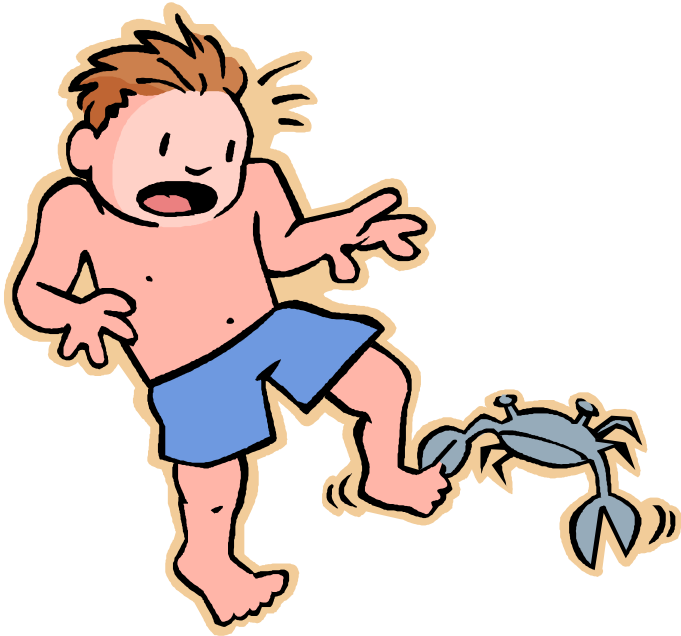


Kid Cards Memory Game

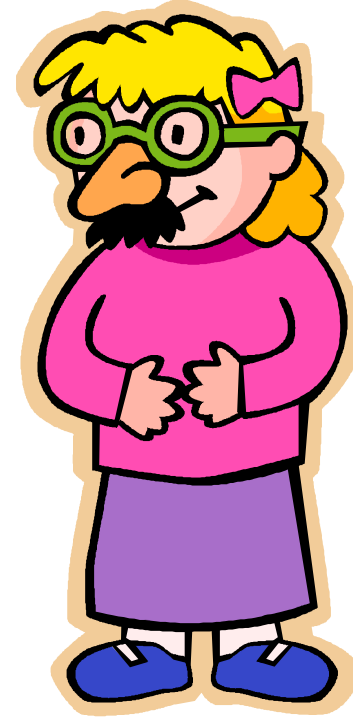
Duplicate two sets of the kid cards on card stock and laminate for durability. Be sure to play this game with your students in small groups (2 or 3) before allowing them to play independently.

The purpose of this game is to make pairs following the traditional Memory or Concentration rules and to reinforce knowledge of rimes. The winner is the one with the most pairs. Children just love to play and to count the number of cards they accumulate during a game.

The dialog should sound like this: "Jill, do you have **tub**, **ub**?" in order to see and say the rhyming chunk.



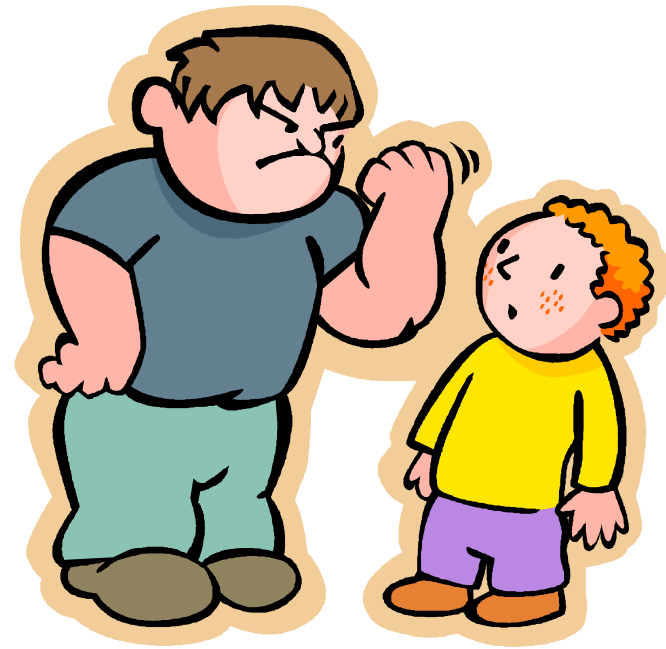
crab



face



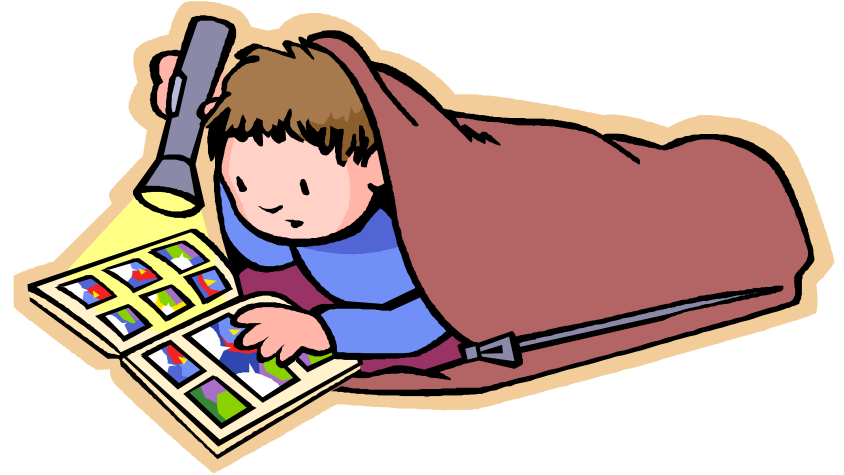
snack



bad



lemonade



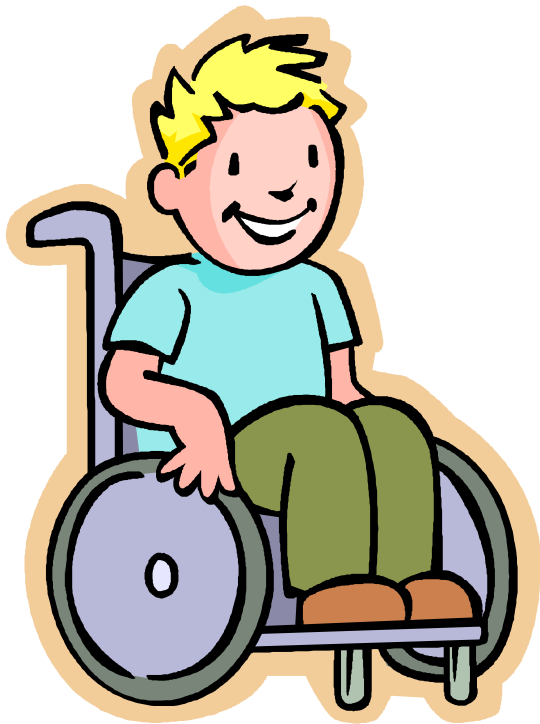
bag



sail



rain



wheelchair



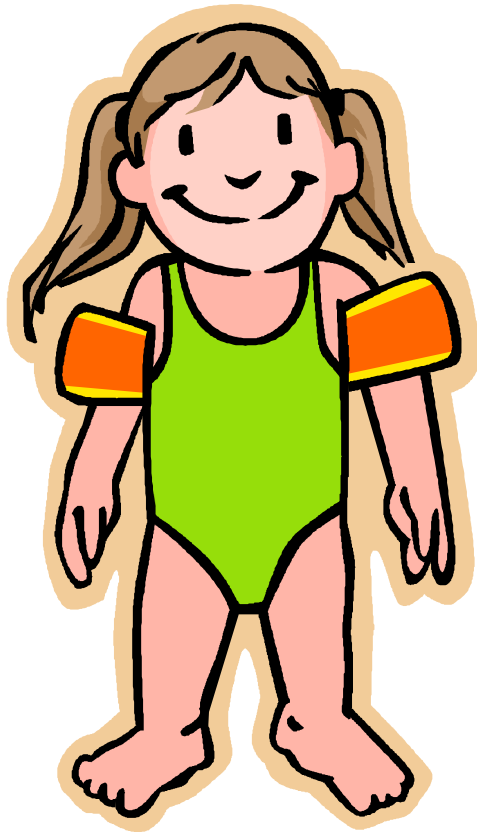
bake



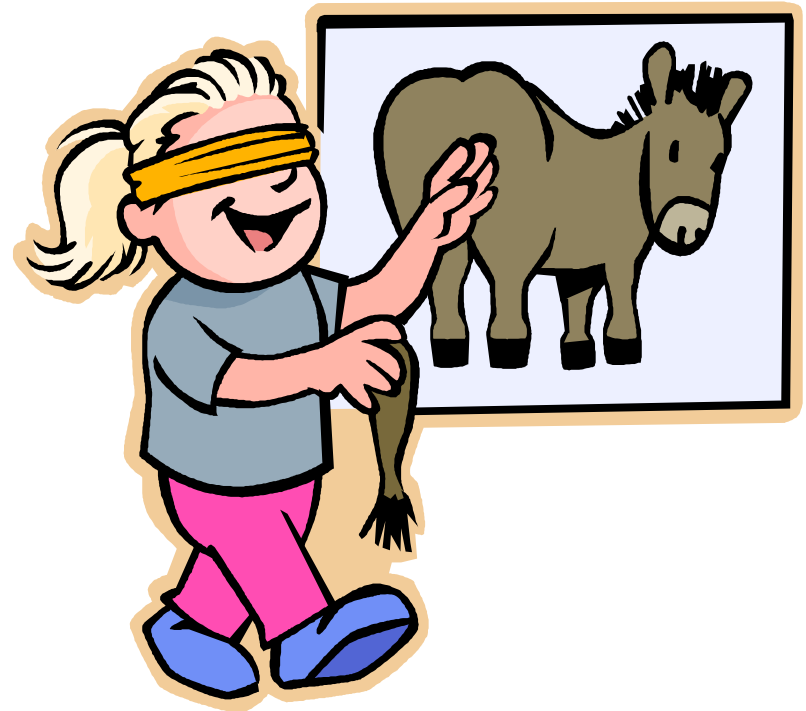
fairy tale



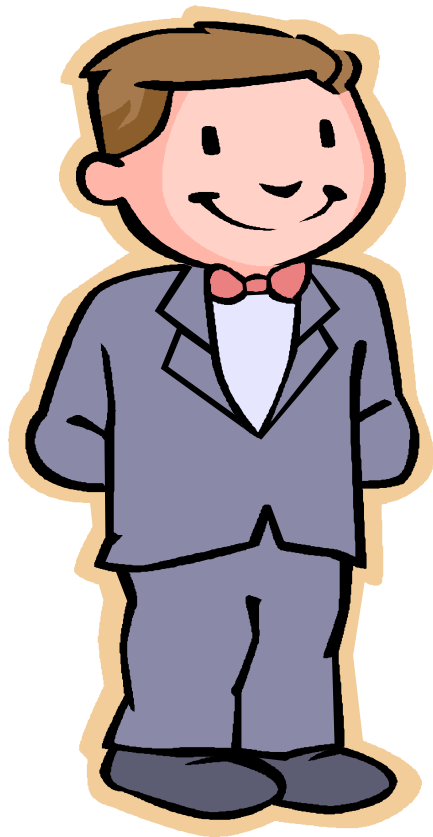
call



swam



game



man



dance



sand



candy cane



hang



bank



plant



rap



star



share



art



splash



mask



cat



skate



draw



hay



read



eat



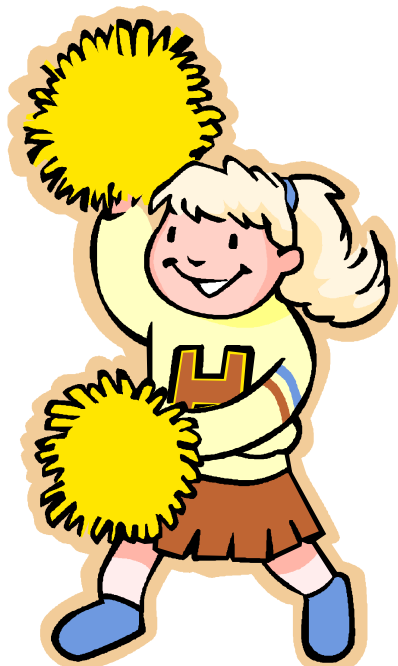
sled



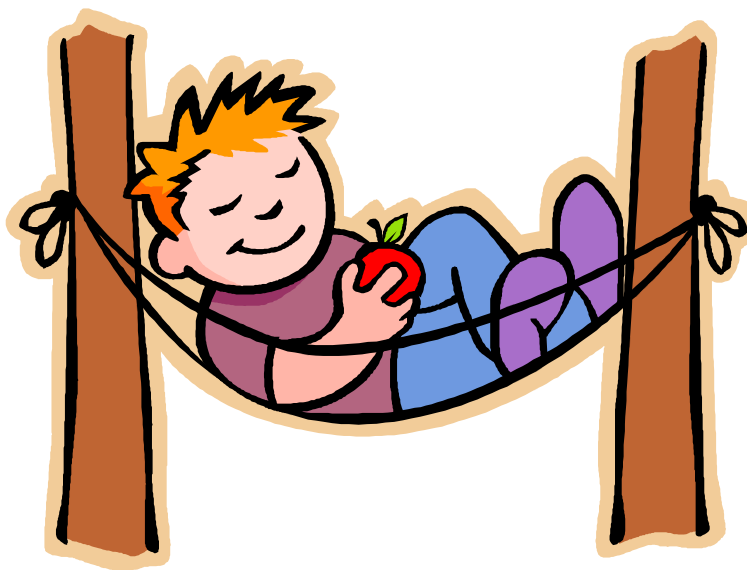
frisbee



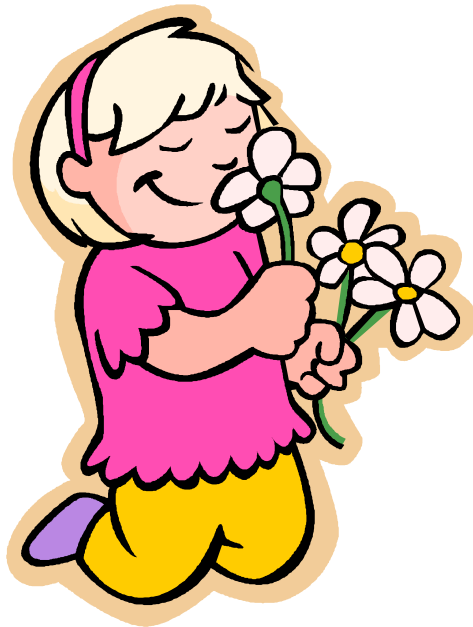
feed



cheer



sleep



smell



hen



tent



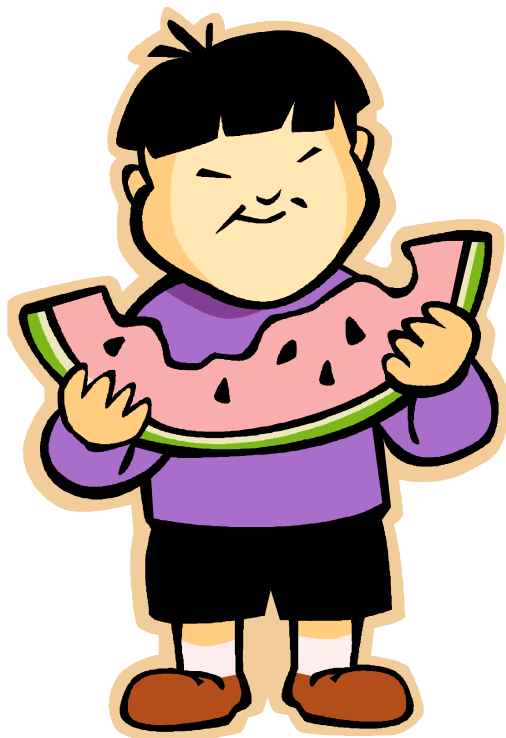
mess



nest



puppet



chew



mice



lick



hid



ride



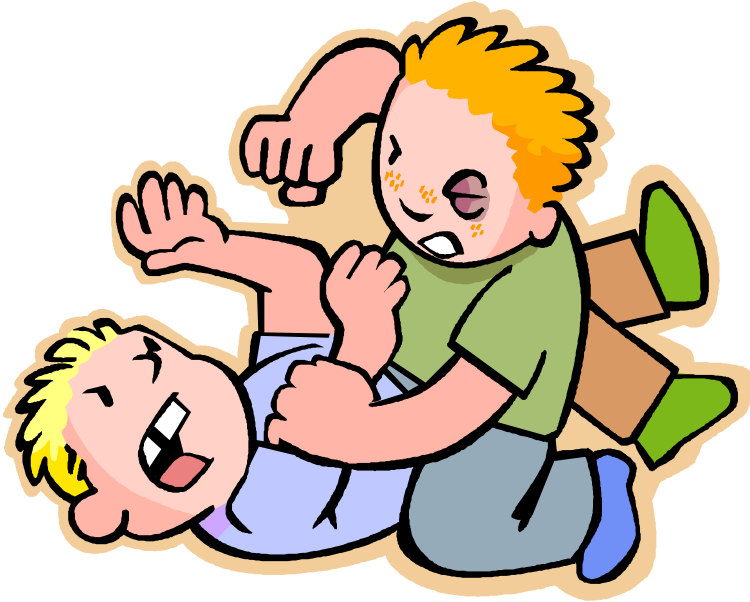
tie



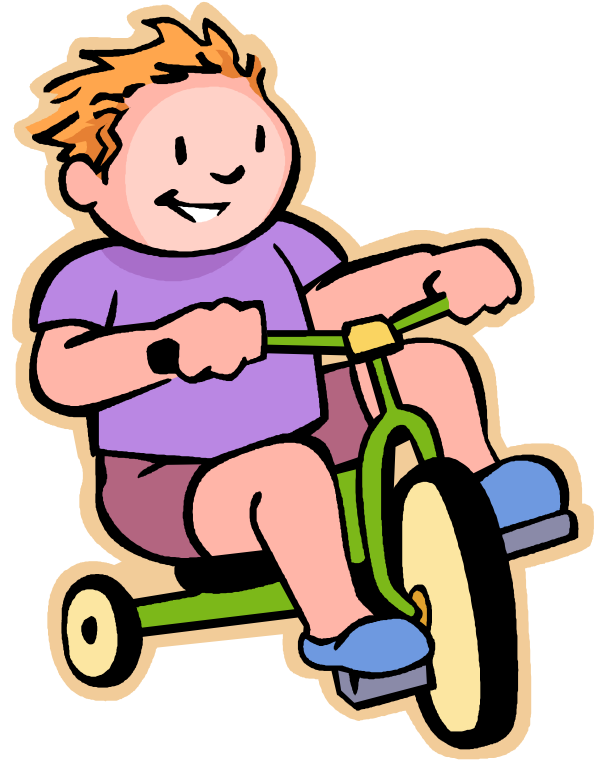
fries



big



fight



trike



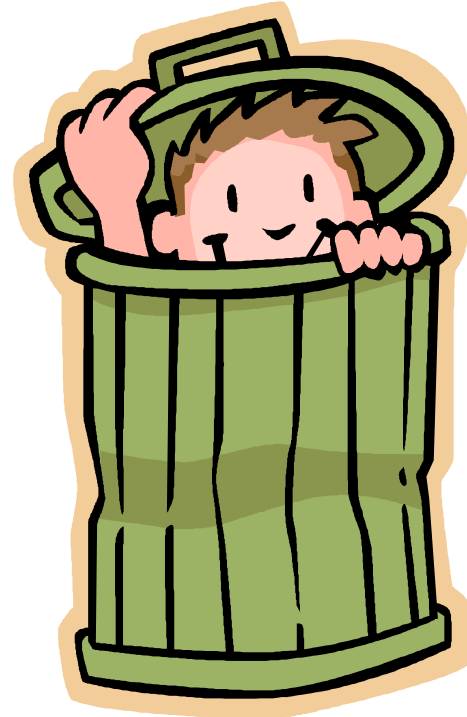
smile



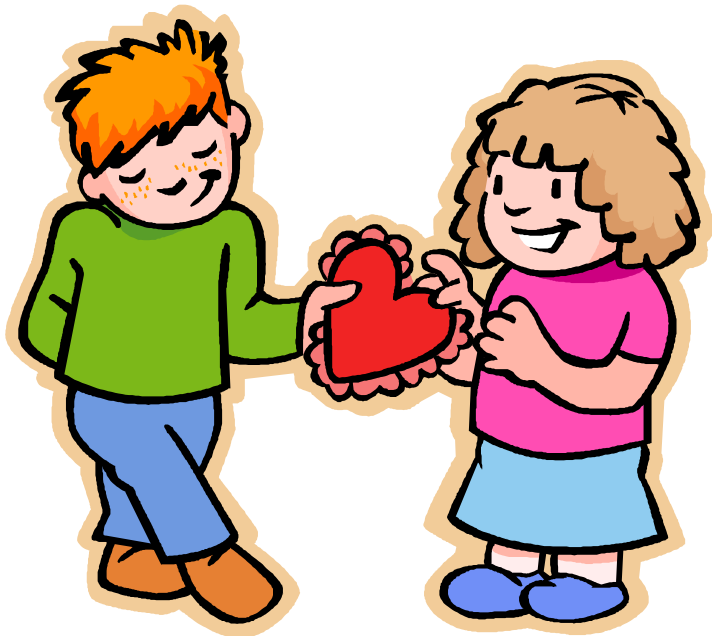
ill



win



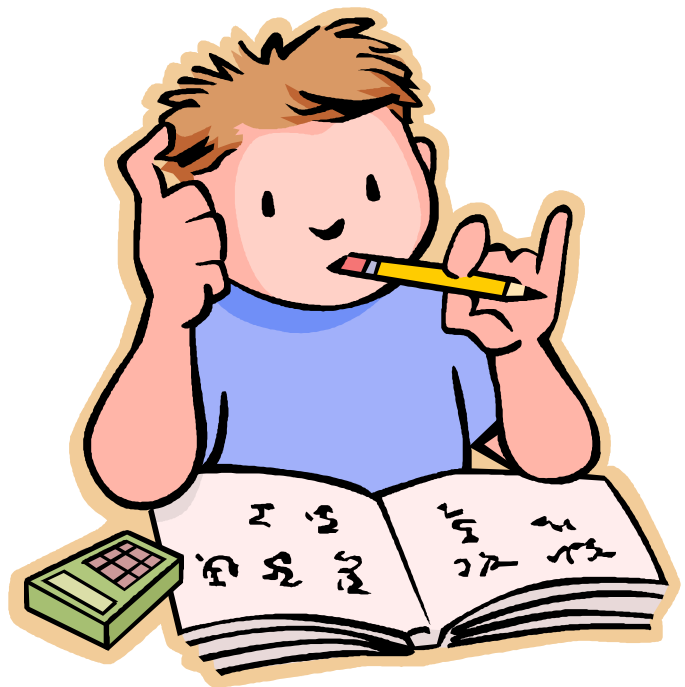
find



Valentine



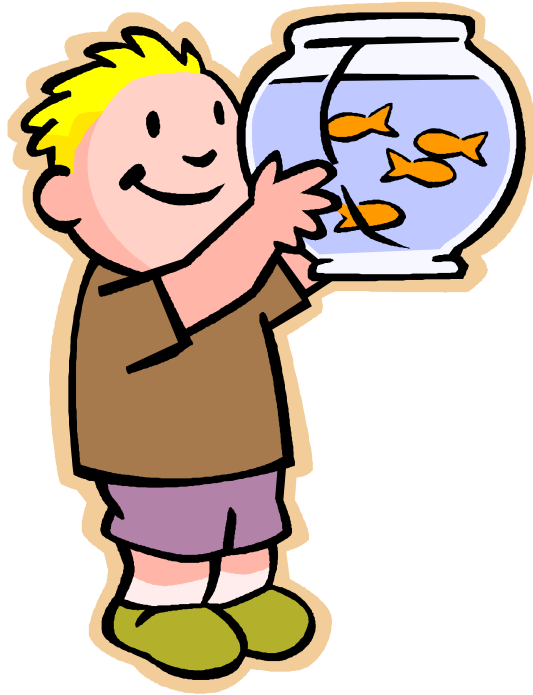
swing



think



slip



fish



knit



kite



dive



yoyo



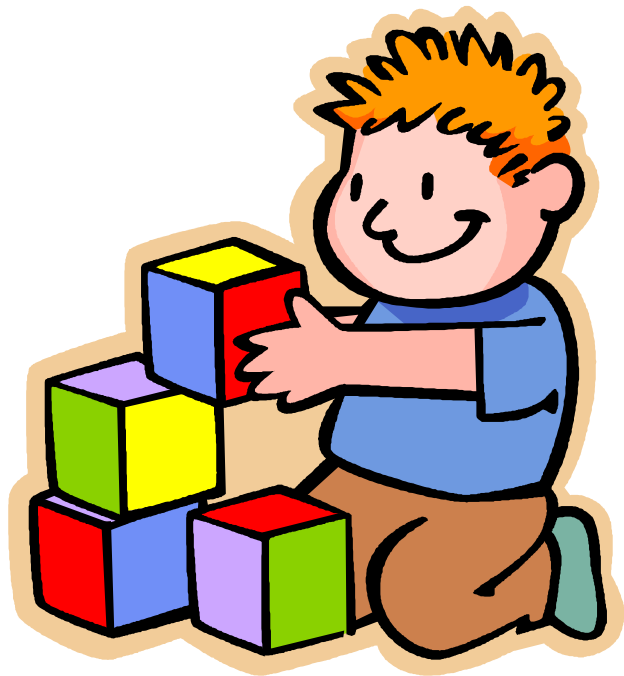
boat



job



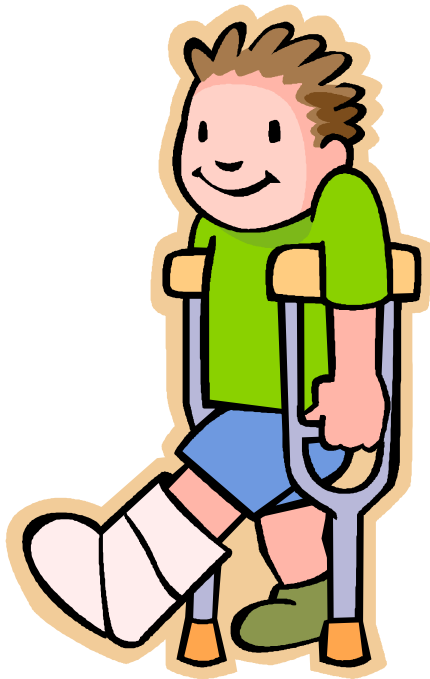
globe



block



dog



broke



fold



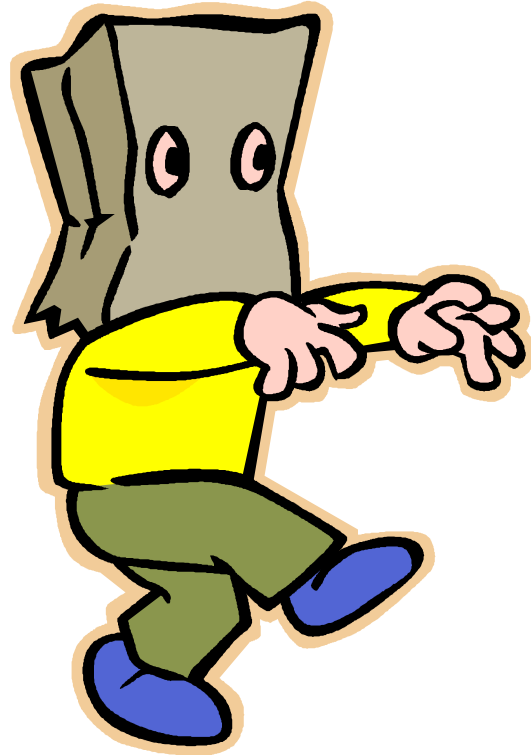
pole



cone



strong



boo



book



bloom



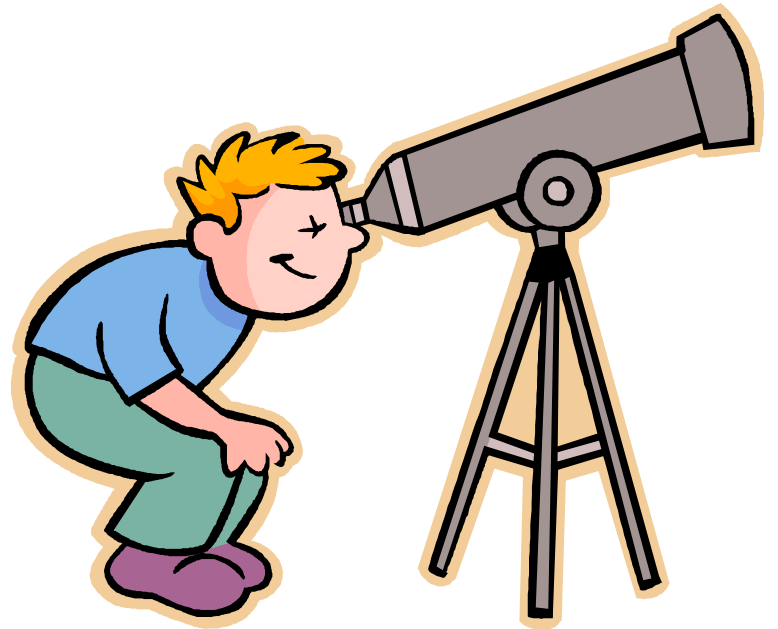
balloon



hula hoop



stop



telescope



snore



horn



fort



hose



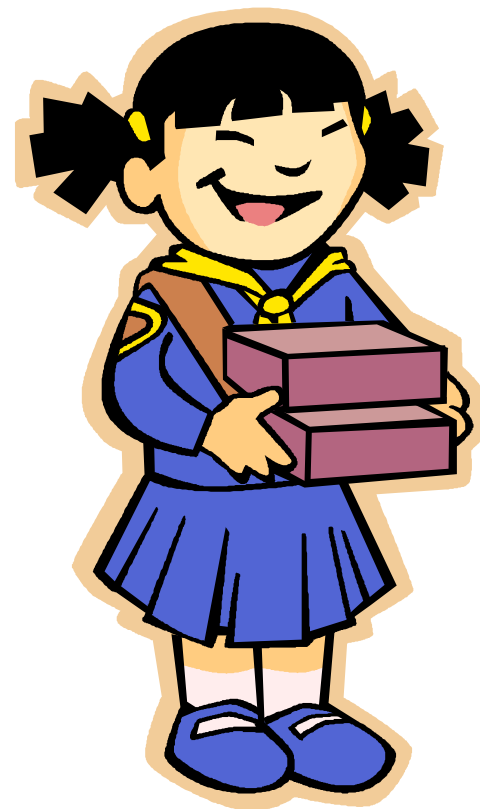
ghost



slingshot



remote



scout



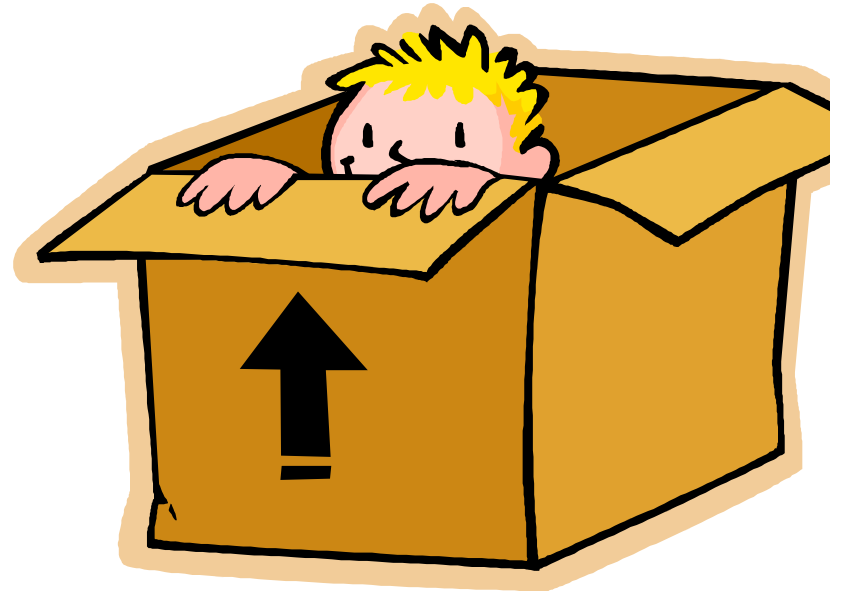
blow



ow



clown



box



tub



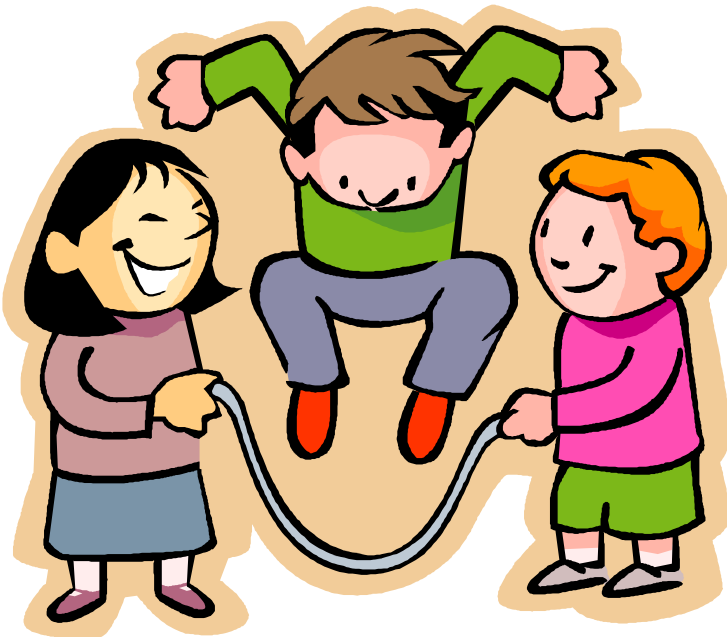
suck



bug



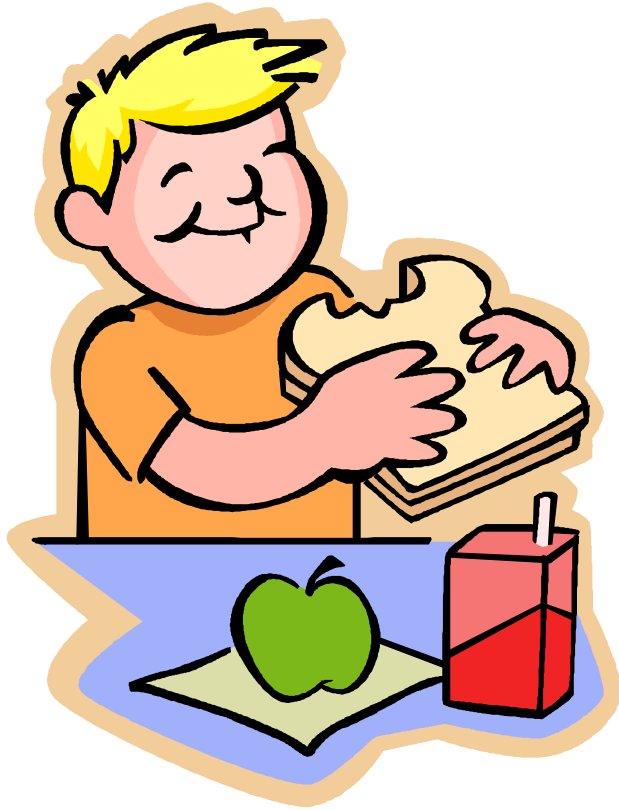
drum



jump



run



lunch



brush



cut



fly