

Memory Doubles

Purpose:

The purpose of this activity is to help your child to instantly recall doubles facts to 10+10. For example, $4+4=8$, $9+9=18$, $2+2=4$.

Link to Number Framework:

Number Facts, Stage 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.
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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.

Related Māori vocab:

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

$3+3$

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