



Name: \_\_\_\_\_

Class: \_\_\_\_\_ Date: \_\_\_\_\_

## Memory Game

*An extension of "Different worlds"*

People from different parts of the world have different faiths, customs and practices. It is good to make an effort to understand them and be sensitive to everyone's needs in order to live peacefully and in harmony with one another.

### GET READY

1. Individually, read carefully "**Different Worlds**," (page 12-13, *What's Up* September 2017) to become familiar with the circumstances of the different people mentioned in it.
2. Select a Scorer for the class who will facilitate the game, keep time and award the scores. Divide the remaining students into six teams. Name your teams Team A, Team B and so on, Elect a leader for each team.
3. The "Scorer" cuts out one set of *Description* slips for himself/herself and a set of *People Slips* for each team. (Both sets have been provided on a separate Memory Game Slips sheet.) The *People* slips contain the different people mentioned in the article. The *Description* slips gives information mentioned in the article about the subjects in the *People* slips. The objective is to match them.

### PLAY THE GAME

1. Each Team arranges on a table their *People* slips face down. They memorise the order in which the slips are placed. No markings should be made on any of the slips.
2. The Scorer then draws a *Description* slip and reads it aloud to the class clearly.
3. The Teams have 30 seconds to choose the *People* slip that corresponds to the description read out by the Scorer. Do this from memory without turning the slips over to look at the content. The chosen slip is kept aside face down till the Scorer asks for it.
4. When the 30 seconds are up, the Scorer calls out, "All hands off the table!" The Scorer asks the team leaders to reveal their chosen *People* slip simultaneously. Five points are awarded to the teams which chose the correct slip. The correctly played *People* slip and *Description* slip are taken out of the game. All other slips (including the incorrectly played one) remain in the game.
5. The Scorer continues with the next round until all the *Description* slips are read.
6. Scorer announces the winning team (that is, the team with the highest points).
7. Play one round as a trial to get everyone used to the game.

### WHOLE CLASS REFLECTION AFTER THE GAME

QUESTION: What is something striking that you learnt about people through this game?