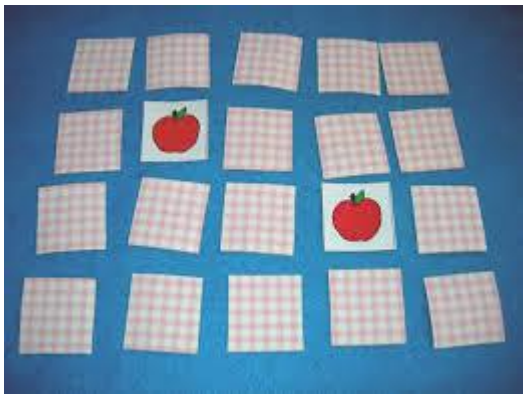
SMO
KEY
TOU
RS

Memory Module



The aim of the Memory Module is to recreate the kids in a way that it also provides them with practical knowledge.

First, a Staff member of San Martin will introduce you to the kids. You will all stand in front of the class where you will get the opportunity to shortly tell the kids something about yourself. For instance your name, age, favorite sport etc.

After this short introduction you can start the Memory Module:
Pick a subject you like from the module map. Divide the class in groups of around three children.

1. Put the cards on the table with the words+drawings faced downwards
2. You decide which individual will start with the game
3. That individual will turn two cards around.

At this point there are two options

You have two matching cards
(the word in tagalog and english)

Congratulations! You may take the match: it's yours. You now have one point. You can start at "C" again. Turn two cards again.

You have two non-matching cards
That's a pity... Turn the cards back with word+drawing facing the table. Your turn is over now.

4. The person next to you get's the turn. He/She may turn two cards now.
5. The game goes on this way until all cards of pairs have been found.

The person with the most pairs wins! After a finished game, you can try another memory game.You can play these games for 15-20 minutes in total, but be mindfull of the childrens' concentration.

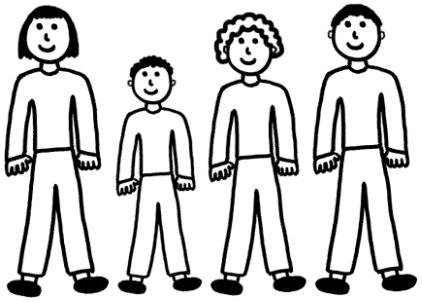
Please remember that having a **positive and energetic attitude** is most important as the aim of the modules is to provide the kids with a fun and playful activity. Enjoy!

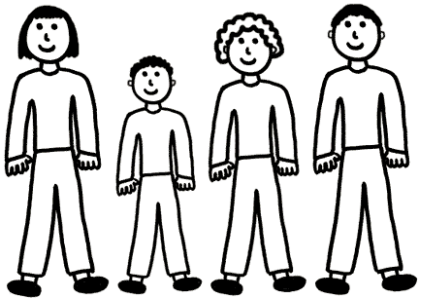
SMOKEY
TOURS

Appendix A

To do: uitknippen en de spelletjes maken ➔ in module map stoppen!
Links engels, rechts tagalog

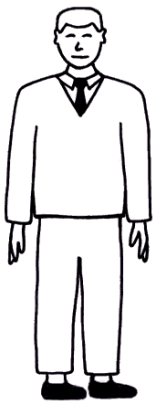
Memory game → Jobs

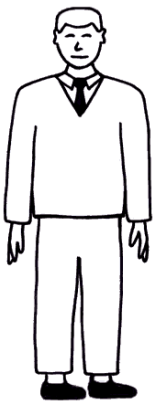




Group

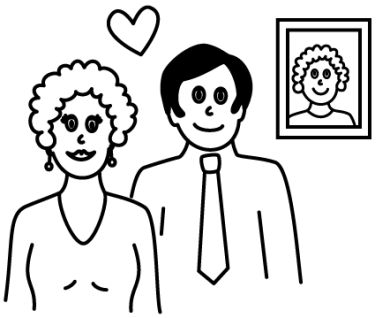
Life guard

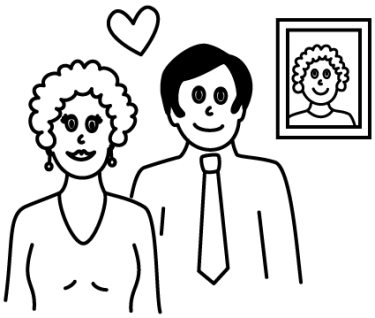




Man

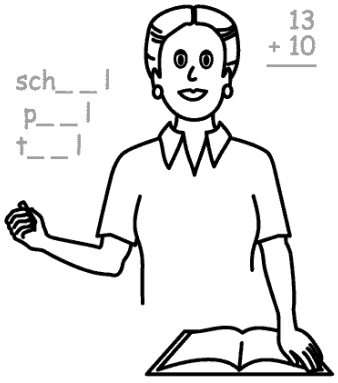
Me

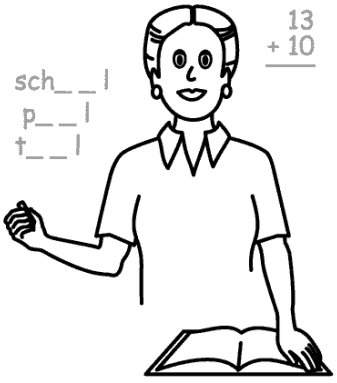




Parents

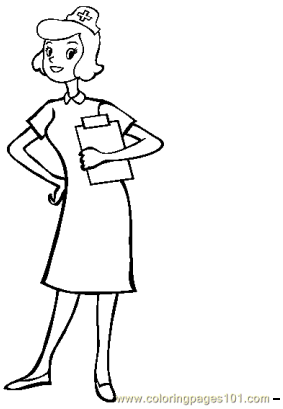
Student

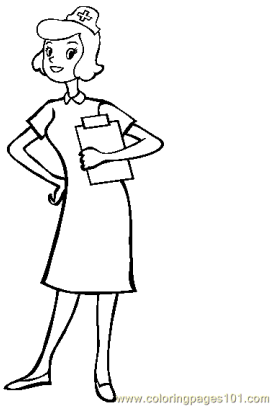




Teacher

Woman

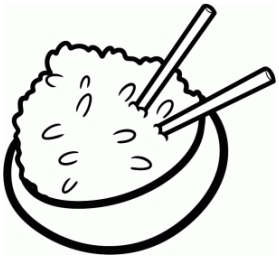


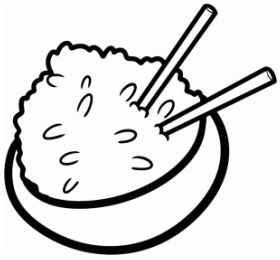


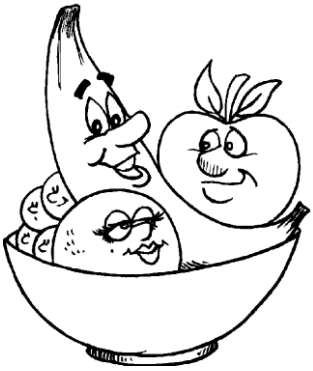
Nurse

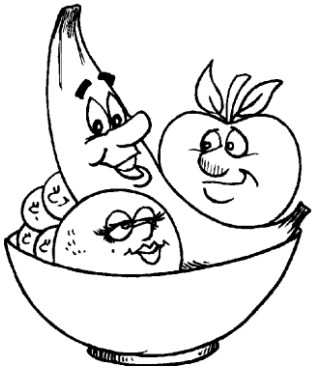
Cabdriver

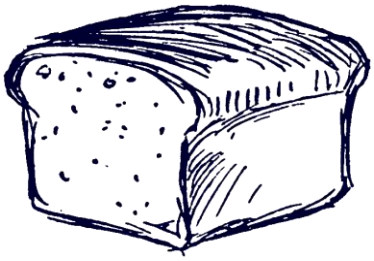
Memory game→ food

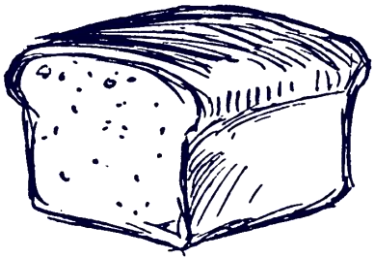


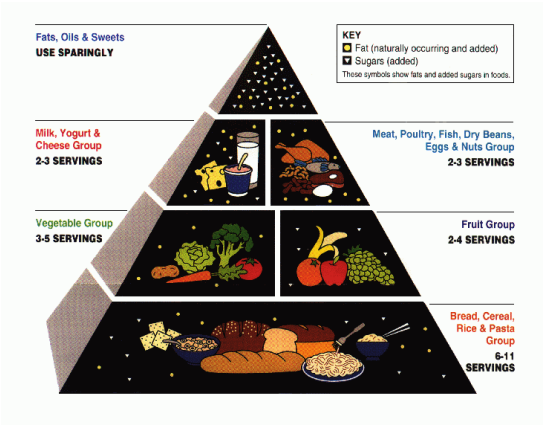


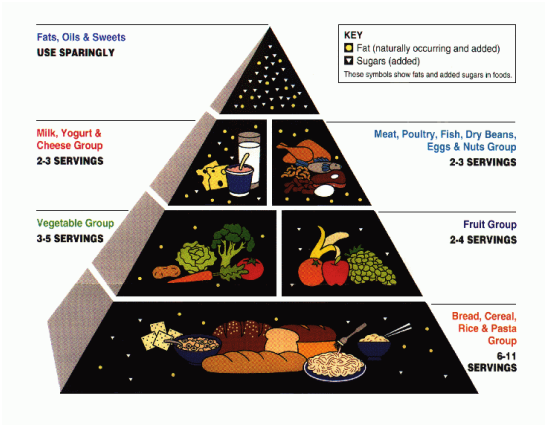




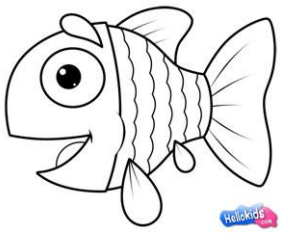


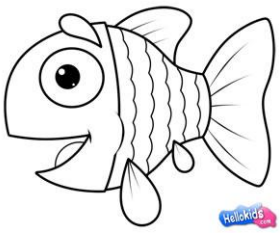


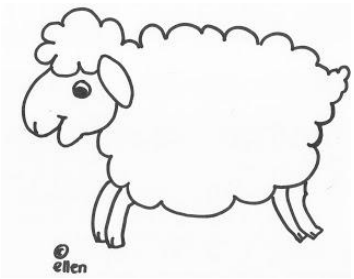
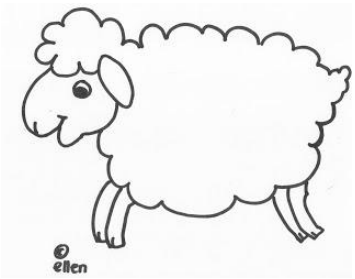
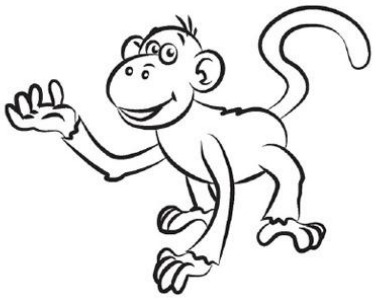
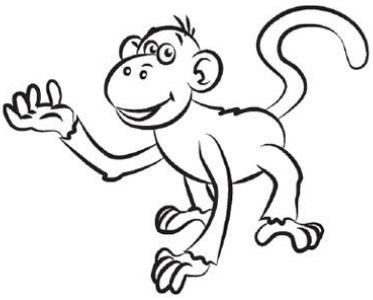
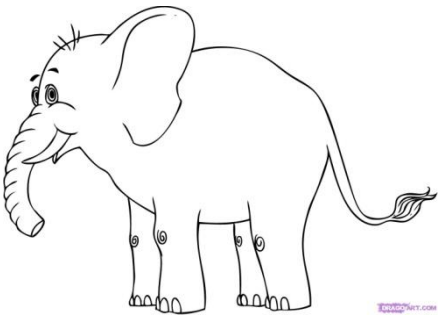
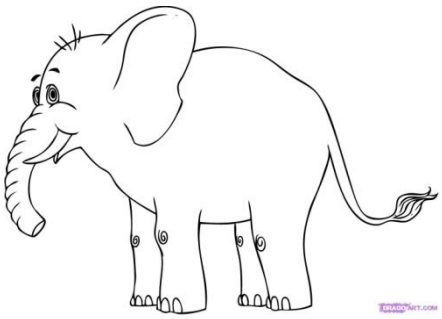




Memory game → Animals





Kip

Kip