

Concentration Game Rules

For 2-4 players, or larger groups

In Concentration, you will become confident with key financial terms and concepts as you match words and images.

Whoever matches the most pairs correctly wins!

concentration

Printed Components

- 10 beginner word cards (yellow block tower icon)
- 10 beginner picture cards (yellow block tower icon)
- 10 advanced word cards (orange block tower icon)
- 10 advanced picture cards (orange block tower icon)
- 20 brainteaser picture cards (Eiffel tower icon)

Overview

There are two modes of play for Concentration: one that uses 10 words, and one that uses 20 words. 10 word play is easier than 20 word play .

Both modes have a variation which increases the difficulty.

10 Words Game Play

Make two stacks: one of the 10 beginner Word Cards and one of the 10 beginner picture cards.

Note: The beginner cards have a small block tower icon in their top-right corner.

Shuffle each stack, then lay the cards out face-down in a grid, with the word card grid to the left, and the picture card grid to the right.

Choose an active player by an agreed method (eg: rock-paper-scissors, teacher nomination etc.)

The active player turns turns up a word card and a picture card.

If they don't match, the cards are turned face-down again.

If they match, then the player takes both cards.

Whether a match is made or not, the player to the left of the active player becomes the active player, and proceeds to turn up a word card, with play continuing.

Game End

When all the pairs have been matched, whoever has the most matches wins!

In the case of a tie, those players celebrate their shared victory.

Variation

When players have become familiar with the beginner cards, use the advanced ones instead.

Note: The advanced cards have a large block tower icon in their top-right corner.

20 Words Game Play

Make two stacks: one of all 20 word cards and one of the 10 beginner and 10 advanced picture cards. Shuffle each stack.

Place the stack of word cards face-down on the left. Lay the picture cards out face-down in a grid to the right.

Choose an active player by an agreed method (eg: rock-paper-scissors, teacher nomination etc.)

The active player turns up a word card from the stack and then they turn up a picture card.

If they don't match, the picture card is turned face-down again.

The person to their left now has a chance to turn up a picture card and make a match.

Players continue (in a clockwise direction) to turn up picture cards until a match is made.

When a match is made, the player who made it takes both cards.

Once a match is made, the player to the left of the current active player becomes the active player, and proceeds to turn up a word card, with play continuing as shown above.

Game End

When all the pairs have been matched, whoever has the most matches wins!

In the case of a tie, those players celebrate their shared victory.

Variation

To increase the difficulty level, add the 20 brainteaser picture cards to the picture grid.

Note: The Brainteaser cards have an Eiffel Tower icon in their top-right corner.

Now, instead of turning up one matching picture card, players turn up TWO picture cards, and they BOTH must match the word card to claim the match.



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