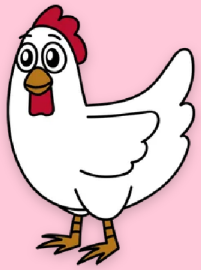
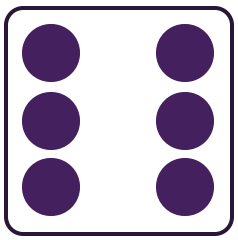
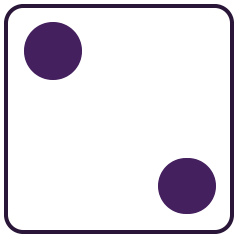
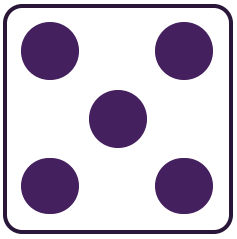
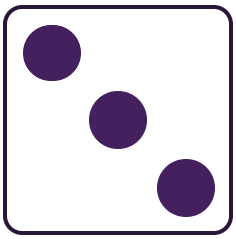
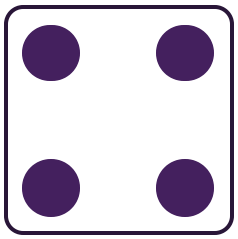
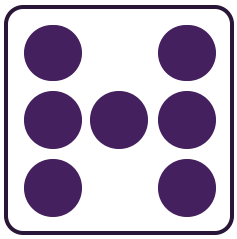
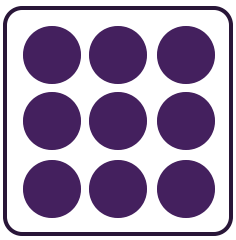
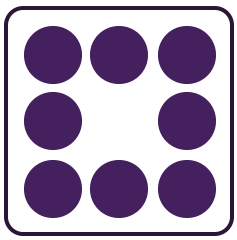
MATCHING & MEMORY · GRADES K–1

Dice Dots Memory Match

Cut out the cards. Play memory: a match is a dice picture and the number of dots on it.



Name: _____ **Date:** _____

9		7	3
6	8		
			5
	4		2

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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