

MEMORY-3

Place the 16 cards on the table, **face down**, forming a **square**. Next, every player in his turn, turns up two cards. **If they make a pair** (according to the rules in each play, as we will explain later), **he keeps them**. If they don't, he puts them on the table again, in the same position as they were (face down).

The game **is over when all cards have been matched**. **The winner is the player with more pairs**.

✍ Version A: SAME FRACTIONAL VALUE

The player will take a good look of the cards and the represented fractions or he will find out the result of the operation displayed. **They will make a pair when they are the same.**

✍ Version B: FRACTION, DECIMAL, PERCENTAGE

Now the player will see in the cards a fraction, a decimal number, a percentage or their graphic representation. **They will make a pair if they represent the same numbers.**

YOU WILL NEED (EACH TEAM):

A set of 16 cards, that will represent:

- ✍ Four cards of each fraction ($\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$, and $\frac{1}{3}$), represented in different ways (names, sum or subtraction, graphic representation) for version A
- ✍ Four cards of each percentage (20%, 25%, 50% and 75%), represented as percentage, fraction, decimal number and graphic representation for version B.