

**BANISH BOREDOM! Interactive Instruction**

# *Match-em Card Games*

Make & Play  
Memory Activities



**By Tamarie Tigh**

## Introduction

As you well know, life is lived through the senses. It is the way that information travels to and from the brain.

People of all ages learn better when more of their senses are used to carry data to and from the brain stimulating their nerve center by seeing, hearing, touching, speaking, and doing.

Memory is improved when information is used over and over in a meaningful, fun way.

So, when learners repeatedly participate in fun, meaningful, multisensory activities, they are more likely to take ownership of the material, internalizing and personalizing the information, making it their own.

Banish Boredom! Match-em Card Games is designed to help instructors to engage learners.

- The card games are multisensory; learners see, hear, touch, speak, & do.
- The card games are meaningful as learners engage socially and competitively.
- The card games are fun, inspiring repetition.

In this way, Banish Boredom! Match-em Card Games help learners to make information part of their own knowledge bank and commit it to memory.

GAME ON!



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## Instructions for Creating Match-em Cards

### Materials

- Heavy paper such as cardstock, construction paper, or index cards
- Scissors
- Writing Implements
- Laminator (optional)

### Steps

1. Create two decks of cards, deck A and deck B, using non-transparent material such as index cards or cardstock.
2. Leave backs of all cards blank or decorate uniformly so that all cards look alike on the back.
3. Cut the cards so that they are a uniform shape and size.
4. A cards template is provided at the back of this book. It may be copied on a copier.
5. On deck A print one piece of information to be learned per card depending upon the material to be studied.
6. On deck B print information that “matches” but is not identical to the information on deck A.
7. Examples:

#### Deck A

- a. Upper case letters
- b. Vocabulary words
- c. Vocabulary words
- d. Vocabulary words
- e. Vocabulary words
- f. Contractions
- g. Math problems
- h. Fractions
- i. Decimals
- j. Geometric vocabulary

#### Deck B

- Lower case letters
- Antonyms
- Definitions
- Representative pictures
- Synonyms
- Full words for the contractions
- Answers to problems
- Representative pictures
- Percents
- Shapes

8. If possible, have learners assist in the process of creating Match-em Cards. It will help students to take ownership of the material. Depending upon students' abilities, they can create sentences, look up answers, copy or write information onto the cards, or simply cut out the cards.
9. Completed cards may be laminated for protection.

## Beat the Clock Match-em

### Materials

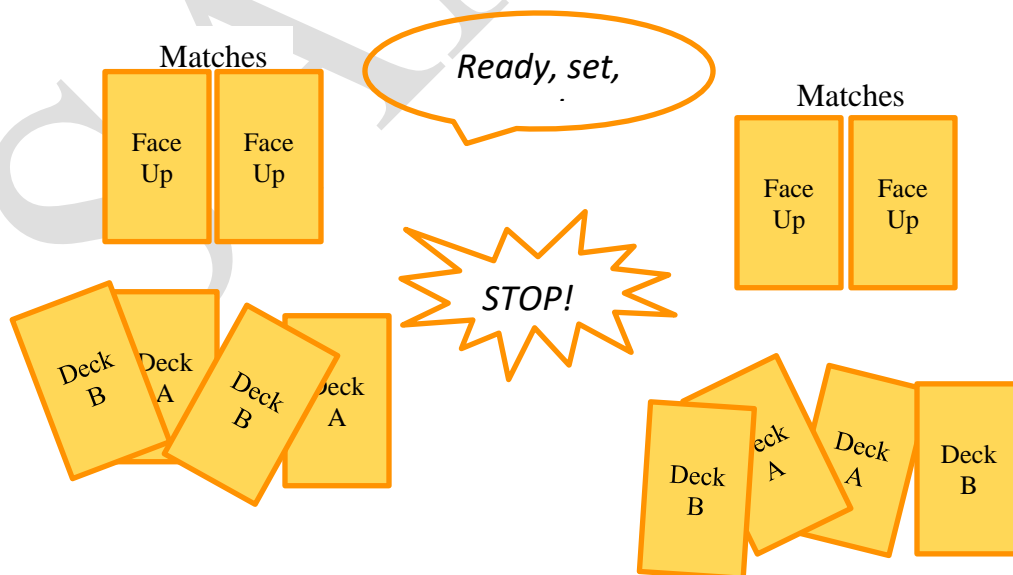
- One set of deck A and deck B for each player
- Timer or watch/clock with minute hand
- Materials to keep score

### Objective

- Multiple players: to get the most correct matches within the set timeframe
- Single player: to get more correct matches within the set timeframe than in previous turns

### Steps

1. Before playing the game review cards and their matches with learners.
2. Give each player deck A and deck B shuffled together.
3. Tell players the pre-determined amount of playing time.
4. Say, "Go" and start timing.
5. Players find and lay out matches as quickly as possible.
6. At end of set time say, "Stop."
7. Have players prove their matches by reading them aloud. **(Do not skip this step. Verbalization is a very important part of the learning process.)**
8. Multiple players: The player with the most correct matches wins.
9. Single player: Have him/her play multiple times trying to get more matches each turn.



### Card Decks to Create

This page may be copied so instructors can make plans.

Use this page to plan the card decks that you will create.

TOPIC: \_\_\_\_\_

Deck A

Deck B

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## About the Author



Do you have learners that find it difficult to sit still... or just can't stop talking?

That was me.

I'm Tamarie Tigh.

Although a good student, I easily got bored, and I could NOT sit still.

To this day, I'm always moving.

This reality has led me to get creative when instructing others. I don't want them to get bored... and I believe movement actually enhances learning.

Nearly 20 years working in the Literacy Department of the local Public Library and almost 10 years working as a Lead Trainer has given me much insight and allowed great scope for interactive instruction.

My experience has encompassed many realities...

- Teaching struggling adults to read
- Teaching children with learning challenges
- Teaching parents to prepare their children for school
- Working with English Second Language families
- Training and supervising staff and volunteers

AND...

- Writing for ABDO Publishing "Reading Is A Superpower!" Educational Resources
- Creating and administrating Award-winning Before & After School Programs
- Leading "Focus On Literacy" for the San Diego County Office of Education
- Making literacy-focused presentations throughout the United States
- Leading virtual, international trainings using a variety of platforms

ALL of these opportunities have culminated in my desire to share with others what I've developed through a series of instruction books filled with "Interactivities."

Banish Boredom! Interactive Instruction is my mission and my passion.

If my work can help even 1 person to have a better learning experience... then it is worth the effort.

Remember - Learning should be fun for everyone!

