

Remembering My Signs!

Memory Game

Objectives...

- Students will engage in a memory activity involving fruits, vegetables, colors, and actions, while being exposed to American Sign Language (ASL).
- Enhances memory.
- Picture identification.
- Vocabulary building.
- Multi-sensory activity.

Materials Needed...

- Fifty-two 3x5 cards.
- Teacher's Vocabulary Guides: 6a, 6b, and 6c.
- Student Vocabulary Worksheets 6a, 6b, 6c.
- Scissors.
- Tape or glue.

See National Standards
for Volume 6

This activity creates a memory game using the topics in Volume 6: colors, fruits, vegetables, and actions. Students can learn signs while playing a fun game of memory! They can also use the cards as flash cards for vocabulary review or they can draw a card out of a hat, sign the sign on the card, and have other students identify the color, fruit, vegetable, or action.





presentation

- Cut out and paste the twenty-six sets of signs onto the fifty-two 3x5 cards. One side of the 3x5 card should remain blank.
- Once the cards have been assembled, place them all on the table with the pictures facing down. The back side should be blank and facing up. Put the cards down in random order—no peeking!!! Now, choose who will go first, second, etc.
- **Player 1:** Choose a card and turn it over. Let all players see what the word/sign is. He/she then chooses another card trying to find the match. If the child makes a match, he/she keeps the match and plays again, until he/she is not successful. When player 1 does not make a match, turn all cards face down and let player 2 take a turn and so on.
- When all signs have been matched up, the students should count their cards to see who has the most pairs. Whoever has the most cards wins!



Guided Practice... Be sure to review all of the color, fruit, vegetable, and action signs prior to beginning this activity. You may want to walk your students through the first game in the event there are any questions or problems your students may be experiencing.

Independent Practice... Once your students have a good grasp of how the game works, you can group students and have them play with little or no guidance.



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6.3 Memory Game



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6.3
Memory
Game



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6.3 Memory Game



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6.3
Memory
Game



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Memory
Game



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6.3 Memory Game

