

CARD LANE

Memory



Card Memory Lane

Instructions

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-meter 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.

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- Static Holds: The waiting player maintains a static hold until their turn.
 - 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.

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.

