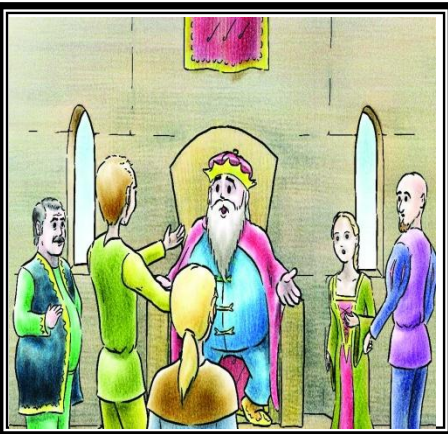
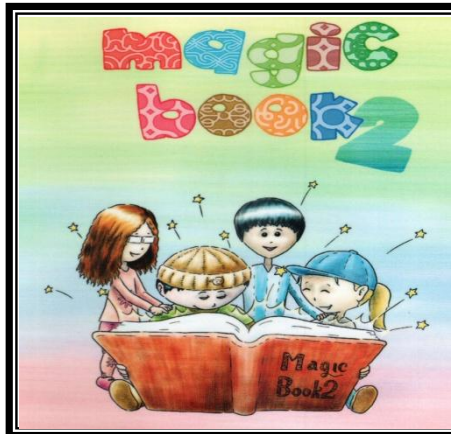
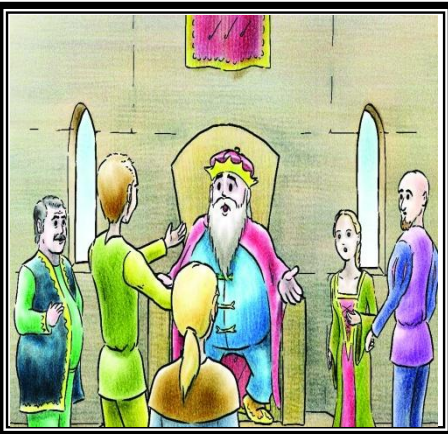
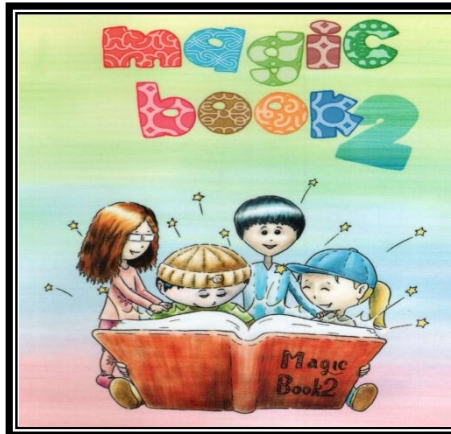
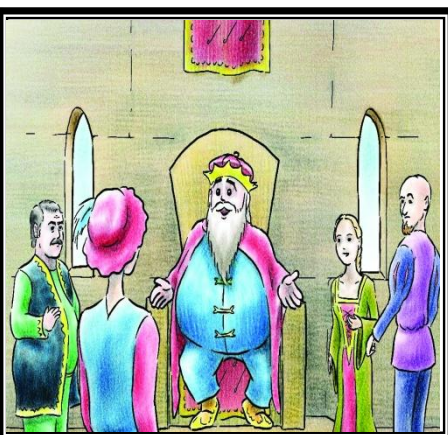
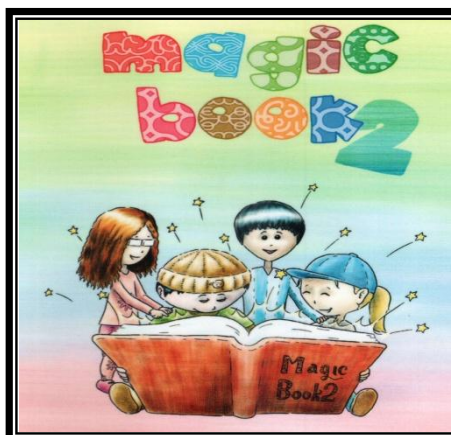
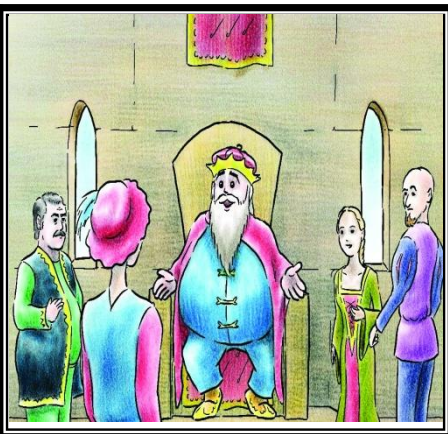
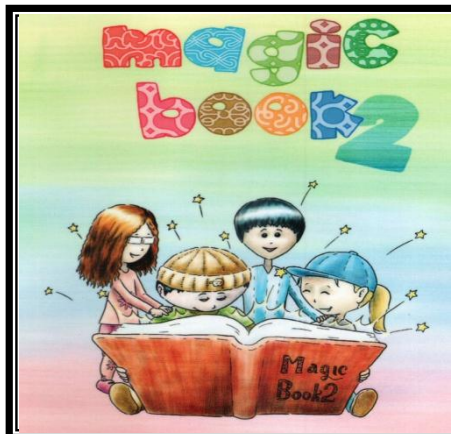


## MEMORY GAME (UNIT 6 LESSON 2)



### **Memory Game (concentration game)**

This is an example of the classic concentration memory game. It offers an opportunity to improve memory and consolidate each lesson's material in a playful way. Print all pages and laminate (or stick together) each card so that you have the magic book 2 cover on one side and the picture on the other. On each turn, a learner comes and turns over two cards (one at a time) and keeps them if they match. With each picture revealed the learner is asked to **reproduce** (as best as he/she can) the dialogue of the picture. If they successfully match a pair of pictures, learners get an extra try. Their goal is to find all pairs in a certain number of attempts (e.g. 6).



