




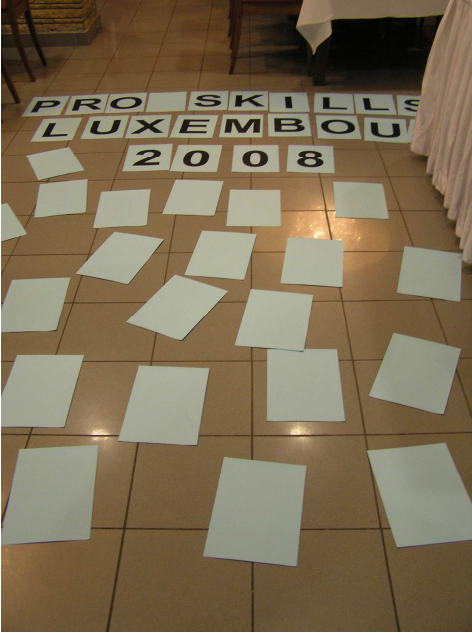





Memory

	<p><u>time frame</u>: ~ 20 min</p>
	<p><u>location</u>: out-door or out-door</p>
	<p><u>participants</u>: ≥ 3</p>
	<p><u>material</u>: sheets with letters of a certain word (one letter per sheet); one set of sheets per group;</p>
	<p><u>procedure</u>:</p> <p>The participants build groups with 3 – 5 persons. The sheets are spread on the floor or on a table with the back-side up. The searched word can also be seen (e.g. on further sheets). One person after the other can turn around always one sheet. They search for the first letter. If the sheet doesn't show the first letter, they have to memorise the letter and turn back the sheet again. If the first letter is found, it is laid down separately and the next letter has to be found.</p> 
	<p><u>Goal / purpose</u>:</p> <p>The group can organise itself and use memorizing strategies. This can be supported by a special instruction.</p>
	<p><u>Questions for discussion</u>:</p> <ul style="list-style-type: none">- How did you structure your process?- Did people take a special role (leader, good memorizer etc.)?
	<p><u>Source</u>:</p> <p>Game pool of Pfiff, Hochschule Fulda</p>