

STUDENT: You are the Game Master and act as a facilitator when needed. You also play the game. Follow the instructions below to begin either REMEMBER or SYMBOL QUEST as instructed by your teacher.

GAME 1 • REMEMBER

GAME SET UP

- Shuffle image cards and place image side down on the table in even rows to create a game board.
- Shuffle category (word) cards and pass one to each player. Set aside any extras.

PLAYING THE GAME

(READ ALOUD TO PLAYERS AT THE TABLE)

- The object of the game is to match pairs of identical cards in a given category.*
The person who has the most pairs in his/her category is the winner of the game.
- Players share their category cards with the other players.
- The youngest player begins the game by turning any two cards image side up.
 - If the images are identical, the player removes them from the board and sets them aside; then turns over two new cards.
 - If the images do not match, player turns the cards image side down, and the next player takes a turn.
- Players may match pairs in their category or in any other category. Matching pairs in another player's category is a defensive strategy that lowers the number of possible matches opponents can make, therefore, reducing their chances of winning!
- This game moves counterclockwise, and continues until all matched pairs have been removed from game board.
- Player with the most matched pairs in his/her category wins.

GAME 2 • SYMBOL QUEST

GAME SET UP

- Shuffle image cards and deal five cards to each player. Do not reveal cards to other players.
- Place the remaining cards in a deck image-down in center of the table.

PLAYING THE GAME

(READ ALOUD TO PLAYERS AT THE TABLE)

- The object of the game is to create sets of cards that have similar symbols. The player who is able to use all his/her cards first wins the game.
- The youngest player begins the game by asking the player to the right-hand-side if they have a card with a specific symbol. For example: "Do you have any cards with flags?"
 - If that player does have cards with flags, they are given to the player who asked for them.
 - If s/he does not, the player who asked the question draws a card from the deck instead.
- Players need a minimum of three cards with a shared symbol to create a set. Completed sets are displayed image side up on the table.
- The player who uses all his/her cards first wins the game.
- **OPTION:** Multiple games may be played and score kept by counting the number of matched sets in each player's hand when a player plays his/her last card.

* You may match similar symbols or types of propaganda strategies. (See Common Propaganda Strategies hand-out.)

