

## MEMORY-2

Place all the cards on the table, **face down**, forming a **rectangle**. Next, every player in his turn, turns up two cards. **If they make a pair** (according to the rules in each play, as we will explain later), **he keeps them**. If they don't, he puts them on the table again, in the same position as they were (face down).

The game **is over when all cards have been matched**. **The winner is the player with more pairs**.

### ✍ **Version A: DOUBLE AND HALF**

The player will look at the cards and check if the operation (double of or half of) indicated in one of them, match up with the result indicated by the other. **They will make a pair when they match up.**

### ✍ **Version B: THE SAME RESULT**

Now the player will make the products indicated by each card. **They will make a pair if the results are the same.**

### ✍ **Version C: GEOMETRIC FIGURES AND SHAPES**

In this last version, what the player has to do is to take a good look at the number or figure represented in each card. **They will make a pair if the numbers match up with the figure.**

#### YOU WILL NEED (EACH TEAM):

- A set of 12 cards (10 in version C), that will represent:
  - ✍ 6 cards with 'double of...' or 'half of...' and 6 with results for version A
  - ✍ 4 products with the result 100, 4 with the result 60 and 4 with the result 200 for version B
  - ✍ 5 cards with shapes and 5 with names, for version C.