RAFT IDEAS

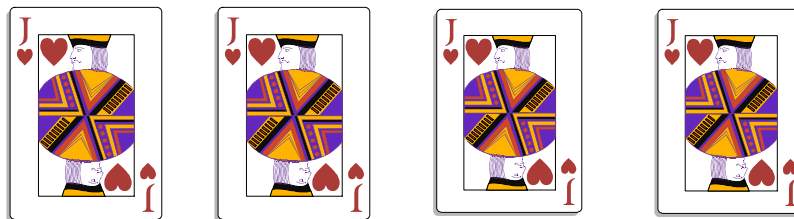**Topics:** Games, Problem Solving, and Probability

Materials List
✓ Deck of all face cards (any number of cards)

This activity can be used to support the teaching of:
- Counting (Common Core Math Standards: Grade K, Counting and Cardinality, 4, 5)
- Classify objects (Common Core Math Standards: Grade K, Measurement and Data, 3)
- Problem Solving and Reasoning (Common Core Math Standards: Mathematical Practices Grades K-3)

Concentration X4
A game of memory and luck

Match, match, match, match. The objective of this game is to match 4 face cards (instead of just 2) from a deck of all face cards.

Playing the Game (for 2-4 of players or teams)
1. Place all cards face down on a playing surface.
2. The first player will select two of the cards by turning them over. If the player turns a match (suits do not matter), the player will turn over another card, and so on. If the player matches 4 cards, he/she collects that set of cards (removing them from play). This player will get another turn.
3. If the player does not find a set of 4 matching cards, they should try to remember what is on the cards. The cards will be turned back over and the next player will take a turn.
4. The game is over when players have matched and collected all sets.
5. The winner is the student (or team) that has the most matching sets.

Modifying Play to Suit Student Needs
- For the very young, play concentration using the traditional "2 cards make a matched set" criteria. Because there are only 3 possible cards to choose (king, queen, and jack), the chances of matching just by luck are good. Students will enjoy success more often than with a complete deck.

- As an intermediate step, 3 cards could complete a matched set instead of 4 cards.

- Working in teams of 2 offers opportunity for team-building skills.

Taking it Further
For another variation of Concentration that helps teach reading, see the RAFT Idea Sheet *Photo Concentration*

Web Resources (Visit www.raft.net/raft-idea?isid=51 for more resources!)