MEMORY

THE GOAL

The goal is to collect the most matching pairs

THE SET UP

Shuffle the cards.

Lay out the cards face down in rows forming a large square on the table. Make sure the cards are not touching each other. They need to be able to be flipped over without disturbing any cards around them.

Decide who will go first.

THE PLAY

The first player chooses a card and carefully turns it over.

The player then selects another card and turns it over. If the two cards match, the player keeps the cards.

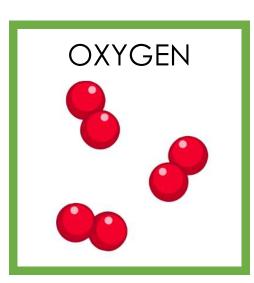
If the cards are not a match, they are turned back over and it is now the next players turn.

THE MATCHES

The cards that match are of the same "type"- either a pure substance, mixture or solution. An example of a match is **water** and **oxygen** as they are **both pure substances**.



and



SNAP!

THE GOAL

The goal is to win all of the cards

THE DEAL

Deal out all cards face down, one at a time, beginning to the dealer's left. Each player puts their cards in a pile, face down in front of them. You do not look at your cards.

THE PLAY

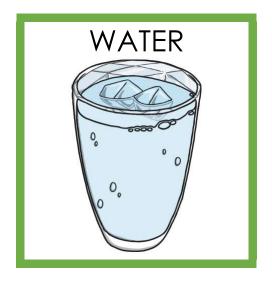
The player on the dealer's left turns over the top card of his pile and puts it face up starting a pile of cards in the middle of the game. The next player puts a card face up on the pile.

When a player puts a card **that matches the card in** the pile, the first person to notice the two matched cards calls out "Snap!" and wins the pile. This player adds the cards to the bottom of their face-down pile.

An incorrect "Snap!" requires the player to miss out on one round!

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