
PELMANISM/MEMORY GAME**Teacher's Notes**

Language: cat, cow, dog, donkey, duck, frog, goat, pig, pony, sheep

Materials: Bingo cards of the animals already coloured by the students;
flashcards of the animals

1. Ask children to take out their envelope with the animal cards they have coloured. Tell them you're going to play a game.
2. Blu-tac your flashcards on the board, face down so children cannot see the animal. Put them in two rows of five cards each.
3. Write a number under each card so children can identify it easily.
4. Take another set of flashcards and do the same on the other side of the board. Under each card write a letter instead of a number.
5. Ask a child to say a number. Turn over the respective card. Ask the child to say the name of the animal.
6. Ask the same child to say a letter. Turn over the respective card. Ask the child to say the name of the animal. If they match, take the cards out and give them to the child. Repeat the procedure with another child. If the cards don't match, turn them over and repeat the procedure with another child.
7. Now ask the children to play in pairs, using the cards in their envelopes.