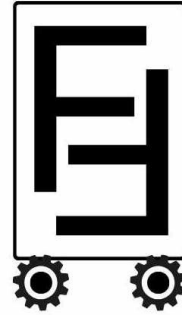


FIX FORWARD LESSON PLAN



Name: Know Your Supplies! Memory Game

Grade(s): PreK-3

Lesson Focus and Goals:

This card game will center on enhancing memory skills, attention, and focus. It will also introduce or reinforce common tool identification.

Materials Needed:

- memory cards printed on copy paper or cardstock - see separate downloadable file
- table or flat surface to lay out cards

Learning Objectives:

Students will be able to recall information about tools presented in the game. Students will concentrate and pay close attention to detail while having fun!

Structure / Activity:

The instructor reads the picture book *Fix that Clock* by Kurt Cyrus. The instructor leads a discussion with students about repair and the tools that are needed to fix broken items.

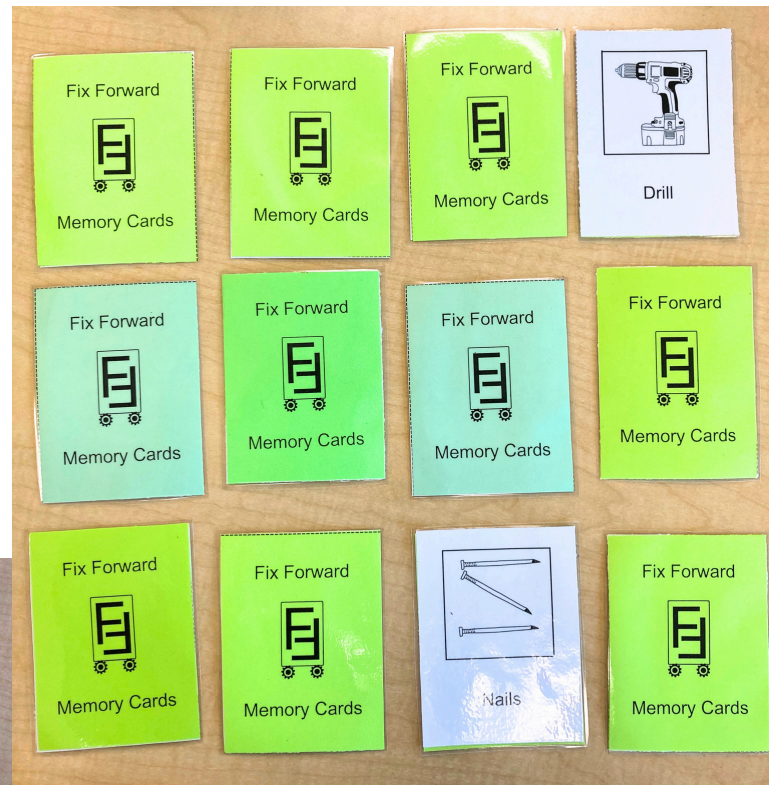
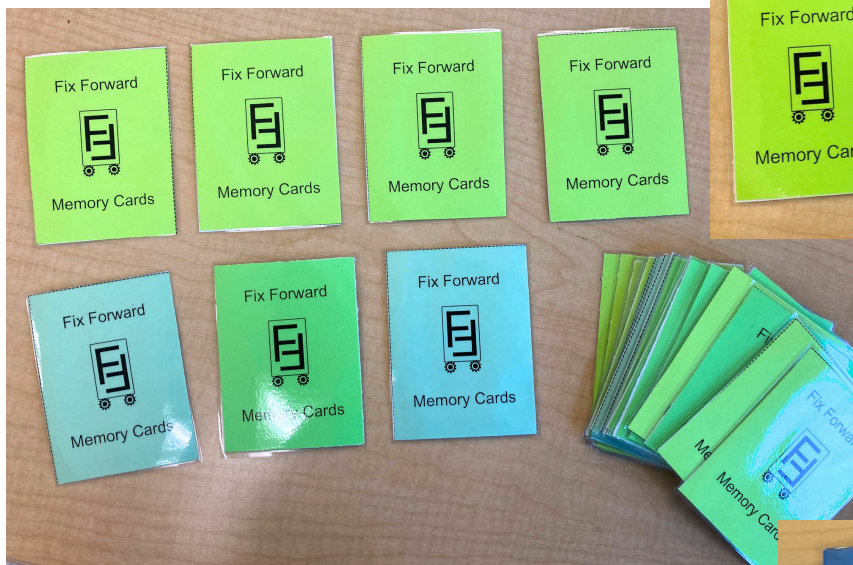
The instructor will present the memory cards to students, talk through each tool and its uses. The instructor will then teach the students how to play the game.

How to Play: Shuffle the cards and lay them face down in rows on a table or other flat surface. The first player turns over 2 cards. If the pictures match, the player keeps the cards and tries again for another match. If they do not match the cards are turned over again and the player to the left takes a turn. Each player must try to remember where they have seen cards, so they can use them to make a match. When all of the cards have been matched the game is over.

Assessment:

The instructor may review the student's knowledge of common tools by presenting the cards and asking students to identify the tool and its uses.

Fix Forward Memory Cards printed on colored copy paper and laminated.



Fix That Clock by Kurt Cyrus

