

Ages 4+

1-6 Players



A ring in the sand,
A hen's silhouette,
A gold paper fan,
A drum majorette.

Find the four cards that
match this riddle.

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THE CLASSIC

I SPY™

MEMORY GAME

A GAME OF
PICTURE
RIDDLES

Instructions:
English
Español

8
WAYS
TO PLAY!



SCHOLASTIC

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BRIARPATCH.

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Contents: 48 Memory Cards (24 matching pairs), 9 Riddle Cards

This game helps young players to develop skills of memory, matching, critical thinking, reading and oral language, as well as skills of taking turns, following rules and sharing. There are many ways to play this game for preschoolers, young readers and I SPY™ fans of all ages.

I SPY™ MEMORY GAME

For 1-6 players ages 4 to adult.
No reading required.

OBJECT OF THE GAME:

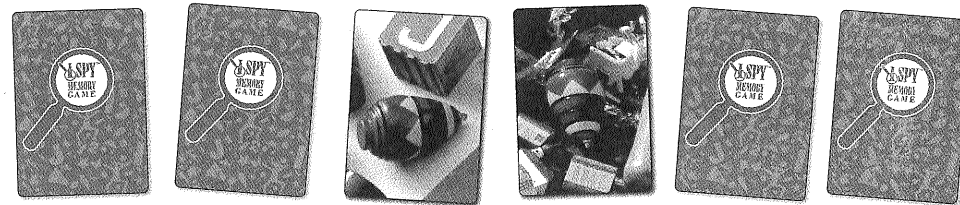
Players try to remember where each card is. The player who collects the most matching pairs is the winner.

GETTING READY TO PLAY:

Before playing for the first time, carefully punch out all the cards. Set the riddle cards aside for now; they are not used in this version. Show young players the memory cards and talk about all the things you see on the cards. Each object listed below is found on two slightly different cards which the player has to match:

Rabbit	Gold leopard	Mask with horn
Red and blue Hammer	Colorful wooden top	Sea horse
Yellow dog	Plaid letter P	Old key
Toy circus clown	Man on a bicycle	Doll with red sweater
Green frog	Racing car #7	Hourglass
Panda with ball	Toy guitar	Plastic shovel
Black telephone	Fire hydrant	Yellow-handled scissors
Fancy gold elephant	Toy horse	Nutcracker

Mix the memory cards well. Place all cards face down in a regular arrangement in the middle of the table or on the floor within reach of all players. The youngest child may begin.



PLAYING THE GAME:

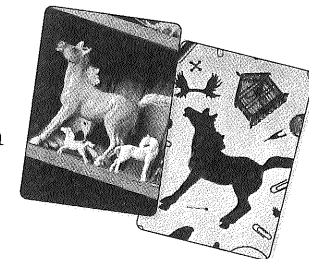
On your turn, turn over two cards and leave them in place so that all players can see them. If you turn up a matching pair, keep them and turn up two more cards. Your turn continues until you turn up two that do not match. Turn them face down again in the same position. Now it's the next player's turn. Watch carefully so that you will remember where each card is. The player who collects the most matching pairs is the winner. **Cooperative version:** Play until all the cards have been matched. Everybody wins!

FOR BEGINNING PLAYERS:

When playing with a child for the first time, select the 8 pairs from the first column on page 2, and set the rest aside. Try playing with the cards face up at first. Mix the cards and ask the child to pick out the matching pairs. Talk about the objects together. If there are any vocabulary problems, explain the words. Then try playing with the cards face down. After playing a few times with 8, try the second set of 8 from the middle column, then the third set from the last column until the child is comfortable with all 24 pairs.

NOTE FOR PARENTS AND TEACHERS:

The cards listed on page 2 refer to pairs of identical objects, but each is shown against a different background and may be shown in a different size or position, or at a different angle or with different lighting. (**Example:** One toy horse is seen with other horses. Its match is the same toy horse shown in silhouette.) This activity teaches children to focus on the major element in each card without being distracted by other things in the photograph, and to recognize an object from different points of view. These are both important reading skills.



I SPY™ FUN WITH RIDDLES GAME

For 1-6 players ages 6 to adult.

OBJECT OF THE GAME:

In this version you are searching for the four cards that match each riddle card. The objects described in the riddles are not necessarily the same as the objects you found and matched while playing I Spy Memory. Look closely at all the objects on every card to solve the riddles. **This game is played with the cards face up.**

Hint: Some of the riddles are tricky, but there is only one set of four cards that answers each riddle!

1. COOPERATIVE VERSION:

Mix the memory cards well. Place all memory cards face up on the floor or table in a regular arrangement. Shuffle the riddle cards and place them face down in a stack. Draw the top riddle card. The first player reads the riddle out loud (or selects another person to read it) and all players search for the four cards that match it. Take your time and discuss the objects on the cards with the other players.

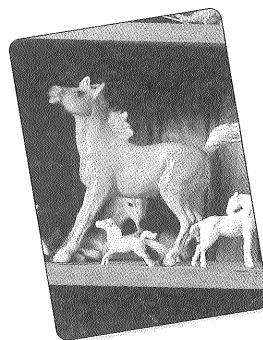
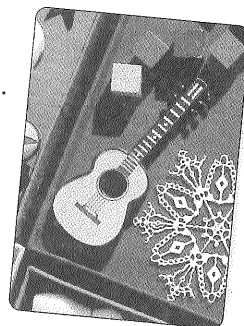
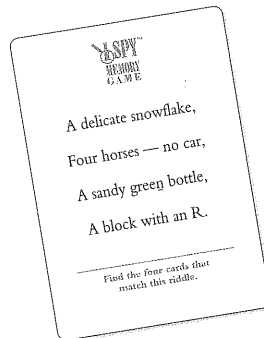
When the first riddle has been solved remove the four cards and set them aside. The next player draws the second card. Play continues until all the riddles have been solved. Everybody wins!

2. COMPETITIVE VERSION:

Whoever finds the fourth card gets to keep all four. (It is not necessary to find them in the order listed on the card.) When all the riddle cards have been matched, the player with the most cards wins.

3. RIDDLE SOLITAIRE:

This game is lots of fun to play by yourself! Start with one riddle card. As soon as you find all four cards that match the riddle, set those cards aside, draw another riddle card and continue play. Once you get good at this, see if you can do two cards at a time, then three. See how many you can do at once.



I SPY™ RIDDLE MEMORY GAME

For 1-6 players ages 6 to adult.

OBJECT OF THE GAME:

In this version you are searching for the four cards that match each of your riddle cards. The objects described in the riddles are not necessarily the same as the objects you found and matched while playing I Spy Memory. Look closely at all the objects on every card to solve the riddles. **This game is played with the cards face down.**

Hints: Some of the riddles are tricky, but there is only one set of four cards that answers each riddle! You might want to play the “Fun With Riddles Game” with the memory cards face up for the first couple of times.

GETTING READY TO PLAY:

Mix the memory cards well. Place all memory cards face down on the floor or table in a regular arrangement.

Deal out two riddle cards to each player, and place any riddle cards left over face down in a stack. Place your riddle cards face up in front of you.

PLAYING THE GAME:

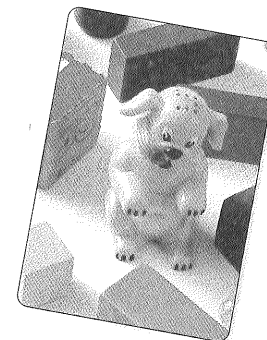
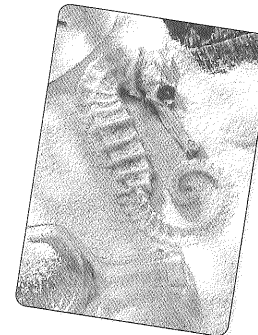
On your turn, turn over four memory cards at a time. If one of the cards belongs to one of your riddle cards, keep it and turn over one other card. Your turn continues until you cannot find one that matches your riddles. Turn the memory cards face down once more in the same position, and it

is the next player's turn. As soon as you find all four cards that match one of your riddles, draw another riddle card and continue.

Hint: Study the cards carefully as they are being turned up so you can remember where to find the cards that match your own riddles.

THE END OF THE GAME:

The winner is the player who solves the most riddles (has the most cards).



OTHER GAMES AND ACTIVITIES

Game of Associations for 1-6 players ages 4 to adult.

1. COOPERATIVE VERSION:

Play this game using the 48 picture cards, each of which shows a number of different objects. By picking any two cards at random and placing them together, it is possible to create many logical associations between them. For instance, each card may have a number or letter on it; each card may remind you of a song title; each card may have the color red; and so on. There are many possible associations!

OBJECT OF THE GAME:

Players try to think up associations between the cards so that all cards are used and no cards are left over.

GETTING READY TO PLAY:

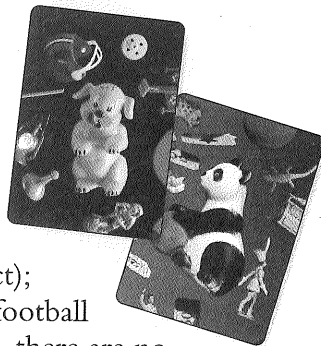
The riddle cards are not used in this game. Mix all the picture cards well and place them face down in one stack. One player acts as the dealer. Place two cards face up so that all players can see them.

PLAYING THE GAME:

All players look at the two cards showing and try to think of associations. See if you can get at least one association from each player. After everyone has had a chance, take the two cards out of play by placing them off to one side. Draw two more cards and continue play. If no one is able to name an association, mix the cards back into the stack of face down cards and continue play.

EXAMPLE:

Imagine that the two cards showing are the dog with a black background and the panda with a blue background. Some of the associations that might be created are: Both cards contain animals (dog and panda); both cards contain people (majorette and astronaut); both cards contain stars (on the ticket, and on the red object); both cards contain a "roundish" red object (the football helmet and the red ball). Use your imagination—there are no wrong answers, as long as you can logically explain yourself.



END OF THE GAME:

The game is over when all cards have been used. Everybody wins!

2. COMPETITIVE VERSION FOR TWO OR MORE PLAYERS:

Turn over two cards at a time. The first player to think of an association wins the pair. If no player can think of an association, turn over two more on top of the first two. The first player to think of an association claims all four. When the whole deck has been played, the player with the most cards wins.

OTHER GAME IDEAS:

After creating associations between a pair of cards, put only one card aside and draw another to match with the first. Or pick any one card to start with, then match it with every other card. Getting really good at this? Try to associate three cards at a time!

NOTE TO PARENTS AND TEACHERS:

This is a wonderful game that develops logic, divergent thinking, language skills, and creativity, as well. You will be amazed at the associations that players will invent!

MORE ACTIVITIES:

How many horses can you find? How many deer? Buckets? Hearts? Do you see the third clown? How many other matches can you find?

Try sorting the cards into categories, like toys, colors, or animals. How many categories can you think of?

**Make up your own games and riddles!
Invite your friends to have fun with I SPY™**

