

# Card Memory Lane

STAY ACTIVE!

A team-based physical and memory challenge inspired by the card game 'Memory'. Pairs or teams work together to find and retrieve cards from a specific suit in order, from Ace to King, while recalling the positions of previously flipped cards.



## Learning Intentions

### Enhancing Memory and Cognitive Skills

Students will improve their memory and cognitive skills by recalling the positions of the cards and strategically retrieving them in the correct order.

### Promoting Physical Fitness and Endurance

Students will engage in physical activity by running and maintaining static holds, improving their fitness, endurance, and strength.

### Fostering Teamwork and Communication

Students will develop teamwork and communication skills by working closely with their partner or team, sharing information about the card locations, and strategizing to retrieve the cards efficiently.



## Success Criteria

### Accurate Memory Recall and Card Retrieval

Students successfully remember and retrieve the cards in the correct order, demonstrating strong memory recall and strategic thinking.

### Active Participation in Physical Challenges

Students actively engage in the physical aspects of the game, such as running and maintaining static holds, showing effort and enthusiasm in completing the activities.

### Effective Team Communication and Collaboration

Students communicate effectively with their partners or team members, sharing information about card positions and working together to collect all the cards in order.



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## Objective:

A team-based physical and memory challenge inspired by the card game 'Memory'. Pairs or teams work together to find and retrieve cards from a specific suit in order, from Ace to King, while recalling the positions of previously flipped cards.

## Players:

Pairs or small teams, with one deck of cards per eight players.

## Materials:

- A deck of playing cards.
- A 20-metre area or a basketball court.

## Setup:

Place cards from a single suit (Diamonds, Hearts, Clubs, or Spades) face down at one end of the play area. Teams start at the opposite end.

## Gameplay:

- **Card Retrieval:** One player from each team runs to the cards, flips one over, and tries to find the Ace.
- **Memory Element:** If the Ace isn't found, the player memorises the card's position, flips it back over, and runs back to tag their partner.
- **Static Holds:** The waiting player maintains a static hold until their turn (optional).
- **Card Order:** Players continue to run and flip cards, trying to collect them from Ace to King in ascending order.
- **Teamwork and Strategy:** Teams communicate to remember card locations and retrieve them in the correct order.

## Winning the Game:

The first team to collect all the cards from Ace to King in order wins.

## Variations for Different Settings:

- **Fitness Edition:** Incorporate a variety of static holds and increase the running distance.
- **Children's Edition:** Simplify the game with fewer cards and more accessible static holds.
- **Team Building Edition:** Emphasise communication and memory skills.

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## Additional Notes:

- Card Memory Lane combines physical activity with cognitive challenges, making it a fun and engaging game for all ages.
- It enhances memory, fitness, and teamwork in a dynamic and exciting format.
- The game is adaptable to different group sizes and can be modified to suit various physical and cognitive abilities.

