Doubles and Halves Memory

Purpose:
The purpose of this activity is to help your child to learn doubles of numbers and their corresponding halves. For example 10 + 10 = 20, and $\frac{1}{2}$ of 20 is 10, 8 + 8 = 16 and $\frac{1}{2}$ of 16 is 8.

Link to Number Framework:
Number Facts, Stage 4

What you need:
- Game cards. You can print these or make your own.

What to do:
Use the doubles and halves 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, for example "$\frac{1}{2}$ of 4" and "2" players get to keep the pair. If the cards don't match, players replace them 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.

Have many pairs can you get?

What to expect your child to do:
Be able to instantly recall doubles and their corresponding halves.

Related Māori vocab:

half	haurua
double	rearua
matching pairs	takirua taurite

1	$\frac{1}{2}$ of 2
2	$\frac{1}{2}$ of 4
3	$\frac{1}{2}$ of 6
4	$\frac{1}{2}$ of 8
5	$\frac{1}{2}$ of 10
6	$\frac{1}{2}$ of 12
7	$\frac{1}{2}$ of 14
8	$\frac{1}{2}$ of 16
9	$\frac{1}{2}$ of 18
10	$\frac{1}{2}$ of 20