



MATHS

“Maxi-Memory Cultures”

Ref. 20403



FOR EDUCATIONAL PURPOSES



MAXI-MEMORY CULTURES

Ref. 20403

CONTENTS:

The game comprises 34 thick, robust and very hard-wearing high quality cards. Cards measure 9 x 9 cm.

Description of cards:

1. Hawaiian girl
2. Chinese woman
3. Filipino boy
4. Western girl
5. Western boy
6. Cuban boy
7. African Muslim man
8. African girl
9. Indian woman
10. Korean boy
11. African woman
12. Jamaican man
13. Vietnamese woman
14. Arab man
15. Indian boy
16. Indian girl
17. Indigenous girl

RECOMMENDED AGE:

From 3 years old.

EDUCATIONAL OBJECTIVES:

- To exercise the memory using real-life images on large cards.
- To develop attention, observation, discrimination, grouping and classification skills.
- To improve visual and spatial memory.
- To enrich the vocabulary.

METHOD OF PLAY AND ACTIVITIES:

1. **Memory:** Lay the cards out face-down. Take turns to turn the cards over. If they make a pair, leave them upturned. If not, turn them over again in the same place. The winner is the person with the most pairs.
2. **Vocabulary:** Name the images shown on the cards.
3. **Language structuring:** Form sentences containing the images shown on the cards.
4. **Association and classification:** Form associations and classifications with particular characteristics that are common to two or more images.





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