**Activity 1. Matching Game**

**Game Instructions**

There are many ways that you can choose to play this game. Feel free to use any of the options below or make your own spin off. We recommend that you go over the vocabulary with the group before playing the game, but if you are working with an advanced group this may not be necessary. The matching game is available to order if you do not already have a copy, by emailing [influenza.dhhs@maine.gov](mailto:influenza.dhhs@maine.gov).

Colored Cards: Groups with an advanced vocabulary should use both the orange and blue cards, while less advanced groups can use just the orange cards for easier play. The word or phrase card has a thicker print border and the definition card has a matching thinner boarder.

Option One – Find Your Match

1. Assign cards with a term to half of the group and cards with the matching definitions to the other half of the group. You may need to only use a portion of the cards if you have a smaller group and can use the remaining cards in another round.
2. Once each member the group has a card, give the group 60 seconds (more or less depending on how advanced the group is) and tell them to find the person with the matching card to theirs.
3. Once time is up, see which members found the correct match. Rearrange members into the correct pairs if they are wrong.
4. Repeat this exercise, or use the cards you were unable to fit into the first round.

Option Two – Working Together

1. Split your group into multiple teams. The groups could be as small as two or as big as you want, depending on how advanced the members are.
2. Split the cards up between each of group, making sure each group has the matching definition card for each term given to them.
3. Allow each group a certain amount of time to try to match each term to its definition.
4. Once they are done, go over the correct matches with all the groups or allow groups to switch stations to see if another group can fix any wrong matches.

Option Three – Classroom Style

1. Arrange your group in a way so they are all facing you.
2. Hold up each definition and read it off to the members of the group, asking them to try recall the matching term. It may be helpful to have a list of the possible terms somewhere they can see.
3. If they cannot recall the term, you may tell them what the correct term is or put the definition aside and come back to it.
4. To make this a little more difficult, you can try reading off the term instead of the definitions and ask that members try to recall the definition of each term.

Option Four – Memory

1. Put matching terms and definitions face down in a grid like fashion. The number of cards needed depends on your group size and previous knowledge. Be sure to include the definition for each term you put down.
2. Ask each group member to flip over two cards at a time, with the goal of flipping over the matching term and definition. The first few rounds will likely not result in matches, but will help with memorizing some of the locations of specific terms and definitions.
3. If a member thinks they have a match, ask them to remove the word and definition from the grid. Review their match; if it is correct, leave it out of the game until the end. If it is wrong, put face down in their original positions and resume gameplay.
4. The game ends when all terms and definitions are matched. You can choose to tally matches from each individual group member to find a “winner,” or allow for a collaborative win.