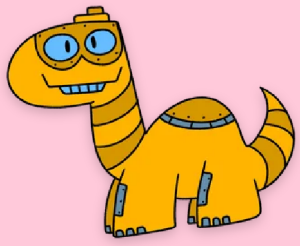
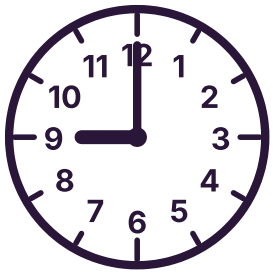
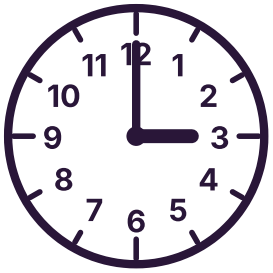
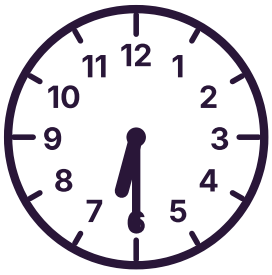
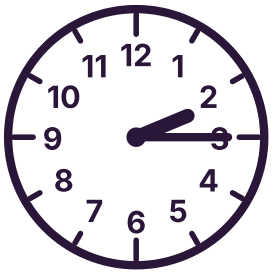
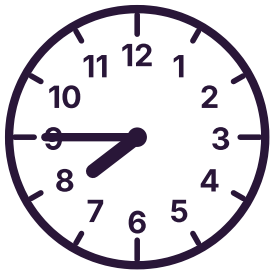
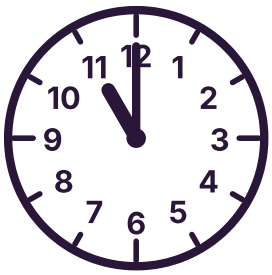
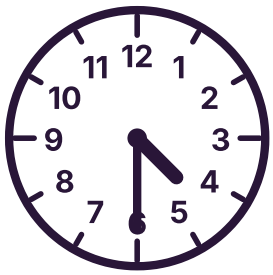
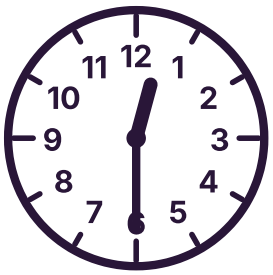
MATCHING & MEMORY · GRADES 1–2

Clock Memory Match

Cut out the cards. Play memory: a match is a clock and the time it shows.



Name: _____ **Date:** _____

11:00	6:30		7:45
4:30	3:00	2:15	
			12:30
	9:00		

How to play: cut out the cards and mix them up face down. Take turns flipping two. A match? Keep it and go again. The player with the most pairs wins.

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