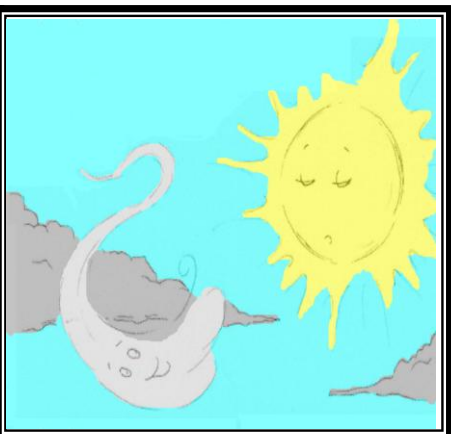
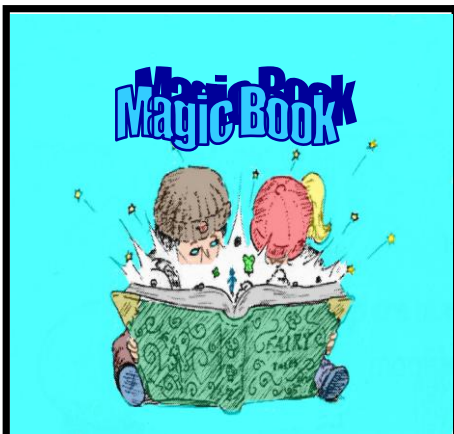
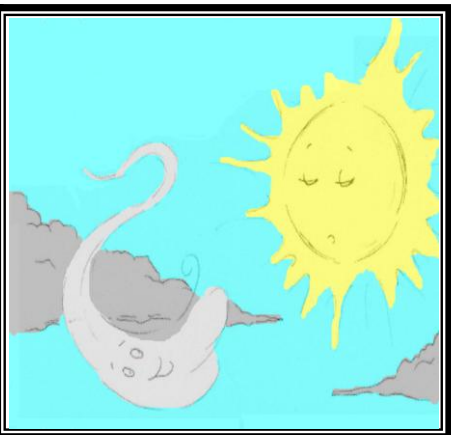
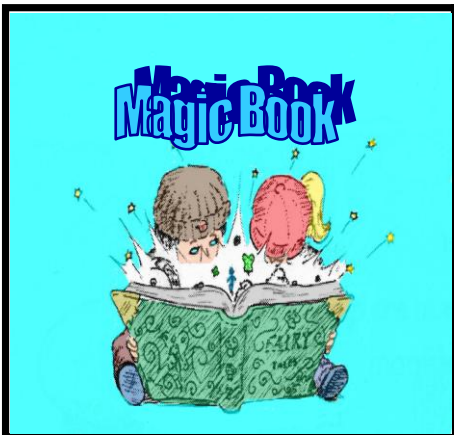
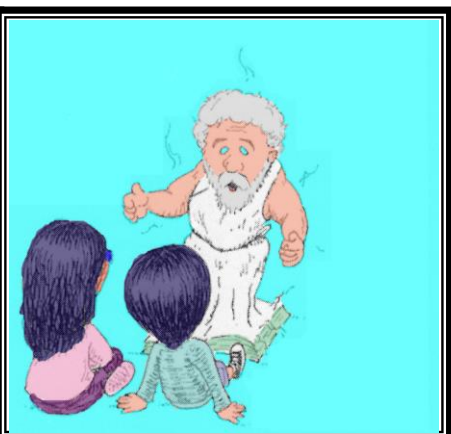
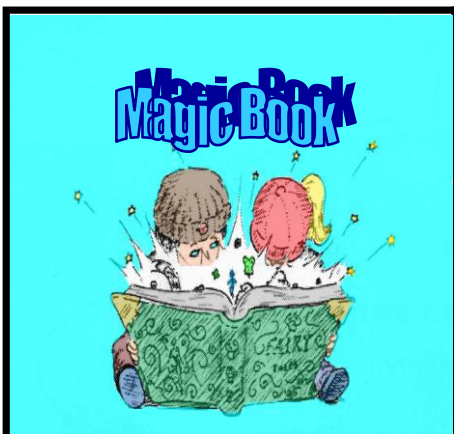
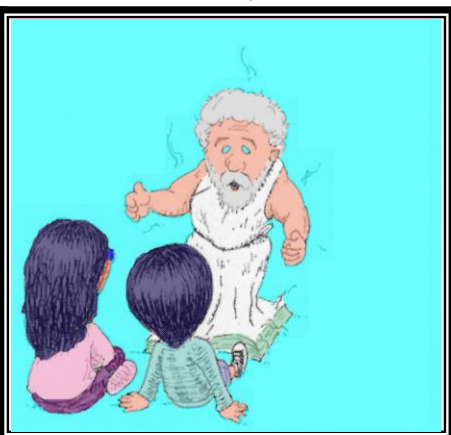


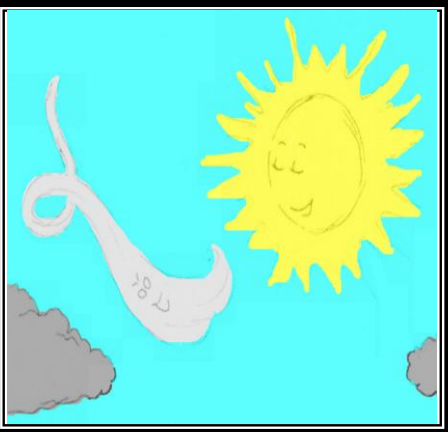
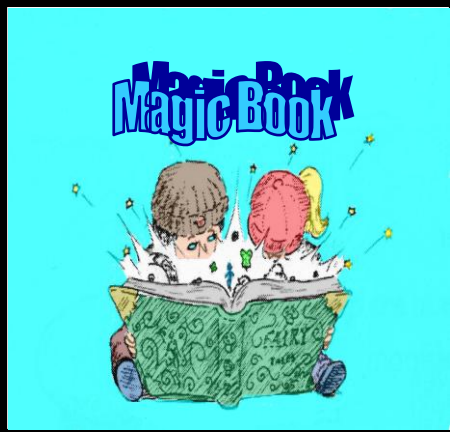
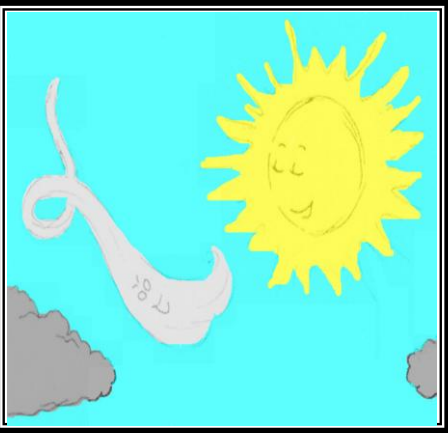
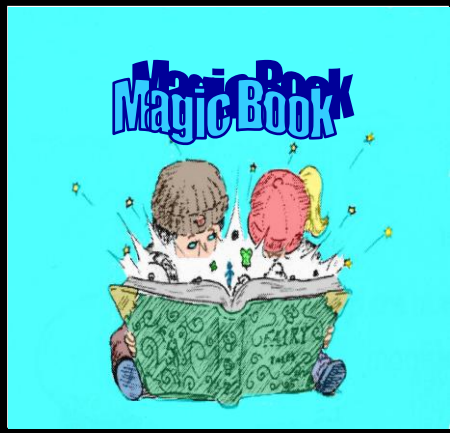
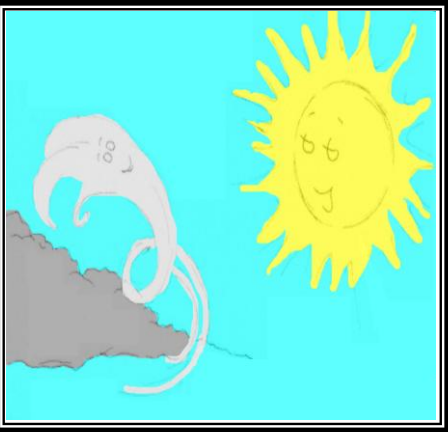
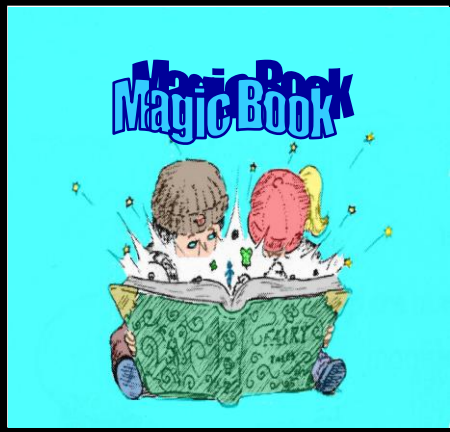
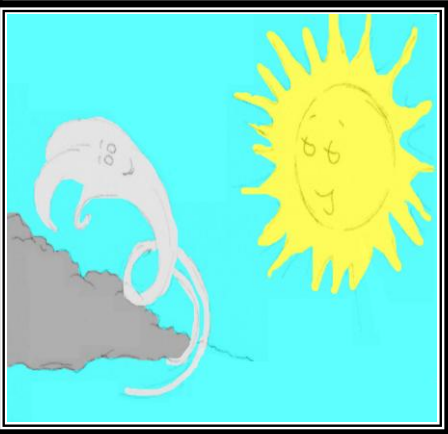
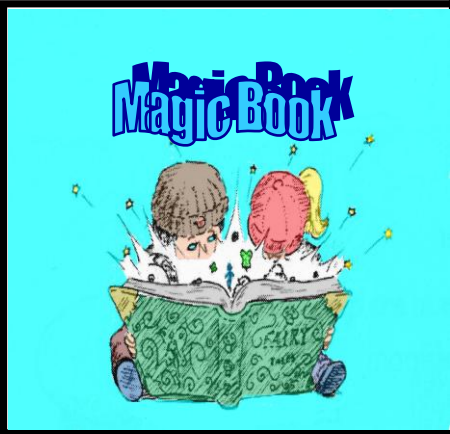
MEMORY GAME (UNIT 4 LESSON 1)

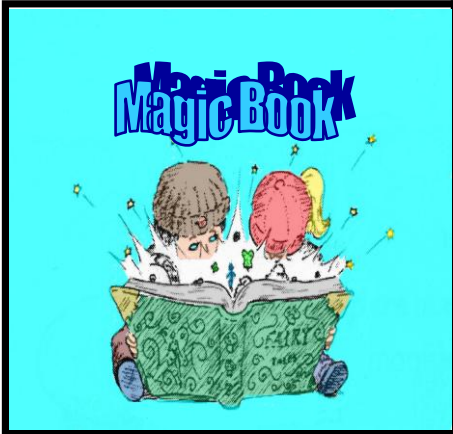
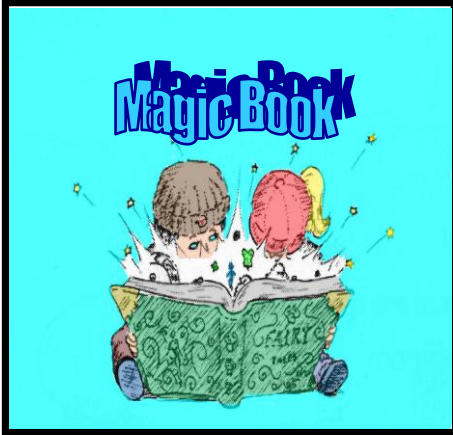
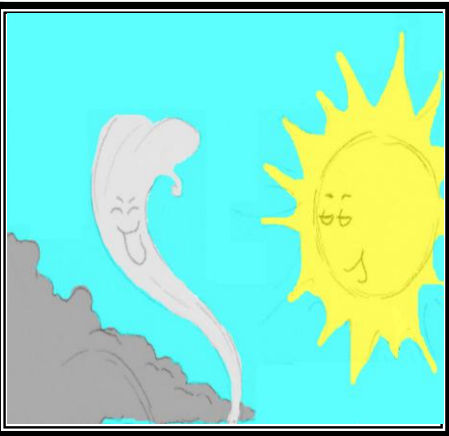
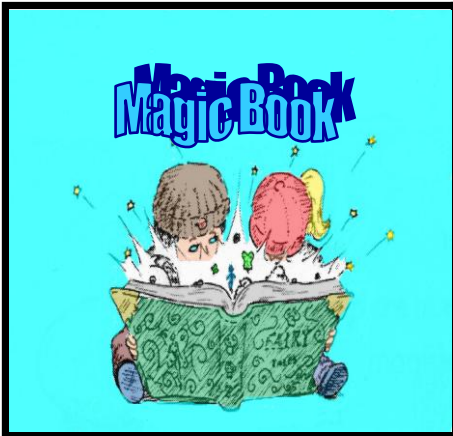
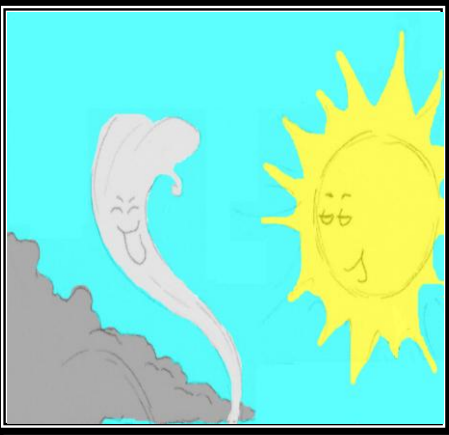
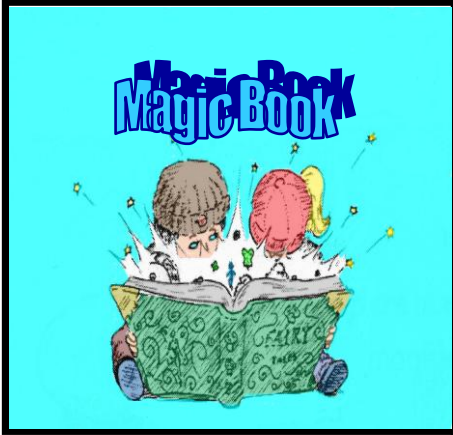


Memory Game (concentration game)

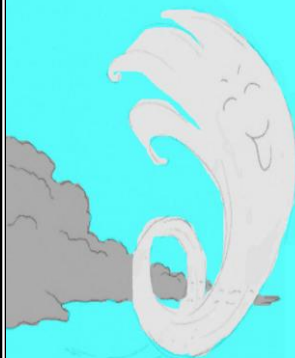
This is an example of the classic concentration memory game. It offers an opportunity to improve memory and consolidate each lesson's material in a playful way. Print all pages and laminate (or stick together) each card so that you have the magic book cover on one side and the picture on the other. Although there are various ways to play this game, this is how I use it in my class.

I shuffle all cards and place them on the board (using blu tac). On each turn, a learner comes and turns over two cards (one at a time) and keeps them if they match numbers. With each picture revealed the learner is asked to **reproduce** (as best as he/she can) the dialogue of the picture. (So for the first picture, for instance, the learner should say "Look Lena it's Aesop....", Magic Book, p.55.) If they successfully match a pair of pictures, learners get an extra try. Their goal is to find all pairs in a certain number of attempts (e.g. 6). If they find all pairs (in the set number of attempts) I tell them that they have won their teacher (which they usually do!!).





Magic Book



Magic Book



Magic Book



Magic Book



Σημείωση:

Το πρόσθετο αυτό υλικό δημιουργήθηκε και δοκιμάστηκε στην τάξη από τον εκπαιδευτικό Αγγλικής Θωμά Ζαπουνίδη, του 3^{ου} Δημοτικού Σχολείου Ευόσμου Θεσσαλονίκης (Πρότυπο Πειραματικό).