

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

Game template - **beginners** level (yellow block tower icon)

Game template - **advanced** level (orange block tower icon)

Game template - **brainteaser** level (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 yellow 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 n orange 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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