



Short Activity
Ages 2—6
5–15 minutes

Memory Matching Animals

Description

Challenge your memory in this matching card activity, which features animals and items in nature identified in English and Ojibway

Number of Participants

Ideal as a game to be played in pairs (caregiver-child, child-child, or staff-child), but it can be played individually or in small groups

Space Considerations

An indoor space where kids can spread out the cards on the floor or on a table

Competencies

- Classification skills
- Memory
- Strategic thinking
- Understanding and appreciation of animals
- Understanding and appreciation of Indigenous languages

Materials

- Printouts of the Memory Matching Animals sheets on cardstock (preferred) or paper
- Scissors (staff use only)

Implementation

Note: the inspiration for this game comes from the book *Storyteller Skye: Teachings from My Ojibway Grandfather* by Lindsay Christina King and Carolyn Frank.

1. Print and cut out each set of the Memory Matching Animal cards. Each set contains 18 cards (9 with items labelled in English and 9 in Ojibway).
2. If using regular paper, you might need to glue another sheet of paper onto the back of the cards to ensure the images aren't visible when placed face down.
3. Distribute one set of cards to each participating pair.
4. Participants should shuffle the cards and then place all 18 cards face down.
5. One player starts the game by flipping over one of the 18 cards. Then, they flip over another card to attempt to find the same animal.
 - a. If the two cards that have been flipped are the same: the participant collects both of the cards and places them in a pile beside them. Then, the same participant would take another turn by flipping over two more cards.
 - b. If the two cards that have been flipped do not match: the participant flips them both back face down, and the second participant can take their turn by flipping over two cards of their choosing.
6. While the game is being played, both participants can observe and attempt to remember the location of the various cards, in order to help them find a potential match in later rounds.
7. Once all cards have been matched and collected, the game is over. Cards can be shuffled and the game can be re-played.
8. The focus on the game should not be on winning and losing, but rather treated as a fun memory challenge while learning new Indigenous words.

Accessibility Considerations

- Participants can use as many cards as appropriate for their age and level of challenge they desire. For example, rather than using the full set of 18 cards, participants can play a game with 5 pairs (10 cards)
- The cards can be printed on cardstock paper or can be glued onto a sturdier cardboard backing, making them easier to grip and flip over
- The cards contain large images and font

Book Suggestions

Still This Love Goes On by Buffy Sainte-Marie and Julie Flett

Storyteller Skye: Teachings from My Ojibway Grandfather by Lindsay Christina King and Carolyn Frank

Mii maanda ezhi-gkendmaanh / This Is How I Know by Brittany Luby and Joshua Mangeshig Pawis-Steckley

We All Play = kimêtaŋanaw by Julie Flett

Download Links

Full Activity PDF

[Memory Matching Cards](#)

Images

