






TOOL 14 | Memory Game

Learning Objective	This method is suitable for understanding terms that are frequently used in climate policy and migration policy or for repeating one’s own knowledge		
Learning Outcome	After use of the tool, participants will <ul style="list-style-type: none">▶ understand:<ul style="list-style-type: none">▶ all terms used in the game (related to the e-learning course content)▶ be able to:<ul style="list-style-type: none">▶ recall knowledge gained already in the training		
Target Group	All		
Type		Duration	30-40 minutes
Use	 	Participants	9-20
Complexity	Simple		
Material Needed		<ul style="list-style-type: none">▶ Table for each group▶ Cards (as described in “Preparation steps”)	
		<ul style="list-style-type: none">▶ Whiteboard with sticky notes (as described in “Preparation steps”)	
Preparation Steps	<ul style="list-style-type: none">▶ Create the “Memory-game”, by taking terms from the respective modules (1-9), at least 7 terms, so that there are min 14 cards▶ Create one card per term and a second card with an explanation of that term. See the example below:<div><div>Acquiescent immobility</div><div>{ ... } refers to people who do not wish to move, but if they had wanted to move, they would have lacked the ability to do so.</div></div>▶ The memory cards should be printed beforehand on strong paper and be cut out to cards. Print as many sets (always the identical ones) as there are groups to be divided.		

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Implementation Steps

- ▶ The participants are divided into small groups (size 3-8 participants) and each receives a memory card set. The terms and explanations are placed face down separately. One of the group members reveals a term and an explanation, which he/she reads out. Questions about the text are asked and answered.
- ▶ The group decides together whether the explanation matches the term
 - ▶ If yes, both cards are hung up next to each other
 - ▶ If not, both cards are turned over again, and it is the next person's turn
- ▶ The group may also help to decide which cards to turn over. At the end, all terms and explanations can be read out again and questions can be asked

Module



Prior Knowledge (Module)



Remarks / Reminders

- ▶ You can create a memory game depending on the module, or for the very beginning or end of the course
- ▶ The game can also be turned into a competition. This might increase attention