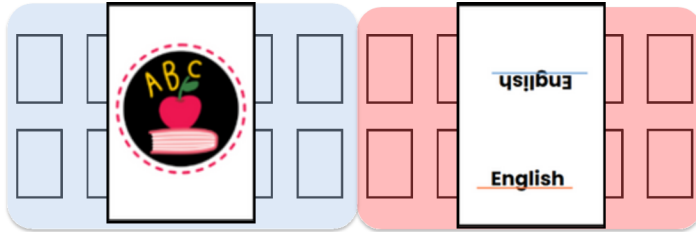


Memory Game (2 Versions)

If you use illustration cards only, you need two of each.



When using both illustration cards and word-only cards, place them so they don't get mixed together.



The word cards are designed so the text can be read from either side by the students.

Reverse Karuta

Each student needs their own set of cards, and they will use one desk.

1. Students work in pairs and sit facing each other. Each student holds their subject cards.
2. When the teacher says a subject, students quickly place the correct card on the desk.



Teacher: Math.

Students: Place the "Math" card on the desk.

Make sure they place the cards in the same spot each time.

The card on the bottom wins the round, and that student gets 1 point.

Students place the finished cards on the desk, on the side of the student who won the round.

3. When the teacher has called 10 subjects, the game ends.

Tip for the last card:

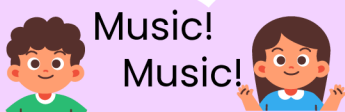
For the final card— for example, Science — don't say it right away.

Say a few other subjects first, like "Japanese," "Social Studies," to trick them.

Telepathy Game

Each student needs their own set of cards,

1. Students work in pairs and sit facing each other. Each student holds their subject cards.
2. Each student chooses one card. On "One, two!" both students say the subject name and show their card at the same time.



Telepathy – Success!

Remove the Music card from your hand.



Telepathy – Fail.

Put the card back into your hand.

3. Repeat the activity. When a pair finishes all their cards, they stand up. The pair who stands up first is the winner.