the wild manymonths game
-a memory game with a twist

Educational: exercises argumentation skills and memory.

Print all sheets with the printer setting Fit to Page. Glue on sturdy paper or light cardboard. Cut in nice squares. Put all cards face down on the table. Mix them.

The aim of the game is to find pairs. The youngest child begins. Both cards do not need to look the same. Pairs can be picked on the grounds of many different rules, and the players can make up the rules themselves.

**Examples:**
- mother and baby
- two red pieces of clothing
- wool top and leggings
- little baby and toddler (siblings)
- girl and the right size of dress
- three parcels and three babies
- head, shoulders and tummy + bottom, legs and feet

When a pair has been found, two new cards are picked. If the cards do not make a pair, they are put back face down. And it is the turn of next player to pick two cards.

The game continues until the table is empty, or nobody can find connections between the remaining cards. The player with the highest stack is the winner.

**Alternative ways to play:**
- Print two of every sheet and play as an ordinary memory game where the players have to find the exact matching image on the cards.
- A single player can look for pairs in the card stack based on different criteria as a fun sorting activity.
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