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DATE: February 9, 2021

SUBJECT OF LESSON: Memory Games (Literacy)

OF CHILDREN: 3 students (Class of 10)

TIME ESTIMATE: 10–15 minutes

GRADE LEVEL: Pre-K4

I. INTENDED STUDENT OUTCOMES: (Behavioral Objectives)

1. Objectives:

- Condition (the setting under which the students will demonstrate the behavior)
 - Students will meet in small groups play a memory / matching game
- Observable behavior (what the students will be able to do as a result of the lesson)
 - Given a set of memory / matching cards, students can identify / describe, recognize, and recall matching images with 100% accuracy.
 - (Related)
 - Regulate own emotions and behaviors — following limits and expectations
 - Establish and sustain positive relationships — interacting with peers
 - Demonstrates fine-motor strength and coordination — use fingers and hands
 - Listen to / understand increasingly complex language — comprehend language
 - Use language to express thoughts and needs — use expanding expressive vocabulary
- Criterion of Performance (level of acceptable performance)
 - Student can regulate their own behavior.
 - Students can work together.
 - Students can listen to and follow directions.
 - Students can make observations about what they see.

2. Common Core State Standards/Ontario Learning Expectations:

NY-PK.MD.2: Sort objects and shapes into categories; count the objects in each category.

NY-PKW2: Use a combination of drawing, dictating, oral expression, and/or emergent writing to name a familiar topic and supply information in child-centered, authentic, play-based learning.

PKSL1: Participate in collaborative conversations with diverse peers and adults in small and large groups and during play.

II. PREPARATION:

1. Materials/Technology:

- Teacher materials
 - 1. Memory match game

Prior Knowledge:

- Shape, object, pattern recognition

Need to Do Ahead of Time:

- Arrange 2 or more students around a table
- Create memory / matching game (using a set of simple pictures that children will be able to describe the similarities) -or- use a ready-made matching game deck

III. BODY OF THE LESSON:

1. Setting the Stage for Learning/Anticipatory Set:

Explain to the large group/class that we will be working on a matching / memory game where they will be instructed to find matching cards and give a detailed description about why they match. (1 min)

2. Steps of the lesson (2–4 min):

1. Teacher will invite 2 or more children at a time to play the memory / matching game. Teacher will place up to six pairs (to start) for display on the table.
2. Students will look at the pictures on the cards and talk about each card type before beginning the game. Teacher will model and guide the conversation — asking questions or making suggestions such as:

“What kind of animals are these?”

“Can you tell me something you notice about this pair of animals that is the same?”

“This looks like a penguin! This penguin is wearing a black hat and a pink scarf!”

3. Teacher will engage one student at a time to get the students acclimated with finding pairs with the images exposed and describing details about what they see.

3. Closure (6–8 min):

1. Students will study the card pairs to see where the matching pairs are located and then arrange the cards, in place, face down to hide the pictures.
2. Students will take turns turning over two cards to look for matching pictures.
3. Students will identify the picture before removing the matching cards from the remaining memory / matching cards on the table.
4. The student with the most matching pairs at the end is the winner. Students will take turns picking matches and continue the game for as long as they are interested.
5. Teacher will explain that the memory game will be available in the toys and games area at center time.

IV. ASSESSMENT:

Assessment and rationale

- The activity provides an opportunity for assessment throughout its entirety with recognition and recollection of where the matching pictures are; understanding the rules and expectations and regulating self-behavior; fine-motor strength and coordination — using their fingers and hands to pick up the thin plastic laminate game cards; and using language to express / describe or name the animals and details of the pictures cards.