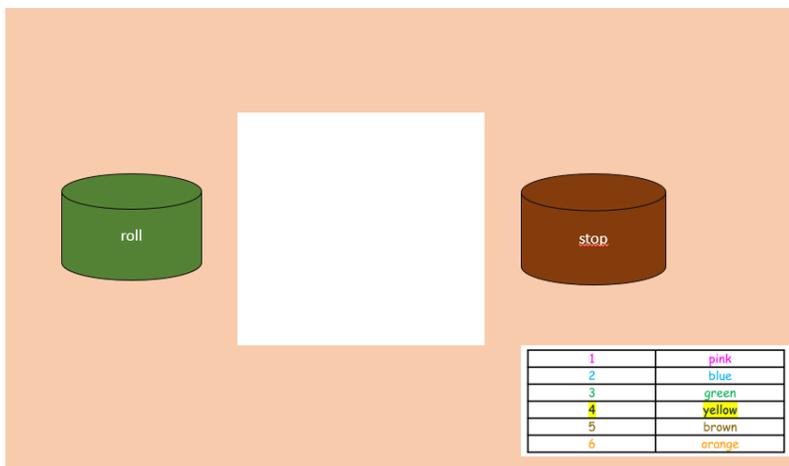
This is the same game as the second memory game in the lesson file, but in a PPT file so that you can play with a student remotely or if, for any other reason, you are not able to print the game and play the paper version.

#### Preparation:

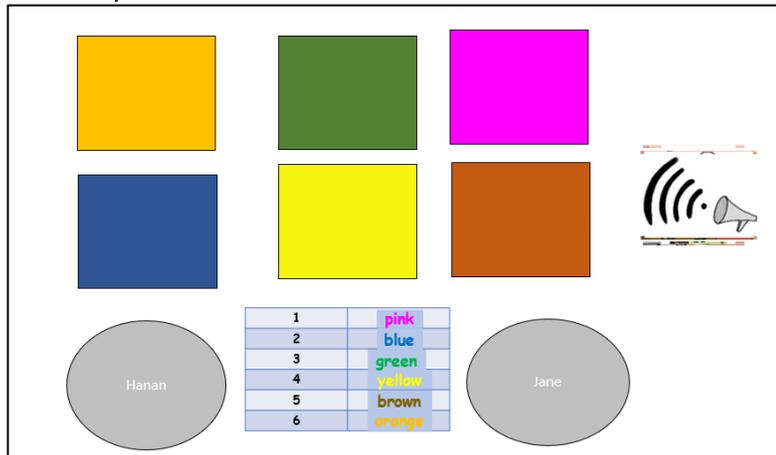
1. Open the PPT file for the Memory Game.
2. You will see 2 slides. The first slide contains the images (in a pile on the right side) and coloured cards with which to hide the images.



3. The second slide contains a dice to roll and buttons to start and stop rolling the dice.

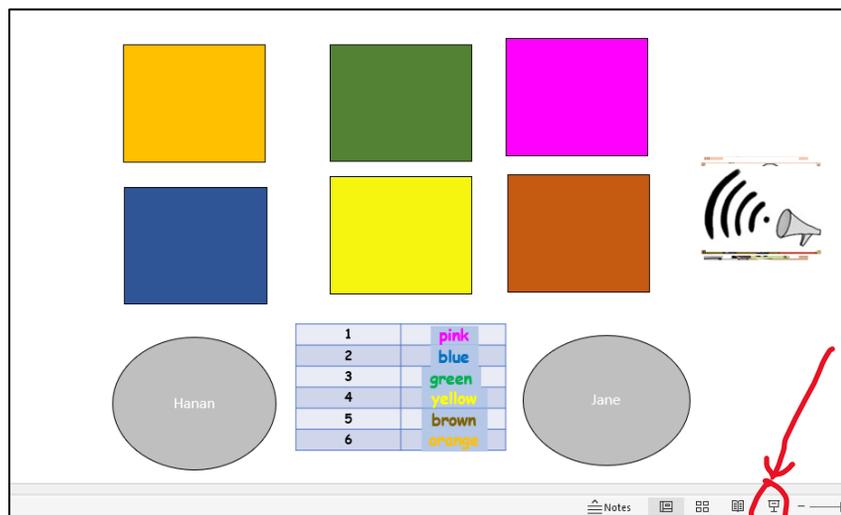


4. In the first slide, type your name into the "Teacher's Name" oval and the student's name into the "Student's name" oval. Save.
5. Still in the first slide, with your student, click on the image at the top of the pile (garden, fork, etc) and talk about it with your student: what is it? Which kind of "a" sound does it have?
6. Then drag the image to one of the coloured cards. It will automatically slide under it, so the coloured card will hide it (e.g., drag the image of a garden under the pink card). Repeat with five more images until you have hidden an image behind every one of the coloured cards. There will be some images left in the "pile."

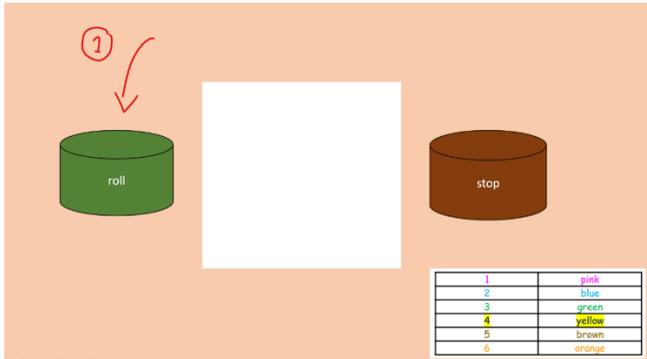


Play:

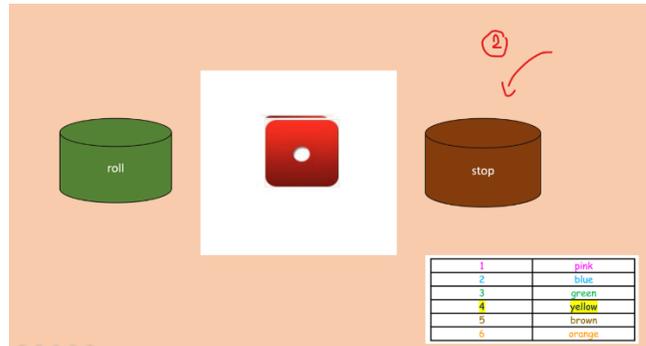
7. Click on the "Present" icon in the lower right hand corner to start the slide show.



- Go to the second slide. The first player clicks on "roll" (marked 1 in the picture) and you will see the dice "rolling". Then the player clicks on "stop" (marked 2 in the picture) whenever s/he wants to.

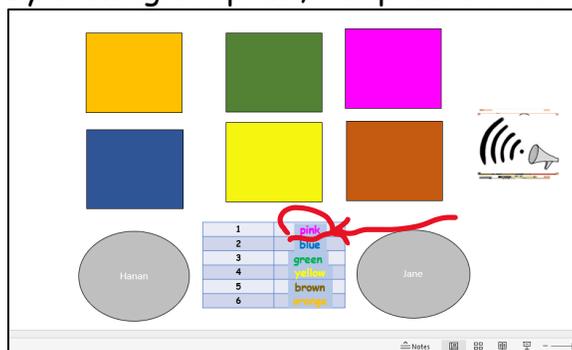


Roll the dice



Stop rolling the dice

- Check which colour the dice number refers to. For example, if a student rolled the dice, and it gave the number 1, you can see from the table it refers to "pink."
- Click on the left arrow on your keyboard. It will take you back to slide #1.
- On slide #1, the student has to guess (try to remember) which image is under the card of the colour from the table. Let's say, a student rolled the number one, which is pink, s/he has to name the image under the pink card. The student says the name of the image that s/he remembers hiding under the pink card.
- Now, click on the word "pink" in the table. By clicking on "pink", the pink card will momentarily reveal the image under it.



If the student guessed right, click on the Esc (escape) key (stops the slide show), to move the coloured card aside. Drag the image the student "earned" to your student's pile (the oval with their name).



1		pink
2		blue
3		green
4		yellow
5		brown
6		orange

It will look like this:

1	pink
2	blue
3	green
4	yellow
5	brown
6	orange

13. Now, to put a new picture under the card you "emptied," drag any image you see at the top of the pile of images - that are still not under any card - and replace the image you moved out from under the pink card.

1	pink
2	blue
3	green
4	yellow
5	brown
6	orange

14. Move the coloured square back over the new image.

1	pink
2	blue
3	green
4	yellow
5	brown
6	orange

15. Now you are ready to click "Present" to reactivate the slide show and roll the dice on Slide 2 again.  
Continue until all the images have been named.

Enjoy the game 😊