

Concentration or Memory Game

To Make: Select 5 to 10 words from a book (or books) the child is reading. Print each word clearly and boldly on separate 3x5 inch index cards, making pairs of each word. (The child may be able to help you by copying the words you write.)

To Play: Shuffle the cards and place them face down in neat rows. Take turns turning up two cards at a time and reading the words aloud. If the two cards match, the player keeps them and takes a second turn. If they do not match, the cards are replaced face down and the next player takes a turn. Play until all the cards are matched. The player with the most pairs wins. If the child has trouble recognizing a word, say the word - do not ask the child to "sound out" the word. The purpose of this game is to build *automatic* recognition of whole words.



You can control the difficulty of the game by the choice and number of words used: for very beginning readers, choose meaningful words that are visually distinctive: "ghost", "dark", "sister", and keep the number of words low. For a more challenging game, include some words that are less distinctive: "when", "what", "this", "that", but be careful not to overwhelm the child.

<http://www.csufresno.edu/scs/reads/memory.html>