

Kindness Memory Match

Grade Three & Four



To reflect on kindness in your life while playing a memory match game. Players will answer kindness-related questions and try to match them with the same questions to win.



Learning Intentions

I can reflect on acts of kindness in my life and share personal experiences:

This game encourages students to recall and share meaningful acts of kindness they have experienced or performed, fostering a deeper understanding of kindness.

I can practice empathy by listening to and reflecting on others' kindness experiences:

Students will engage in active listening and empathy, learning from the kindness shared by their peers and expanding their perspectives.

I can collaborate with others to reinforce the importance of kindness in our daily lives:

As a group activity, the game promotes teamwork and collective reflection on how kindness contributes to a positive and supportive environment.



Success Criteria

I can accurately recall and match kindness-related questions with personal experiences or actions:

Students demonstrate teamwork and active participation, ensuring they contribute to each challenge.

I can contribute to a respectful and reflective conversation about kindness during and after the game:

Students participate in open and respectful dialogue, sharing their answers and reflections on kindness with their peers.

I can actively engage with the game and support my teammates in reflecting on kindness in a positive, collaborative way:

Students contribute to the success of the game by working together to match cards, creating an engaging and supportive atmosphere.



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Objective: To reflect on kindness in your life while playing a memory match game. Players will answer kindness-related questions and try to match them with the same questions to win.

Materials Needed:

- Set of cards (can be made from paper or cardboard, or printed out).
- Each card should have a kindness-related question (2 copies of each question).
- Timer (optional, if you want to make it timed).

Setup:

- Create 20 cards (10 pairs of matching questions). Shuffle and lay the cards face down in a grid (5x4 grid works well, but you can adjust based on the number of players).
- The cards should have the same questions in pairs, but you will only see the backs of the cards at the start.

Questions (Examples):

1. What's the nicest thing someone has done for you?
 2. Who in your life inspires you with their kindness?
 3. What act of kindness do you do regularly?
 4. When was the last time you helped someone in need?
 5. What makes you feel happy when someone does it for you?
 6. Can you recall a time when you received unexpected kindness?
 7. How do you show kindness to your family or friends?
 8. What small acts of kindness make a big difference in your life?
 9. How can you practice kindness at school or work?
 10. What's the best way to spread kindness in your community?
- (Each of these questions should appear twice on the cards—one on each of two different cards.)

How to Play:

1. Start the Game:

- Players take turns flipping over two cards at a time.
- When they flip over a card, they must answer the question on the card aloud.
- If they answer the question correctly (answer is relevant to kindness and reflects their personal experience), they get to keep one of the cards facing up and try to find its matching pair on their next turn.
- If the player is unsure of the answer, they can skip their turn, but the cards are then flipped back over, and the game continues.



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2. Matchmaking:

- The goal is to match each question with its pair. For example, if a player flips over two cards and answers them correctly (matching the same question), they keep the pair.

3. Game Time (Optional):

- You can set a time limit (e.g., 10 minutes) to make it more competitive. Once the time is up, the player with the most pairs wins.

4. Reflection:

- At the end of the game, players can discuss their answers to the questions. What did they learn about kindness in their own life? What was the most surprising or touching answer they heard from others?

Winning the Game:

- The winner is the player who matches the most pairs of cards by remembering and correctly answering the kindness-related questions.

Variation for Different Settings:

1. Group Play Version:

- Players can form pairs or teams to play the game. In this case, each team answers the question aloud when they flip a card and work together to remember where the matching card is located.
- This version promotes collaboration and reflection in a group setting.

2. Educational Version:

- This version can be played in classrooms or workshops to teach kindness. The facilitator can discuss the answers at the end of the game, reflecting on the importance of each act of kindness shared.

3. Remote Version:

- If you're playing virtually, the cards can be created digitally (using Google Slides, Canva, or other online card makers). Players can then "flip" the cards by selecting them in a virtual meeting, and the facilitator can keep track of answers.

Reflection After the Game:

- After the game is finished, gather everyone for a short discussion about kindness:
 - How did reflecting on kindness make you feel?
 - What's one new way you can practice kindness based on what you learned from others?
 - What are the benefits of practising kindness regularly in your life?



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Additional Notes:

- This game is an excellent icebreaker for new groups and a fun, interactive way to build awareness about kindness.
- It also encourages players to reflect on their own experiences and how kindness can be integrated into their daily lives.

