



MEMORY 30

Test your memory and teamwork as you “count” to 30!

In this game, participants work as a team to uncover the numbers 1 to 30 in order, memory style!

DIRECTIONS

1. Read starting directions:

- *To start everyone at your tables should stand up. Each table should have a bag of number cards. Take the numbers and distribute them **randomly**, number side **down** around your table. No one on the team should see where any specific numbers are placed.*

2. Continue with specifics:

- *The goal of this game is to flip the cards over, one at a time, in sequential order from number 1 to number 30 without making a mistake. A mistake is turning up a number that IS NOT the next one in the sequence. Your group will first have to decide who at your table is going to start and how your table is going to take turns - clockwise, or counterclockwise from the starting person. Decide this at your table now!*
- *Next let's go over the rules:*
- *Only one numbered card can be touched and turned over at a time.*
- *Numbered cards may not be repositioned on the table – they must stay in relatively the same place where they started.*
- *On their turn, a player chooses and flips over a card. If the number is correct (in the sequential order) the card is left up – number showing. This player's turn is over. If the number is incorrect the card is flipped back over, number down. This player's turn is over.*
- *When a player's turn is over, the next player (in the turn-taking order) chooses and flips over a card. If the number is correct, it is left number up. This player's turn is over. If the number is not correct the card is flipped back over, number down. AND ALL OTHER NUMBERS FACING UP ARE FLIPPED BACK OVER – NUMBERS DOWN.*
- *A player, faced with a turn with no numbers facing up, DOES NOT have to flip up the number 1 if the location of number 1 is known.*
- *So let's recap the basics: Only one card may be flipped up at a time. Players take turns, flipping cards. When the wrong number is flipped up, ALL numbers up are flipped face down. You're trying to go in order from 1 to 30.*

3. Verify that teams understand the directions.

- *Everyone understand the directions? Alright. We'll start in a second when I say go. Holler when your team finishes!. Don't get distracted by other teams finishing – keep working until your table gets it too then raise your hands when you finish. Okay. Ready. Set. Go!*



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4. Wait until all groups finish. If time permits, encourage groups to see if they can repeat the flipping after waiting for everyone to finish.
5. Reflect on the experience with a variety of questions:
 - *What strategies did you use to be successful in this game?*
 - *How do you think your group could have improved to finish faster?*
 - *How did roles and responsibilities play out during the activity? Did you agree to the roles and responsibilities you were expected to take?*
 - *If doing this activity with volunteers or staff: How could you see yourself using this in your work/volunteering? What adaptations might you need to make for the audience you work with?*

Adapted from: Fundoing Blog by Chris Calvert <https://www.fundoing.com/blog>



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