

# **Memory Doubles**

## Purpose:

You can help your child to instantly recall doubles facts to 10+10. For example, 4+4=8, 9+9=18, 2+2=4.

### What you need:

Game cards. You can print these or make your own. Put a dot or pattern on the back of the answer cards to help your child match the facts with the answers.

#### What to do:

Use the doubles cards to play memory. The aim of the game is to find as many matching pairs as possible by remembering where the cards are.

- Spread out all the cards face down.
- Turn over 2 cards. If the cards match, players get to keep the pair. For example "4 + 4" and "8" are a matching pair. If the cards don't match, players replace the cards face down
- Take turns to try and find a matching pair.
- The winner is the player with the most pairs at the end of the game.

You can also use the game cards as flash cards.

- Put the cards in a pile face down.
- Ask your child to turn over the top card and call out the answer or doubles fact as fast as
  possible. For example, if 4+4 is turned over, they call out 8; if 18 is turned over they call
  out 9+9. Cards they have trouble with are returned to the bottom of the pile, while they
  get to keep the cards for the questions they answer quickly and correctly.

## What to expect your child to do:

- Be able to instantly give the answer to all doubles from 1+1 to 10+10.
- Be able to tell you the doubles fact for any even number up to twenty.

### He Kupu Māori

doubles addition facts	meka tāpiritanga rearua
matching cards	kāri taurite
turn over	huripokia

# He Whakawhitinga Korero:

- Horahia ngā kāri, ko ngā mata ki raro. (Spread out the cards, face down.)
- Huripokia kia rua ngā kāri. Mēnā e taurite ana ngā kāri e rua, ka riro i a koe aua kāri. Ki te kore e taurite ngā kāri, huripokia anō ko ngā mata ki raro. Hei tauira o te kāri taurite: '4 + 4' me te '8'. (Turn over two cards. If they are matching you get to keep those cards. If they don't match, turn them face down again. As an example of a matching pair: '4 + 4' and '8'.)
- Your turn first. (Kei a koe i te tuatahi.)
- My turn now. (Kei a au ināianei.)
- Kei a wai ngā kāri taurite maha rawa atu? Ko koe te toa! (Whose got the most matching pairs? You win!)
- Tangohia tētahi kāri i te pūkei. Mēnā he tāpiritanga, karangahia te otinga. Mēnā he tau
   (pērā i te 18) karangahia te tāpiritanga rearua e hāngai ana (hei tauira, 'e iwa tāpirihia te
   iwa'. (Take a card from the pile. If its an additon double, call out the answer. If it's a
   number (like 18), call out the corresponding addition double (for example 9 + 9.)

3+3	6
2+2	4
1+1	2
4+4	8
5+5	10
6+6	12

7+7	14
8+8	16
9+9	18
10+10	20