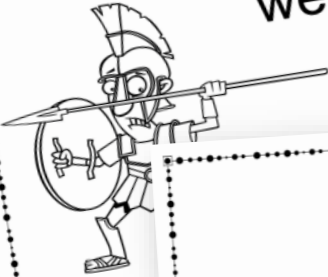



# GREEK MYTHOLOGY MEMORY GAME


**WHO AM I?**  
My heel is my weakness.

A cartoon illustration of Achilles, a Greek warrior, wearing a helmet and holding a spear and shield.


**WHO AM I?**  
I opened a jar full of evil and

A cartoon illustration of Pandora, a woman with a box, looking surprised with lightning bolts around her head.


**WHO AM I?**  
I ate six pomegranate seeds.

A cartoon illustration of Persephone, a woman with long hair, holding a pomegranate.

**I AM...**  
**Achilles**

A cartoon illustration of Achilles, a Greek warrior, wearing a helmet and holding a spear and shield.

**I AM...**  
**Pandora**

A cartoon illustration of Pandora, a woman with a box, looking surprised with lightning bolts around her head.

**I AM...**  
**Persephone**

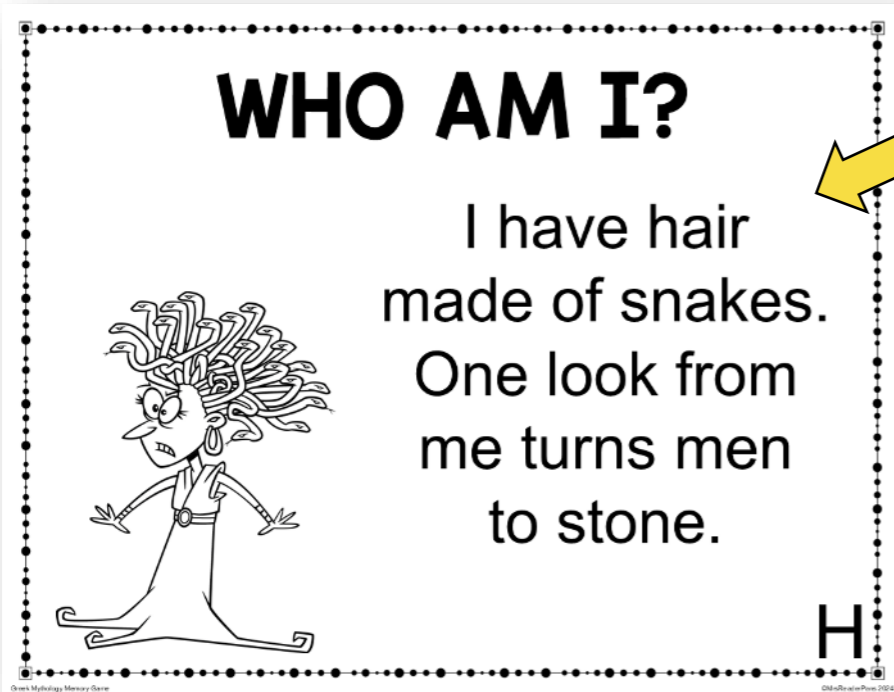
A cartoon illustration of Persephone, a woman with long hair, holding a pomegranate.

**GRADES  
4-7**

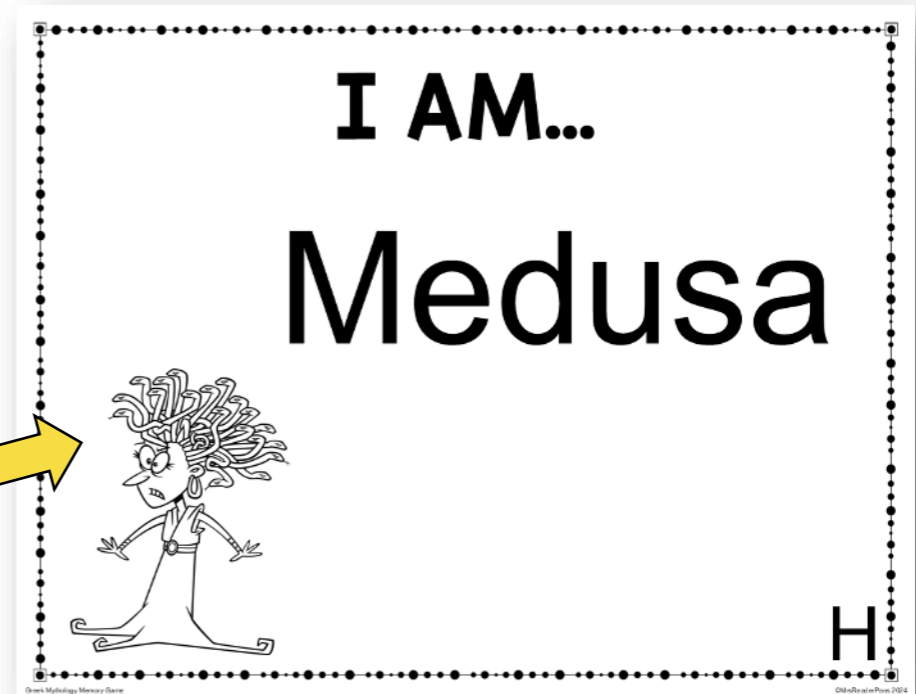
Great for reviewing Greek gods and goddesses



# INCLUDES 25 CLUE CARDS & 25 ANSWER CARDS



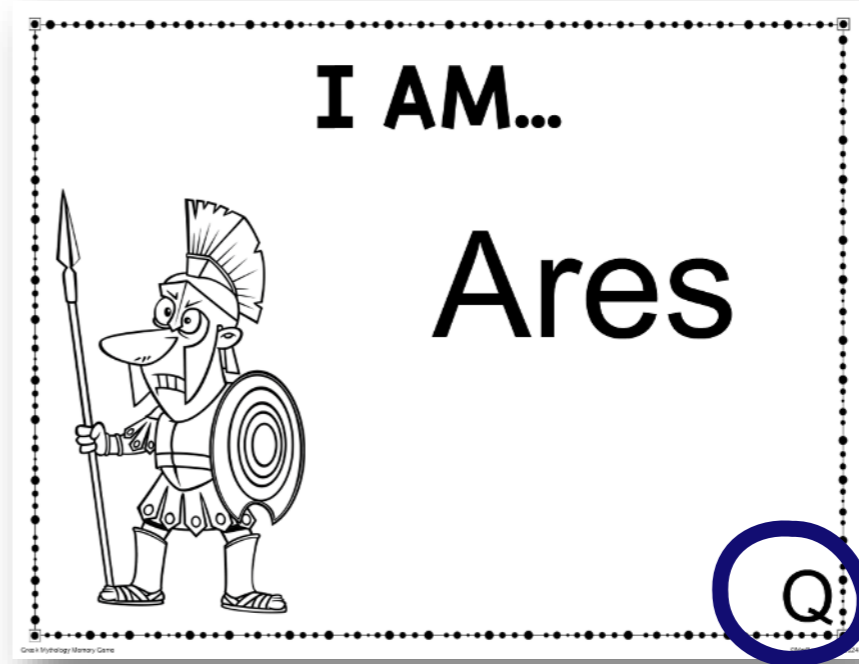
Clue Card



Answer Card

Students may pick either one first.

# CARDS HAVE MATCHING LETTERS AND IMAGES



This helps clarify which cards go together during game play.  
If the letters/images do not match, the cards are not a match.

# INCLUDES DETAILED DIRECTIONS

## PREPPING THE GAME:

1. **Print** the 25 Question Cards and 25 Answer Cards on letter-sized cardstock. I suggest printing the two sets on different-colored cardstock. This will help keep them organized if they get mixed up. To keep them very visible (it's a GIANT Memory game!), I recommend printing full-page cards.
2. **Laminate** the cards. This is especially important if you have more than one class. Laminating the cards will help them last longer and be easier to read.
3. **Secure** a large space. On the day you will play the game, clear a large floor space. Move furniture as needed to make the space open, spaced, face down on the floor. See the next page for more details. You can also do it outside (as long as you have the school's stage, in the library, or in a lobby).
4. Decide whether your students will sit on the floor or have them sitting in chairs, you will also need to mark the area around the game play area. My students sit on the floor around the game board.
5. If your students have class notes, do you want them to be able to see them?

## TO PLAY THE GAME:

1. Before the students enter the your large space, make sure you have the game all set up. The game will take a full class period, and you do not want to waste time moving furniture and laying out the cards. You also don't want students to see which cards are where.
2. Divide students into teams of four. Teams should sit together around the game, one team on each side.
3. One person from Team 1 picks a card from either side and turns it over so everyone can see it. The student should also read it out loud for everyone to hear.
4. A different person from Team 1 chooses a card from the other side. Turn it over and read it aloud. If the cards match, Team 1 gets to keep both cards. If they do not match, the cards are turned back over in the same spot as before.  
\*\*\*Note that the cards have matching images and a letter in the lower right corner. Matching cards have matching images and letters. This helps avoid confusion over which cards go together.\*\*\*
5. If Team 1 made a match, they keep the card and take a second turn. If they did not make a match, then Team 2 flips over one card from each side. Keep playing until time runs out or all cards are removed from the game.
6. The team with the highest number of cards at the end wins the game.

## GAME LAYOUT

Students sit or stand here

Students sit or stand here

Cards—face down



Answer Cards—face down



This area should stay open (no students sitting here)

Students sit or stand here

Students sit or stand here

Students sit or stand here

# PDF FORMAT; NOT EDITABLE

