

# People memory

#movement #getting-to-know-each-other #creativity #game

A well-known game with pairs of people that helps train the memory and concentration of the students. Also useful when it comes to the repetition and consolidation of contents, e.g. vocabulary, pairs of terms etc.

**Arrangement:** plenum

**Phase:** introduction, conclusion

## Description:

The teacher decides on a topic (e.g. verbs, animals, body parts, etc.). Two students are then chosen to leave the room to guess the individual pairs. While the two are waiting outside, the other students look for a partner and think of a suitable movement. After each pair has considered a movement, the two students waiting outside are allowed to come in. These two now play against each other, and each has to pick two students who will have to name their verb (depending on the topic) and demonstrate the movement. If a pair has been "revealed", they have to line up behind the student who correctly identified a pair; the said student is then permitted to guess again. Once all pairs have been discovered, the game is over.

## Differentiation:

They are using a time limit instead of having to discover all pairs. Also, sample terms could be used or played in teams (instead of single players).

## Hints:

It is easier for the students if the terms are provided, and they do not have to come up with any terms spontaneously.

## Material:

Words used for the memory can be handed out as index cards (if necessary).

## Variation:

The game could be played in another language. The game could be played in music class with rhythms or short melodies. In math class, tasks and results could be used as pairs. Instead of using movements only, sounds could be used as well. Words may be paraphrased rather than naming them explicitly. Memory pairs do not have to be identical but may also be related.

Examples:

- bee – honey
- fire – hot
- dog – puppy
- France – Paris

## Sources (German):

Gruppenspiele: Hits für Kids. <https://www.gruppenspiele-hits.de/sonstige-spiele/Menschen-Memory.html> .

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