

**Topics:** Pre-K and K  
classifying activity

### Materials List

- ✓ Blank playing cards
- ✓ Contact paper
- ✓ Die-cut shapes,
- ✓ Triangle
- Square
- Diamond
- Rectangle
- Circle
- Oval
- Octagon
- Heart

Die cuts available at  
RAFT  
Pictures may be used  
instead of shapes

This activity can be used  
to teach:

Common Core Math  
Standards:

- Describe, Compare, &  
Classify objects  
(Grade K,  
Measurement and  
Data, 1-3)
- Describe, Compare, &  
Classify shapes  
(Grade K, Geometry,  
1-4)
- Problem Solving and  
Reasoning  
(Mathematical  
Practices Grade K)

# Concentration

A card game for preschool and kindergarten



In this game children practice their ability to group cards by a common property. They also develop their memorization skills.

### Assembly

1. Select 8 shapes and cut 2 of each out of contact paper.
2. Make these into 8 pairs of matching cards by applying the die-cut shapes to blank playing cards. Alternatively pictures or class photos could be used.

### Playing the Game (for 2 or more players)

1. Shuffle the cards and arrange them face-down in a square – 4 cards across and 4 cards down.
2. Players take turns to turn over 2 cards, one at a time. If they match, the player keeps the pair. If they do not match they are turned face down again.
3. Play continues until all cards are paired.

### The Math Behind the Activity

Young children need opportunities to **apply** the logical-mathematical skills and knowledge they are acquiring. Playing developmentally appropriate games such as **Concentration** provides them with a hands-on experience to apply to their developing concepts. Playing this math-oriented game:

- Develops numerical thinking skills (counting, computing)
- Teaches shape recognition
- Builds the foundation for understanding one-to-one correspondence
- Develops problem-solving abilities
- Develops logical-thinking skills
- Encourages discussion and cooperative learning
- Provides experience in self-regulation and taking turns

### Taking it Further

For a greater challenge more cards can be created to increase the length and complexity of the game, e.g. 36 cards (18 pairs) arranged as a 6 by 6 card square.

### Tips for Introducing Games to Young Children

1. Start with 2 players to introduce the game. Add more players as children come to know the rules and can wait to take turns.
2. Keep the game simple in the beginning (16 cards), increasing the complexity as children master the concept.
3. Encourage children to verbalize their moves. When they talk out loud to themselves it helps them to process the information.
4. Help children negotiate and modify rules or construct their own rules.
5. Develop ideas for making a rule about who goes first so everyone gets a turn.

**Web Resources** (Visit [www.raft.net/raft-idea?isid=50](http://www.raft.net/raft-idea?isid=50) for more resources!)

- Teacher designed math courses from the New Jersey Center for Teaching & Learning – <https://njctl.org/courses/math>