

# THANK YOU FOR CHOOSING THIS RESOURCE

We hope you find this resource useful. If you have any questions or suggestions, please feel free to email us at [hello@childhood101.com](mailto:hello@childhood101.com).

**Please note:** All rights reserved by author. Purchase of this download is for ONE classroom only. Teachers may use multiple copies of pages within the document for students within one classroom. Electronic distribution limited to single classroom use only. You may not use any part of this content for commercial purposes - that includes selling the document, giving it away to promote your business or website, or printing the file to sell. You may not share, loan or redistribute these documents. Duplication of this file or any other Childhood 101 files is forbidden and violates copyright law.

For more teaching and learning resources, visit our website, [childhood101.com](http://childhood101.com). If you would like information regarding new products and ideas as they are released, connect with us at Childhood101 via [TpT](#), [Facebook](#), [Pinterest](#) or [Instagram](#).



STOP BY AND SAY HI!

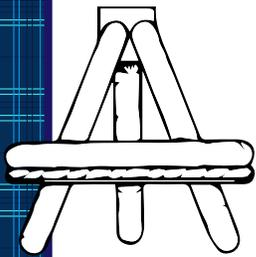


# KIDS' MEMORY GAMES

## SET 2

### BODY PERCUSSION

The game begins when the player nominated to go first performs a sequence of three body percussion sounds. For example, snap, snap, clap (snap fingers, snap fingers, clap hands). The next player repeats the pattern and adds a new body percussion sound to the end of the sequence. The game continues with each player repeating the entire sequence and adding a new sound each time. If a player makes a mistake, they are out. The last player remaining wins the game.



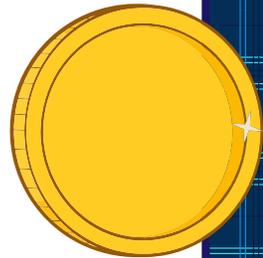
### COPY CAT

Player A creates a design using 5 or more popsicle sticks. Player B studies the design for a few moments and then it is covered. Player B attempts to reconstruct the design.

Variations: This game can be made simpler or more difficult by using more or less sticks, or by agreeing a longer (or shorter) time for studying the design.

### COIN LINE UP

The first player arranges five coins in their choice of order. The second player studies the coins for a short amount of time before they are covered. The player must then reconstruct the order of the coins to match the example. Variation: A timer can be used to see if the player can improve his quickness over time.



### CATEGORIES

This game involves participants writing as many items as they can think of within a particular category within an agreed amount of time (one to three minutes, depending upon the age of players).

The player with the most unique answers is the winner for each round.

### TWENTY QUESTIONS

One person is chosen as 'it.' In each round, 'it' chooses a person, place or thing without revealing the identity of the item to the other players. The other players take turns to ask 'yes' or 'no' questions about the item in an attempt to figure out what it might be. A total of only twenty questions may be asked for the round. If a player correctly guesses the object at any stage during the game, play ceases and the winner becomes 'it' for the next round. If no one can guess the answer after all twenty questions, 'it' reveals what the identity of the item.



# KIDS' MEMORY GAMES

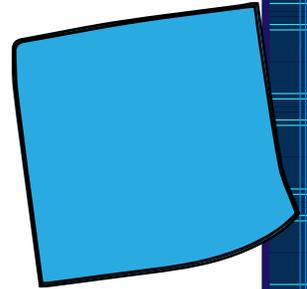
## SET 2

### POST-IT MEMORY GAME

In this twist on a classic matching game, players take turns to remove two post-it notes from a pre-prepared game grid to reveal what is underneath. The grid can be drawn onto paper or a chalk/whiteboard. If the items revealed match, the player keeps the post-it notes. If not, he replaces the post-its for the next player's turn.

Ideas for what to match?

- number words
- sight words
- a picture to a word



### WORD STORIES

The premise for this game is simple but it's a fun one! Tell a short story containing at least five facts. Then, quiz the players on each of those facts. They can respond verbally or write down their answers.

Example: Four sisters walked to Target and bought Cheetos and Diet Coke.

The questions for this story might include;

- How many people were in the story (4)
- What was their gender? (female)
- What was their relationship? (sisters)
- Where did they shop? (Target)
- What did they buy? (Cheetos and Diet Coke)

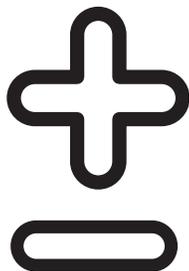
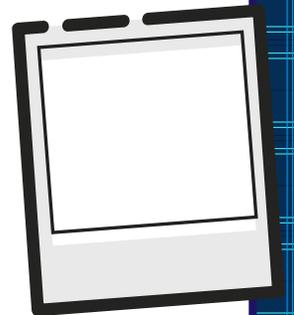


### EYEWITNESS

The players simply stare at a photo in a book or magazine for sixty seconds, and are then quizzed about that photo.

Questions might include:

- What types of foods were in the picture?
- How many people were in the photo?
- What was the woman in the photo wearing?



### ADD THREE MINUS SEVEN

To play this game, choose any three-or-four-digit number, then mentally add three to the number three times. From this sum, subtract seven, seven times.

For example, if the number chosen is 489;

Add three (three times): 492, 495, 498

Subtract seven (seven times) 498, 484, 477, 470, 463, 456, 449 (final answer)