## Memory

| Duration: | from 5 $\quad$ min |  |
| :--- | :--- | :--- |
| Number of players: | from 2 player/s - plays in teams |  |
| Materials/ Tools needed: | Any memory where two different tiles are a pair |  |
| Publisher: | - |  |
| Game Designer: | Heinrich Hunter |  |
| Language | language independent |  |
| Links: | https://pen-en-pion.nl/en/memory-is-memory-training- <br> concentration-and-nostalgia/ |  |
| Type of game: |  |  |
| () board <br> (x) card <br> () role play <br> () simulation <br> () computer <br> () Serious <br> (x) Other: memory game |  |  |

Short description/ Goal of the game:
Image:


Educational value/ Learning Objectives:
Works on focus and memory.
Helps focussing
When you play it in groups, there is communication



