Memory

What you need
An obstacle-free open space; objects of various colors and shapes that you can find around the house (e.g. bottles, books, hoops, boxes, balls of various sizes, etc.).

How to play
Make an obstacle course with the objects, leaving enough space around them so that you can pass without touching them. Move around, jumping over or into an object or balancing on it. How you move around the object depends on its shape, color or size. If the rule is shape, you can jump over the boxes and walk balancing on the hoops. To vary the game, change the rule: jump into the red hoop, walk on the blue hoop, and so on.

Before starting
Familiarize yourself with the objects, walk on them, jump over them, throw them, catch them.

Place the objects in two or more lines on the ground, alternating shapes, colors and sizes. Vary the number of objects too (positioned far apart or near each other in twos or threes).

Variations
- Change actions.
- Frequently change the association between the movement and shape, size or color of the objects.
- Create new associations and then invert them.
- Play in pairs, one does the obstacle course following a rule: the other player has to guess the rule and then copy the course.
- You are the leader: call out the associations making them as funny as you want. For example, you can say: "Jump over the big books and balance on the small ones", and while telling them, show a picture of a small kangaroo and big crane.

Freely adapted from Joy of Moving. MindMovers & ImaginAction. Playing with variability to promote motor, cognitive and citizenship development. Calzetti & Mariucci Editor 2015, edited by Caterina Pesce, Rosalba Marchetti, Anna Motta and Mario Bellucci. (page 466)

Watch the animated cartoon on
- www.facebook.com/KinderJoyofmoving
- www.instagram.com/kinderjoyofmoving

If you want to play the full game with your classmates and teachers, check out www.joyofmovinghandbook.com/en and click on game number 62.

The activities proposed are to be carried out under the supervision of a parent or adult. The company shall not be liable for any damages to persons and/or property incurred during the course of the activity.