

Objective:

This activity reinforces pattern recognition, matching, and decision-making skills to complete a collaborative memory task.

Materials:

- Sequence strip (provided)
 - Memory cards (provided)
 - Heavy card stock paper
 - Scissors
-

Preparation:

1. Print, laminate, and cut out the sequence strip.
 2. Print the memory cards on heavy card stock paper (2 sets), and cut them out.
 3. Shuffle the cards so matching cards are not near each other.
 4. Lay the cards face down in rows on the table or floor, forming the rows into a rectangle or square.
 5. Make sure the cards are not touching each other.
 6. Have the sequence strip on hand, and refer to it throughout the activity to guide students.
-

Instructions:

1. Explain that the class will be playing movie-themed memory game.
2. Model how to play the game:
 - a. Turn over one card.
 - b. Identify the picture on the card.
 - c. Turn over a second card.
 - d. Identify the picture on the card.
 - e. Determine if the cards match.
 - i. If the cards match, explain that the player gets to keep the cards.
 - ii. If the cards are not a match, turn them over and explain that it is the next player's turn.
3. The game ends when all cards have been matched. Students count their cards and the student with the most cards wins.

Considerations:

- The number of pairs of cards used depends on the ability level of the students; 12–16 is ideal.
-

Suggestions for Differentiation:

Essential:

- Provide the cue “do this,” and model the action.
- If needed, model requesting help, and encourage the student to imitate using their mode of communication.
- Lay one set of the cards face up on the table. Put the second set in a “draw” pile. Have the student draw a card and match it to a card laying face up.

Intermediate:

- Explain the activity using one-step directions, and teach the student to reference the sequence strip when needed.

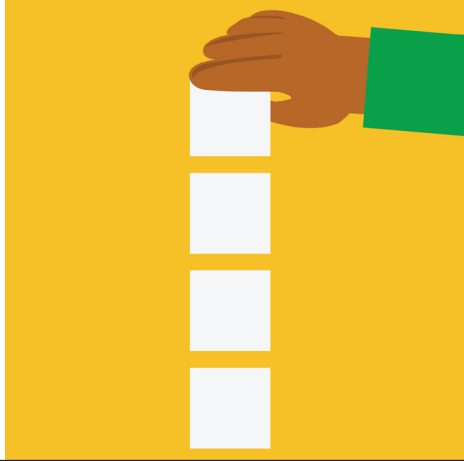
Advanced:

- Explain the activity using multi-step directions.
- Consider having the student identify the memory cards for other students when they request assistance.

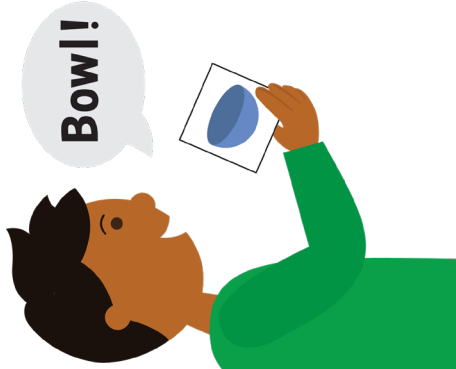
Sequence strip



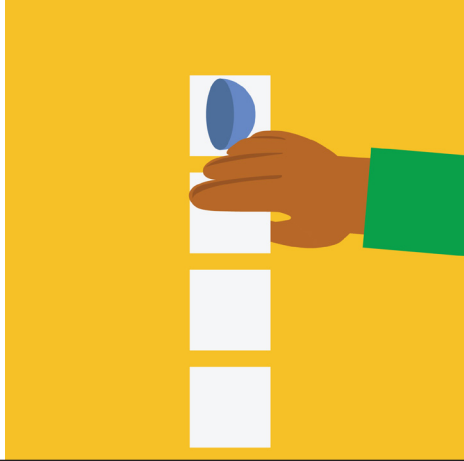
Turn over a card



Identify the picture



Turn over another card

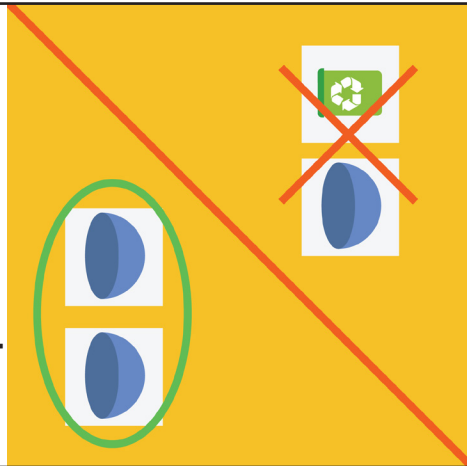


Identify the picture



Going to the Movies – Vocabulary: Memory

Decide whether the pictures match



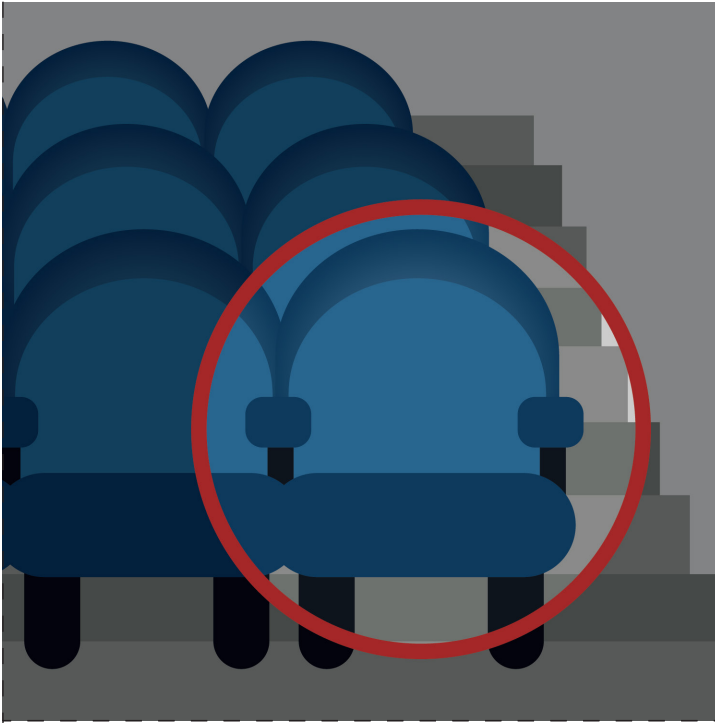
© STAR Autism Support 2022. Links.

Going to the Movies – Vocabulary: Memory

© STAR Autism Support 2022. Links.



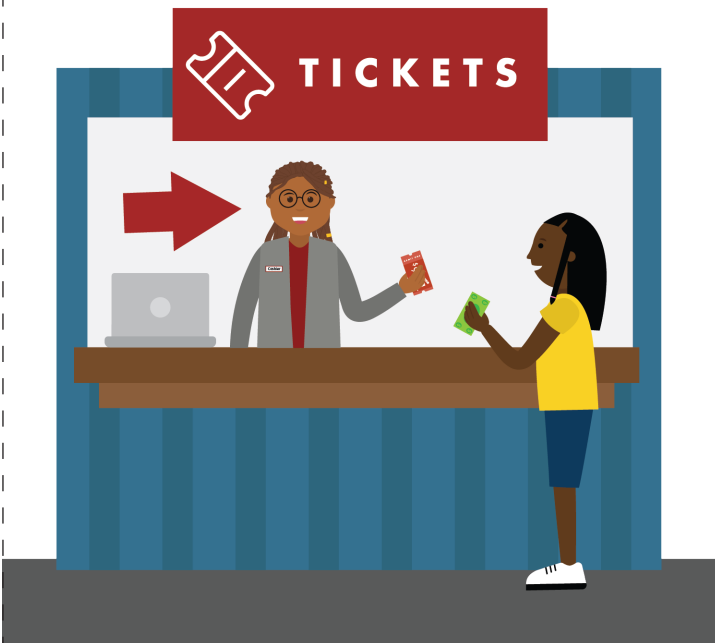
Aisle Seat



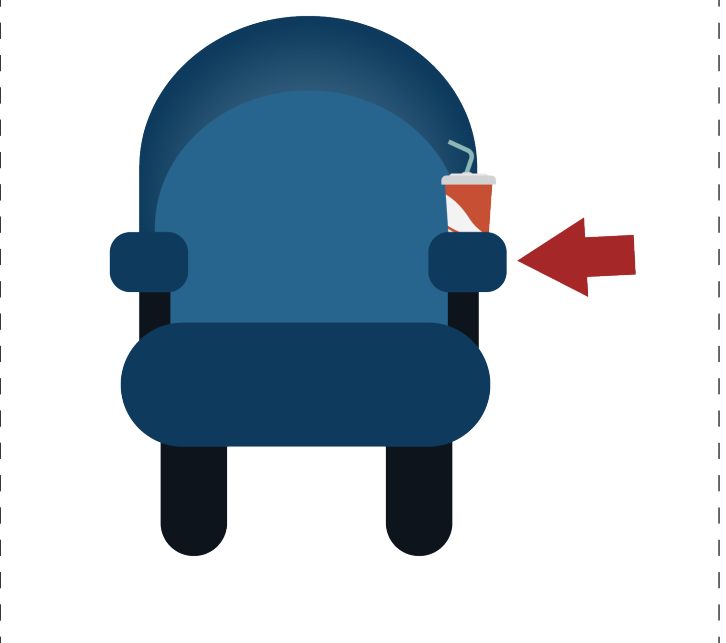
Men's Restroom



Cashier

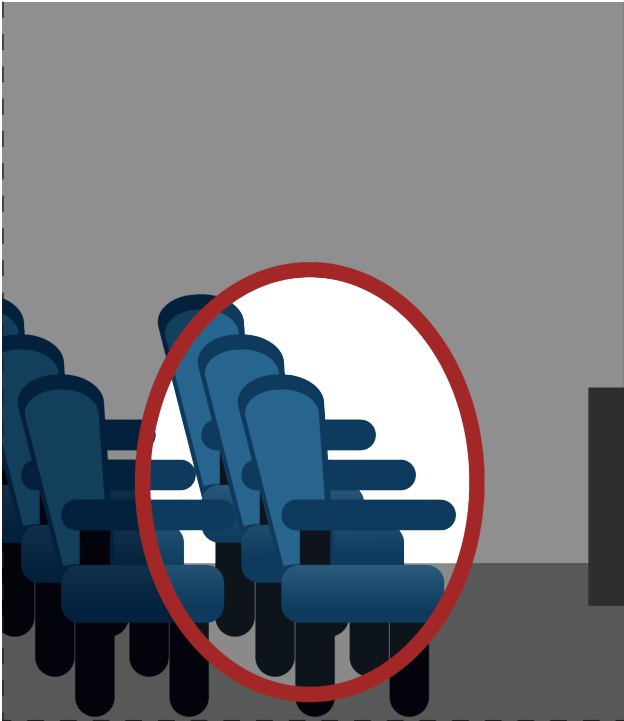


Cup Holder

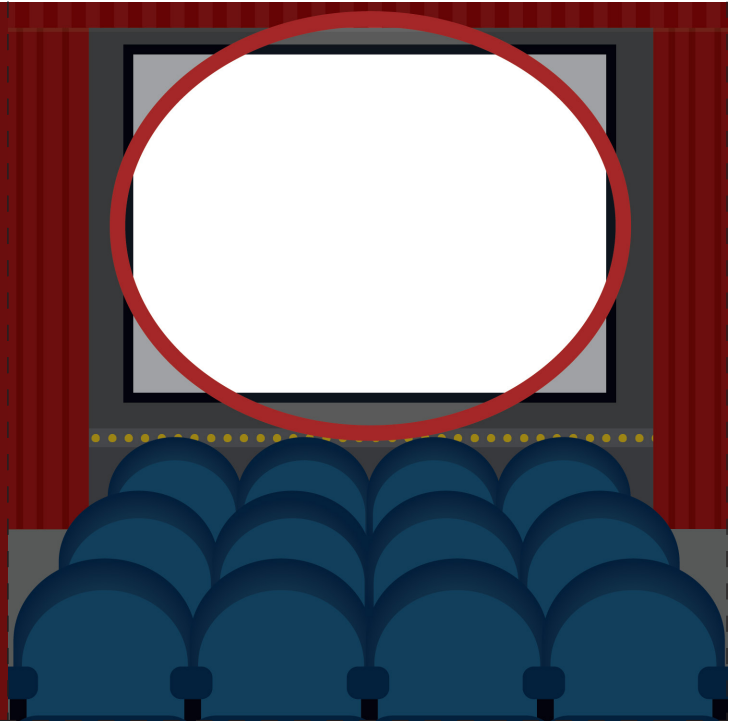




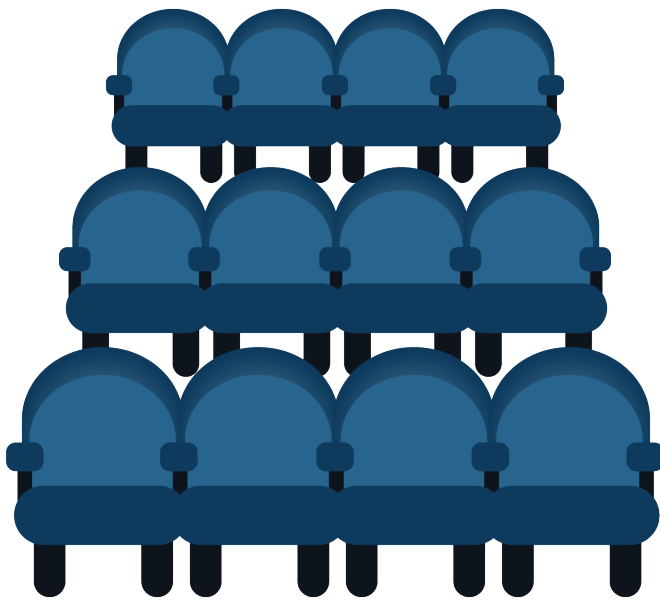
Front Row



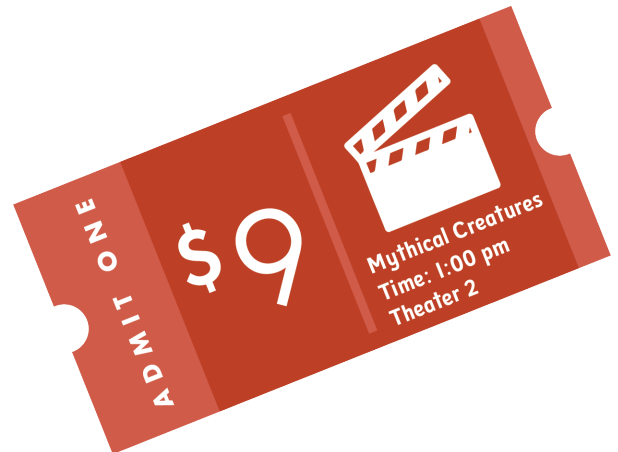
Movie Screen



Seats



Ticket

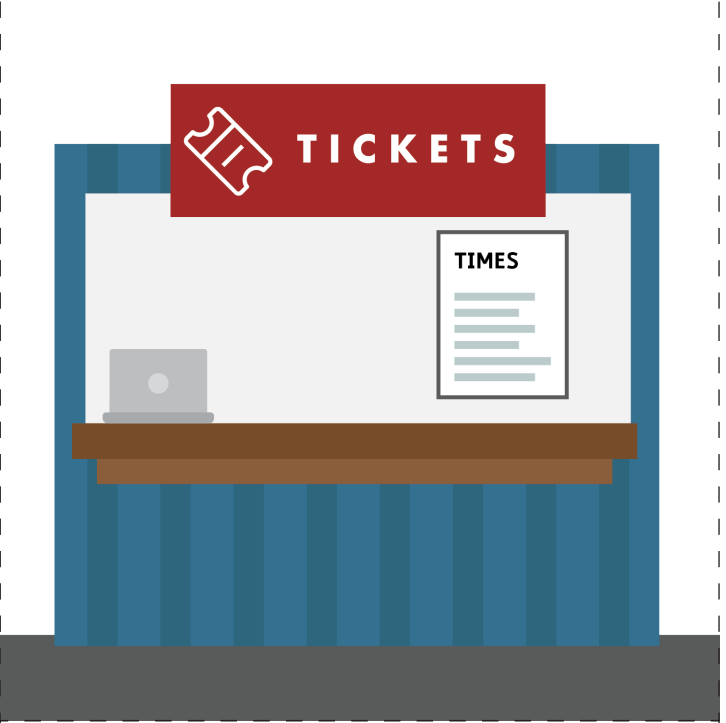




Ticket Attendant



Ticket Window



Unisex Restroom



Lobby





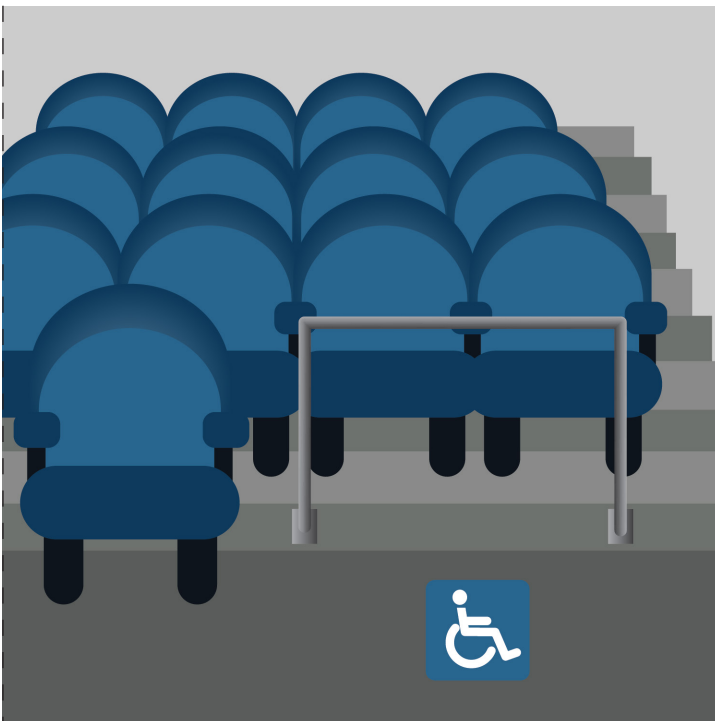
Movie Theater



Snacks



Accessible Seating



Concession Stand

