

Memory game to learn Portuguese vocabulary

Rule: find the illustration that fits with the word

Goal: collect the most cards possible

Play time: 10 to 15 minutes

Material includes: 20 level A1 cards. For level A2 use all cards, blue and green cards.

Number of players: 2 to 6

Public: all public

Language level: A1 & A2 of the CEFR (discovery & elementary levels)

Language activities: recognize, memorize, recall

Language skills: recall the meaning of words.

Work modality: collective work.

Memory is a card game which, as its name implies, boosts memory. Applied to Portuguese, the game allows to associate a word to an illustration and thus help remember new Portuguese words.

Game preparation:

For the teacher: print as many cards (from pages 2 & 3) as you'll need to create groups (ideally groups of 2 to 5, maximum 6 students).

To start a game, if your students are level A1, select all the blue cards.

For students level A2 use all the cards, blue and green.

Put all cards face down on a table. The goal is to match pairs (image and word) while turning over only 2 cards at a time.

Game rules:

Every player in turn, flips over two cards while leaving the cards turned over at their exact location. When a word is written on the card, the student reads it aloud. When it's an illustration, the student says what it is. It's very important from a pedagogical standpoint to have students read aloud the cards.

If the player gets an illustration and a word which match he keeps the cards and plays again. If the cards don't match s/he flips them back to their original position and it's the following player's turn.

The goal of this game is to memorize the location of the cards in order to turn over one after the other two cards that match and thus keep the cards. The game continues until there are no cards left.

The winner is the person who collects the most cards.

Options :

- To simplify the game: select only 8 pairs of cards (16 cards in all) that you want students to learn.

- To complicate the game: Use only illustrations. Every time a player turns 2 cards over s/he must say what it is. If they are of the same gender masculine/masculine or feminine/feminine, (example for fruits: *um limão* & *um morango*), then the student keeps the cards.

FAQ :

- Why do the memory cards for images and text appear in opposite order on pages 2 and 3? So that you may print them front and back to use them for other games and rote learning activities.

- How are the cards divided into different levels? Games at www.ateliers-alea.com are designed using the recommendations of the referential established by the European Council. Reference code for fruit vocabulary: #6.11.10 of the CEFR A1 & A2.

1  Ateliers alea A1	2  Ateliers alea A1	3  Ateliers alea A1	4  Ateliers alea A1
5  Ateliers alea A1	6  Ateliers alea A1	7  Ateliers alea A1	8  Ateliers alea A1
9  Ateliers alea A2	10  Ateliers alea A2	11  Ateliers alea A1	12  Ateliers alea A1
13  Ateliers alea A2	14  Ateliers alea A2	15  Ateliers alea A2	16  Ateliers alea A2

4 uma maçã	3 uma laranja	2 um limão	1 um pêssego
8 uma uva	7 um morango	6 uma cereja	5 uma banana
12 uma ameixa	11 uma pêra	10 um kiwi	9 um abacaxi
16 um abacate	15 uma framboesa	14 uma melancia	13 um coco