



“Maxi-memory diversity and ways of living”

Ref. 20409



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The game comprises 34 cards of thick, robust, very hard-wearing, high quality cardboard. The cards feature large real-life images that show different ways of life and everyday activities around the world, such as going to school, getting water, playing, travelling, and many other activities.

Card dimensions: 9 x 9 cm.

The cardboard used is environmentally-friendly and sourced from sustainable forests. It contains a high percentage of recycled material and is 100% recyclable.

RECOMMENDED AGE GROUP

Children aged 3 to 8.

With this memory game, players will learn how people live in other places and the huge diversity that exists in the modern world, while also developing attention and memory skills.

Given its characteristics, this is a great game for adults as well as children.

Learning about differences is the first step towards learning to respect diversity!

EDUCATIONAL OBJECTIVES

- To learn that there are different ways of life and everyday activities.
- To discover that there is no single 'right' way of doing things, and learn to appreciate and respect diversity.
- To understand that diversity enriches the planet's culture, and encourage dialogue to talk about the differences and inequalities in the world today.
- To exercise memory using real-life images.
- To develop attention and observation skills.
- To improve visual and spatial memory.
- To enrich vocabulary.



SYSTEM OF PLAY AND ACTIVITIES

FAMILIARIZE THE CHILDREN WITH THE IMAGES ON THE CARDS: Before starting to play, we recommend that the children look at the images on the cards and associate them in pairs. The coloured edge helps to make these associations.

Next, there are several possible activities:

1. **Memory:** Lay out the cards face down. Taking turns, each player turns over two cards. If they make a pair, they keep them, and continue turning over cards, two-by-two, in search of more pairs. If they cannot form a pair, they turn the cards over again in the same place and the turn passes to the next player. The game finishes when there are no more cards on the table. Each player counts their cards and the winner is the one with the most pairs.
2. **Vocabulary:** Describe the actions, people and elements shown on the cards.
3. **Structuring language:** Form sentences related to the images that appear on the cards.



