



REPERES



DG Éducation et culture
Programme pour l'éducation et
la formation tout au long de la vie



CENTRE VIRTUEL DE LA
CONNAISSANCE SUR L'EUROPE



Maison de l'Europe
Toulouse Midi-Pyrénées



PARTENARIAT ÉDUCATIF GRUNDTVIG 2009-2011

CULTURAL COHESION AND EXPANSION OF IDEAS ON THE EUROPEAN CONTINENT THROUGHOUT THE CENTURIES

RULES OF GIANT MEMORY GAME

The memory game is made up of 21 pairs of cards (42 in total). There will be two boards in the room (or two walls will be used), one displaying all the cards that have been revealed and the other all the pairs that have been matched together.

In the beginning, all the cards are shuffled and laid face down on the floor.

The first player chooses two cards and turns them face up.

The revealed cards are first displayed on the board for this purpose.

The player makes sure whether he/she can make a pair from of cards relating to the same historical period. If it is the case, he puts the two cards on the other board and gives reasons for his choice. If the match is correct, the player plays again; if not, another player turns two cards face up. And so on and so forth ...

The game is over when all the cards have been revealed and all the pairs found.

The winner is the player with the most pairs.



NB: in principle, the objective in this game is not to form identical pairs but to match cards relating to the same historical period.

The players trying to form a pair have to explain their choice with the help of the facilitator. The latter stresses every time what makes the cultural unity of Europe...

The cards should be large format (A4 minimum) and laminated to be played on flat, on the ground.

This module should be completed in 2 hours maximum. The solution (matches with a legend) and a historical frieze are provided for the facilitator.

5.- TERMS OF USE:



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