

Eidetic School
A SMALL BOOK FOR HUGE
MEMORY

«COLOURS»

20 GAMES WITH CARDS
MEMORY AND CONCENTRATION
DEVELOPMENT



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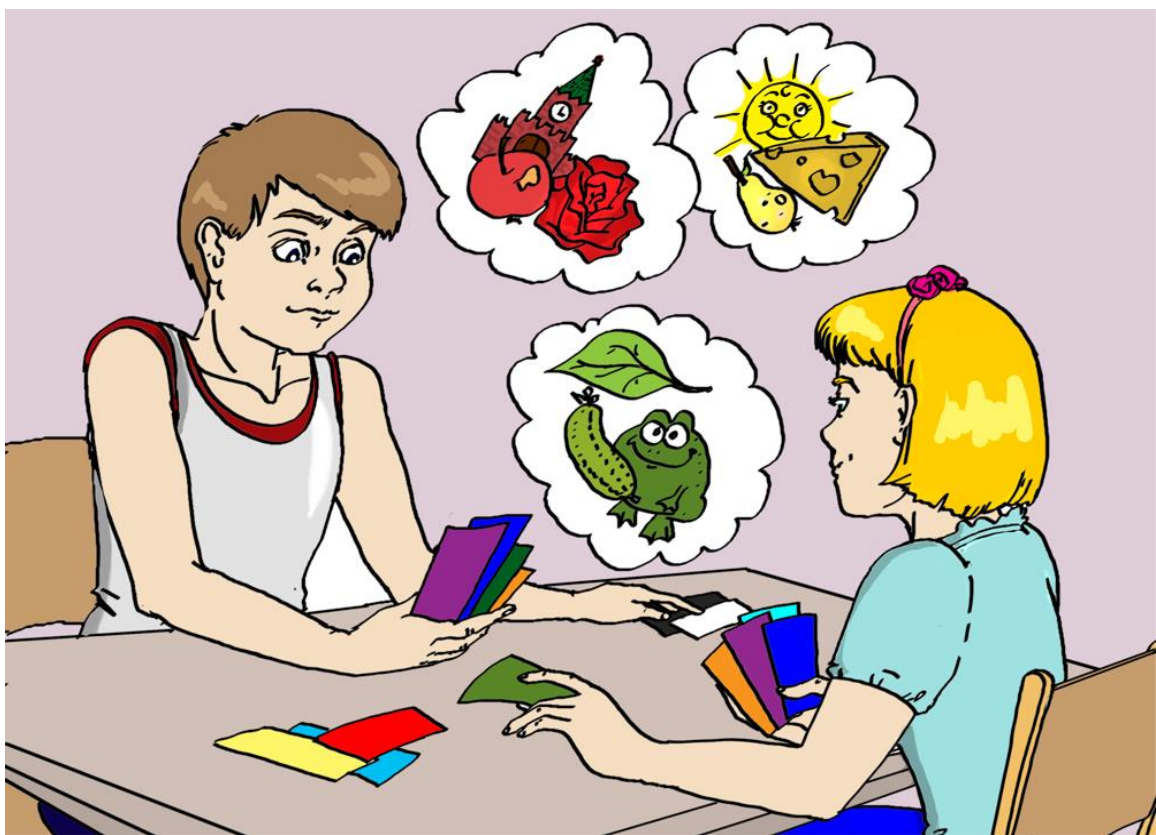
A Small Book For Huge Memory

“Colours”

20 Games With Cards

Memory And Concentration Development

You will need a set of cards (16 cards: 8 different colours x 2 cards for one colour). The cards should have different colours inside and one and the same picture outside for all other cards. If you decide to make them on your own, you try to make the same picture outside for all the cards, so it is difficult to differentiate them from the exterior. The more you play, the more colours you can add, 12 or 16 colours.



Game 1 “Who Gives More”

Play. Two players take 16 cards (with colours) and distribute them, so that every player has 8 different colours. Players take turns: they put the card on the table and say 3 associations for each card.

Finish the game. If you have said 3 associations, you put the card aside; if you have not said anything for 3 to 5 seconds, you keep this card. You cannot repeat the associations of each other or say vague ones (e.g. there is GREEN colour on the table, the correct answer is: GRASS, FROG, SNAKE).

Attention! When you have the card with green colour for the second time, you cannot say the associations that you have had when you have had a green card for the first time (you should say new ones: MOSS, a LEAVE, a DOLLAR BILL). If someone says “SOCKS”, this answer is correct only if someone has green socks at the moment. You play the game until you have cards and the player who still has 2 cards and more, he/she loses the game (the player has 2 or more cards only if he/she has not said an association even once). In other cases it is draw.

Advice for beginners. You can look around while you play the game and you will definitely see a few objects for the necessary colours. You should not give up at the beginning, as unexpected associations come to your mind at the last second.

Expert level. You add more colours or say more than 3 associations for one card.



Game 2 “Your Game Is Up”

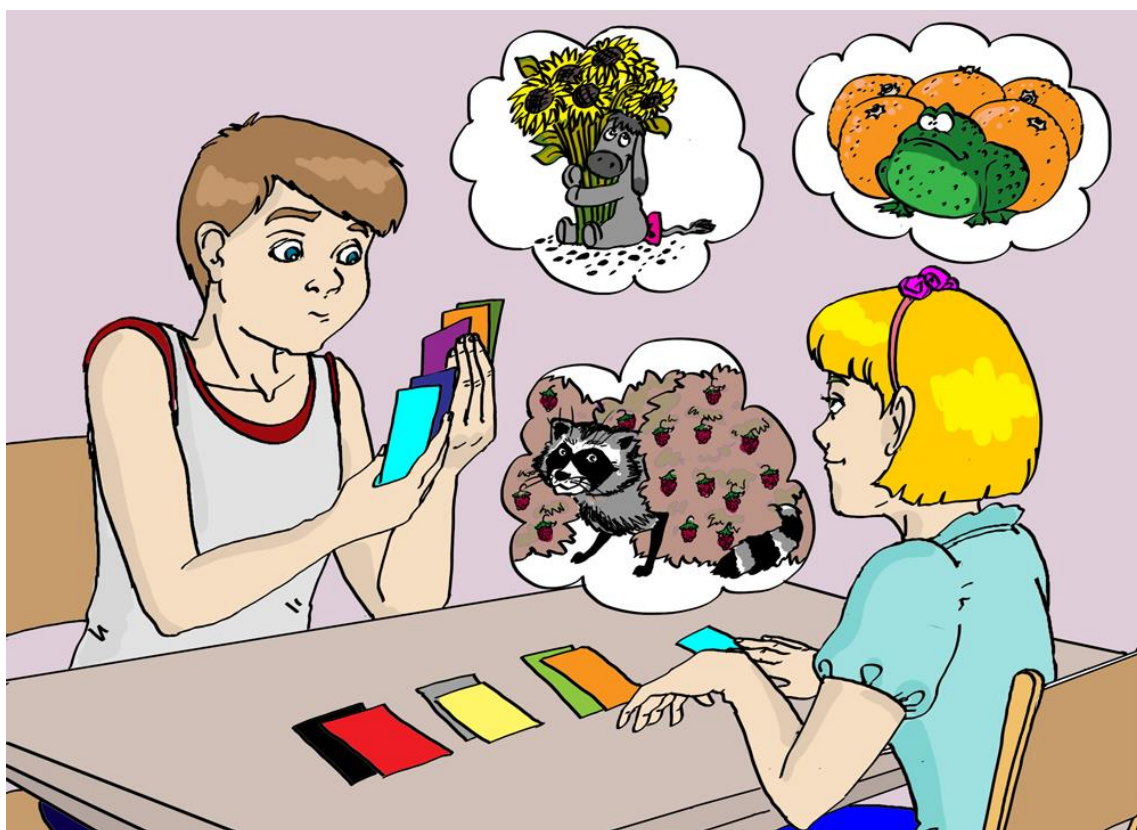
Begin the game. You distribute 16 cards (8 different colours x 2 cards with the same colour) equally between two players: each player now has 8 cards.

Play. The first player puts the cards in a row and waits for 60 seconds while the second player is memorizing them. After that the first player turns the cards face down.

The second player puts the cards face down on the top of the cards of the first player, recalling his/her associations and chooses the cards that match the competitor's cards.

Finish the game. You turn over all the cards and compare them. If the colours of 2 cards match, then the second player wins; if not – it is a mistake.

Advice for beginners. The players have already memorised associations for each colour while playing “Who Gives More”, now they only need to make up a story using the associations and they should remember about the order of the cards. For example, there are ORANGE, GREEN, BLUE, YELLOW and BROWN colours. The story can be the following: there is an ORANGE, and a SNAKE is creeping out of a RIVER and moving towards an orange. The snake rolls oneself up into a ball on the SAND under a TREE...



Game 3 “Cards In Pairs”

Begin the game. 16 cards (8 paired colours) are divided equally between two players, so that each player has 8 different cards.

Play. The first player places 2 cards from his/her set on the table and tells to the second player why they are “friends” or linked to each other. For example, BLACK and RED, GREY and YELLOW, etc.. The associations can be the following: A black RACOON is linked to red – RASPBERRY; and grey - a

DONKEY is linked to yellow – a SUNFLOWER, etc.. After that you make up a story: “It is easy for a RACOON to hide in RASPBERRY, because it is spiky. A DONKEY likes to share roasted SUNFLOWER SEEDS with its friends”.

That is a way how you place four pairs of cards, link them with each other and then turn them face down.

The first player opens up the first cards of each of these pairs, while the second player recalls the second cards which he/she takes out of his/her set and puts them on top of the cards of the first player. That is why opening cards help the player to recall the second pair of cards that are linked to the open ones.

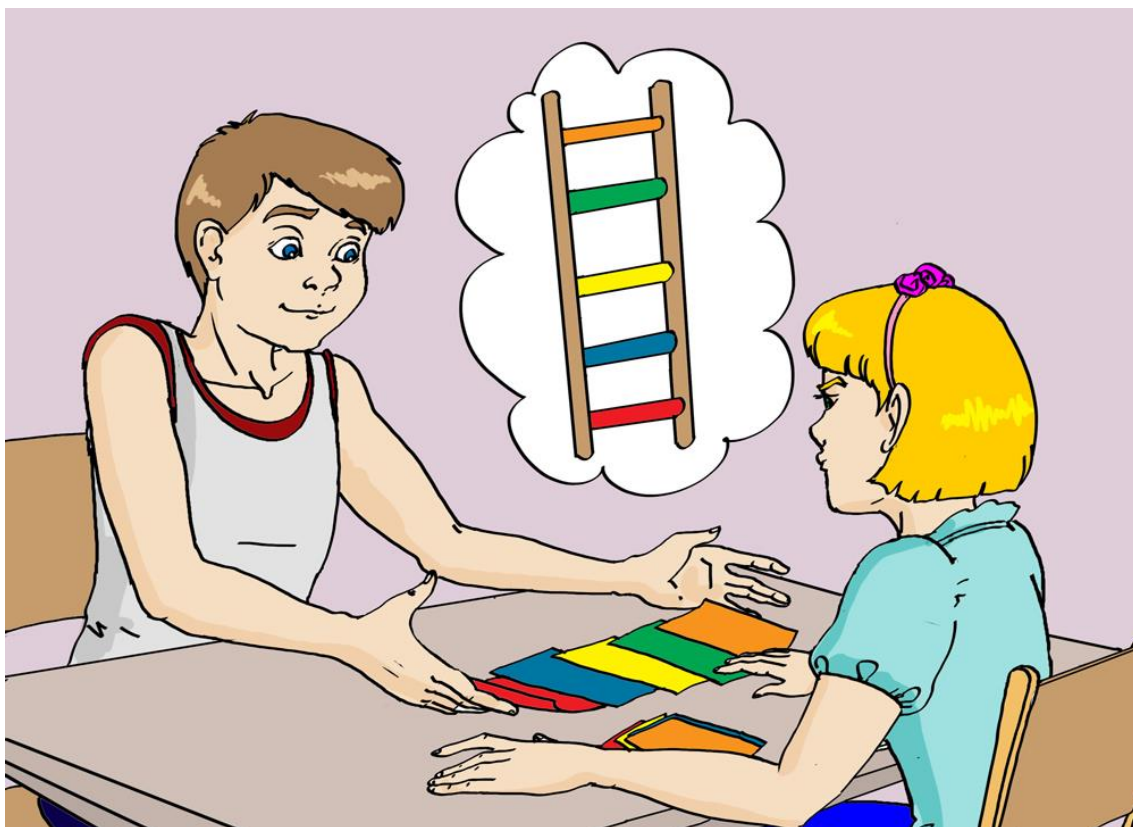
Finish the game. You open the cards of the first and the second player and compare them. Then you estimate if the answer is correct. The players take turns.

Advice for beginners. This game seems to be easy, but if you take enough cards, then it will be more complicated to answer. Sometimes the player is silent (he/she might be shy), so kind attitude, humour and support of the other player can help to overcome shyness. This game can also help shy children to work on their public speaking skills.

Expert level. You can increase the number of cards.

Second idea. The first player does not say the reason of linking cards and the second player should guess it.

Third idea. You link three cards, but not two.



Game 4 “Stairs”

Begin the game. 16 paired cards (8 different colours x 2 cards with the same colour) are distributed between players, so that each player has one card from each pair or 8 different cards in total.

Play. The first player takes any 5 cards out of 8 and places them on the table, so that one card is slightly covered with the next one and the cards should look like stairs.

Then the first player starts to move the cards from both sides at the same time and it should only take 5 seconds (1 second – 1 card) until you have 1 pile.

While the first player is moving the cards, the second player is memorizing them. After that the second player rebuilds the stairs using his/her set of cards.

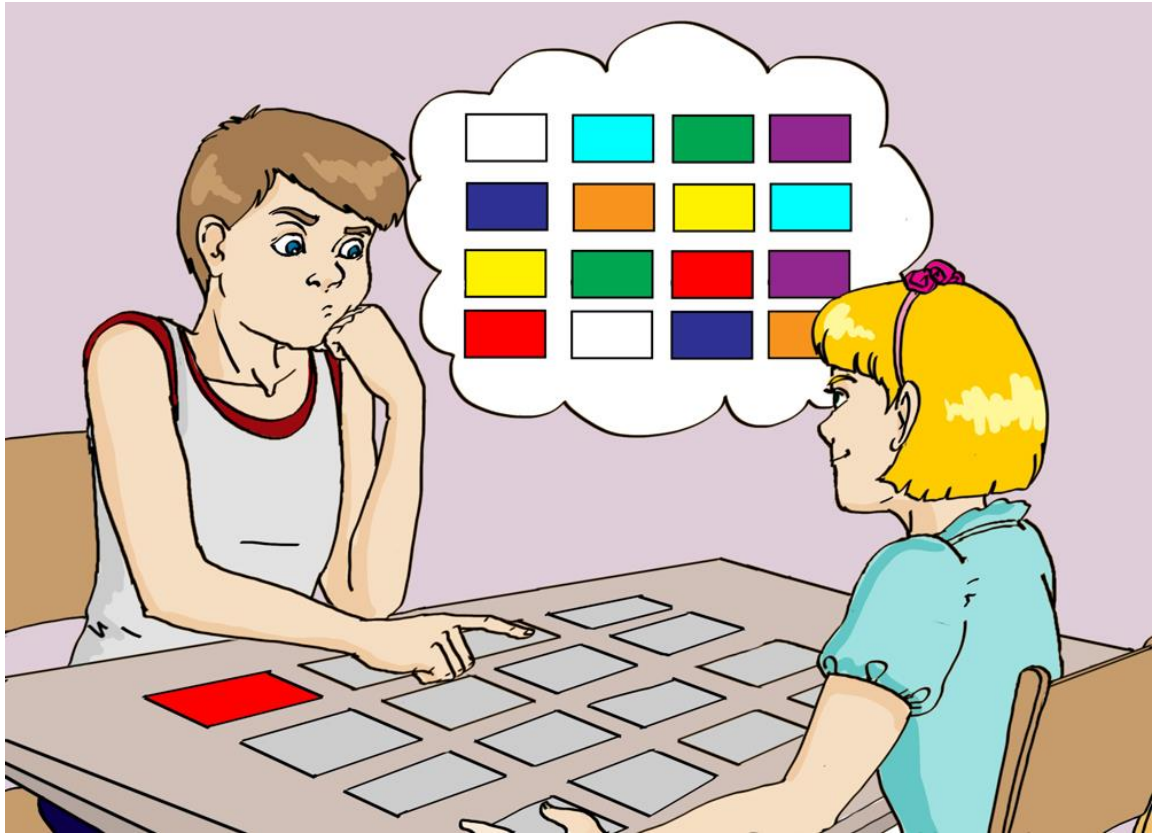
Finish the game. You compare two stairs and continue the game. The second player takes new cards and builds stairs, while the first player closes his/her eyes and is getting ready to memorise the cards.

Advice for beginners. While one player is moving cards simultaneously from both sides, the second player is trying to memorise the cards and his/her eyes are moving here and there which causes a mini – stress for a player, reduction of attention span and a mess in the head.

The more effective way is to move eyes from one side to the other and make up a story using one card after another.

As you see, this game develops the speed of thinking.

Expert level. You can build the stairs using up to (only!) 8 cards. It is a sprint game, not a long distance one.



Game 5 “4 x 4 Square”

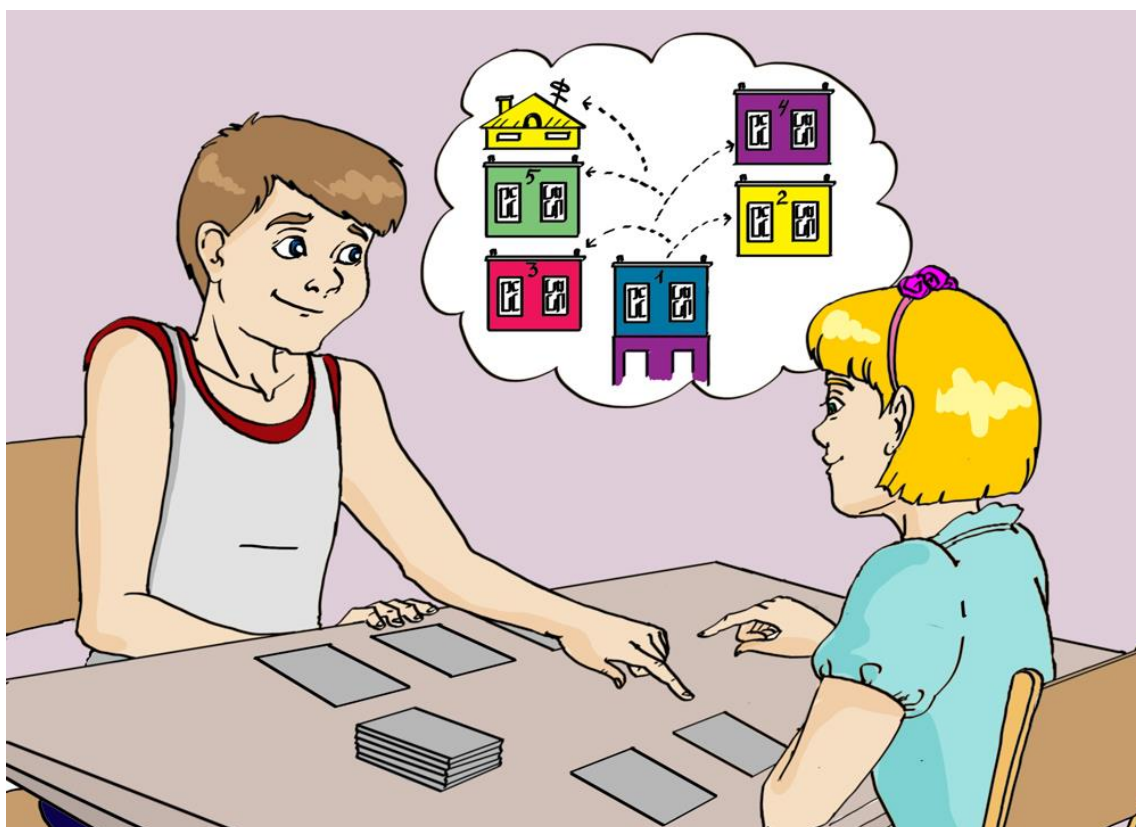
Begin the game. You take 16 paired cards (8 different colours x 2 cards with the same colour), mix them and make 4 rows with 4 cards in each one. You place them face up, so that you can see the colour of each card. It is better not to have the same colour in one row and in one column.

Play. The first player memorises the cards and turns them face down. Then the second player opens one card and the first player recalls where the pair to this card is and opens that card. That is the way how you open all the paired cards. The players take turns and now the second player builds 4 rows with 4 columns and the first player recalls all the paired cards.

Attention! If the player cannot recall where the paired card is, then both cards are turned face down again and the player opens a new card.

Finish the game. The player who has made fewer mistakes while opening the cards is the winner.

Advice for beginners. It will be comfortable if you make up a story for each row: 4 short stories, but not one and long story. For example, the first row – a story about SPORT, the second row – a story about JOB, the third one – about FAMILY and the fourth row – a story about your DREAMS. After that you will only need to recall the story where you have a necessary card for you. This method of memorising will significantly decrease the number of mistakes.



Game 6 “Skyscraper”

Begin the game. You take all paired cards, mix them and place all of them in one pile (face down). The pile is on the table and it looks like a skyscraper.

Play. The first player takes the first card from the top, memorises and puts it on the table (face down). After that he/she takes the second card and

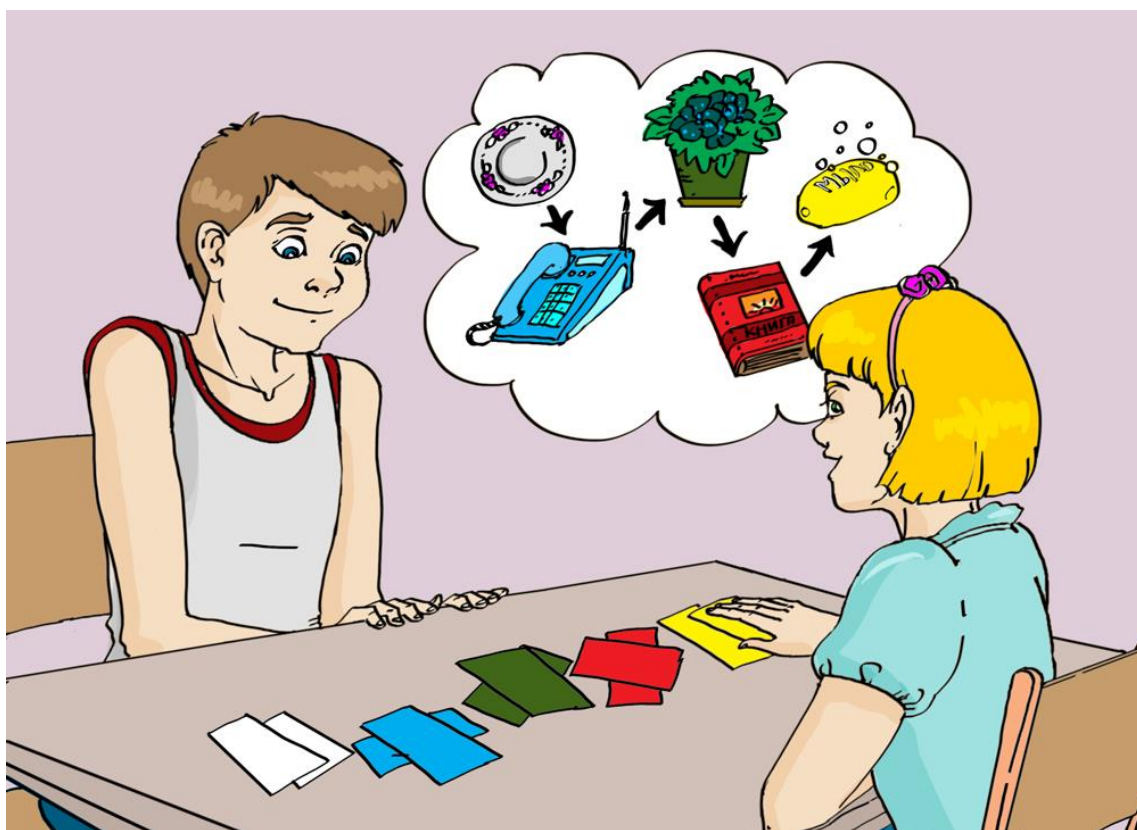
- 1) if it matches the first card (it means both cards make a pair), then the player takes these two cards;
- 2) if the second card does not match the first one, the player places these both cards on the table separately.

The players take turns and open cards.

Finish the game. The player who has more paired cards wins the game. You do not need to count the cards, you just measure the piles – the player with the highest pile wins the game. When the skyscraper is deconstructed, you finish the game.

Advice for beginners. The most complicated thing about this game is to remember separately placed “cards - floors”: which card is where, otherwise it will be difficult to find a pair for a card. It is easier to remember them if you make up a story or link cards with your competitor (it means you can link cards to the pieces of clothing, face of your competitor or objects on the table).

Ideas. If the player has chosen a wrong card, then the turn will be given to the player who slaps the table first. If this player has made a mistake as well, then the turn is given to the player who has been the second one while slapping the table, etc..



Game 7 “Cicero Invites Guests”

Begin the game. 16 paired cards (8 different colours x 2 cards with the same colour) are distributed between players, so that each player has 8 different cards.

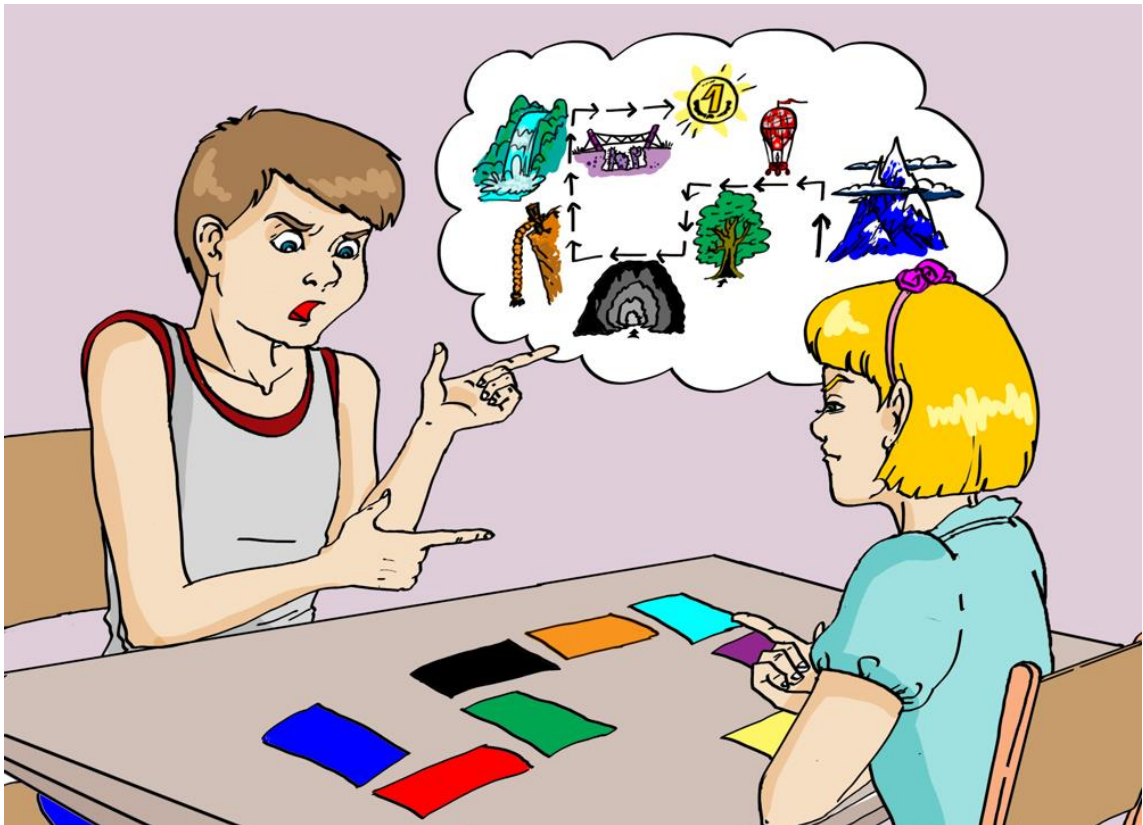
Play. The first player takes his/her cards and put them on the table, while the second player is memorising them using Cicero method/room: he/she attaches the colour on the card to the objects in Cicero room. For example, the first card has YELLOW colour which can be attached to the PLATE on the table where there is

a piece of butter. The second card has WHITE colour – a white VASE in the cupboard, etc.. That is how you continue to distribute all the colours in the room. After that the cards of the first player are hidden and the second player starts to answer using his/her set of the cards: the player puts his/her cards on the top of the hidden cards. It is easy to do as he recalls the colours looking at the objects in the room.

Finish the game. You open and compare all the cards and check if there are any mistakes. Then the players take turns and take new cards.

Advice for beginners. While attaching cards to the objects in the room, you try to stick things in the following order: your eyes move from the left to the right side or from the top to the bottom. It will help not to lose the order of the cards while recalling them. You can even stand up and move around the room while looking for the objects to attach the objects to.

Expert level. While recalling the cards (saying the colours on the cards), you can only look at the table, cards or you cannot look at the objects in the room, as it will be more complicated to recall the place of the card in the room.



Game 8 “Spies”

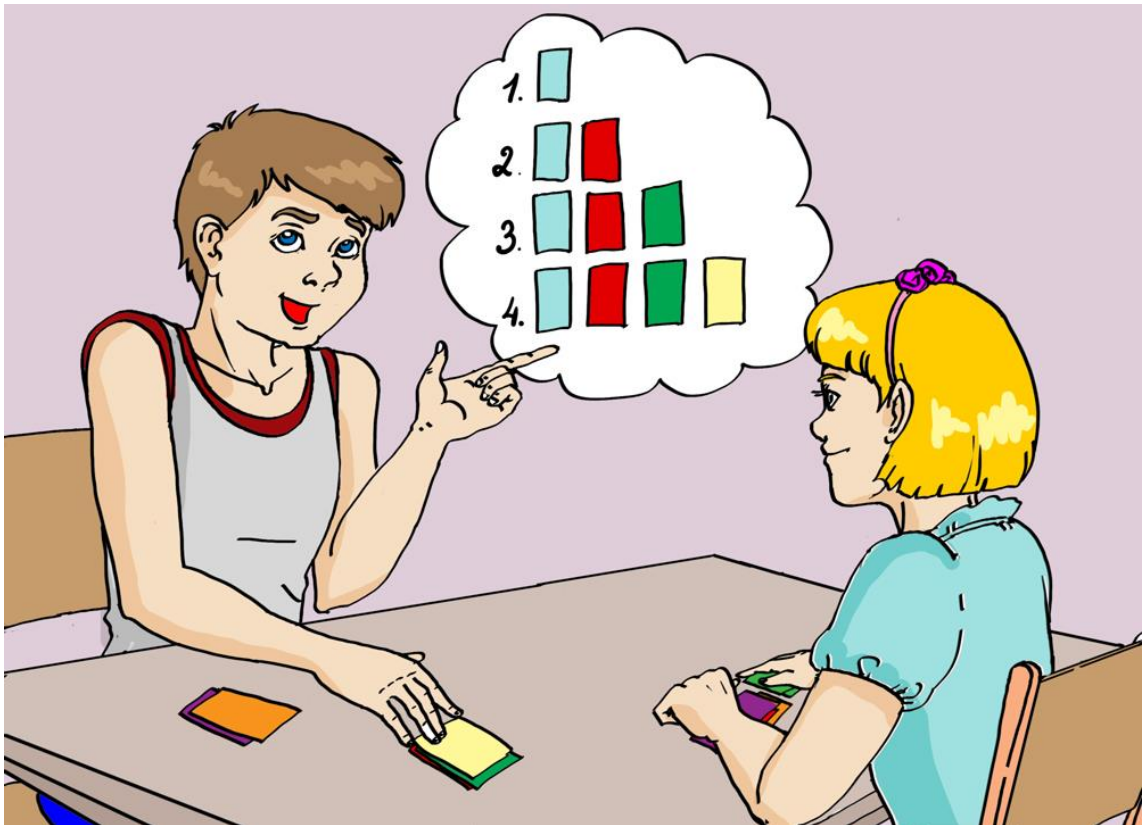
Begin the game. 16 paired cards (8 different colours x 2 cards with the same colour) are distributed between players, so that each player has 8 different cards.

Play. The first player places the cards, so that they look like a shape: a SNAKE, CORNER, RECTANGLE, etc.. For instance, this shape can be a secret scheme how to find a treasure with jewels. The second player is a spy and he/she spies the first player who is placing his/her cards. The second player needs to remember both the sequence of the cards and how they are placed on the table - the shape itself.

In 1 to 2 minutes the first player hides his/her secret route with a piece of paper and the second player rebuilds what he/she remembers using his/her set of the cards.

Finish the game. Then you compare the shapes. If there are no mistakes, the spy has found the treasure! The players take turns.

Advice for beginners. A spy usually memorises the cards quite well, but not the shape. What does the shape of the route remind you of? You can definitely see that it looks like a number, worm, bird, snake or some object (a glass, chair, house, etc.). As long as you find a good comparison, you will remember the shape easily.



Game 9 “Start Again”

Begin the game. 16 paired cards (8 different colours x 2 cards with the same colour) are distributed between players, so that each player has 8 different cards.

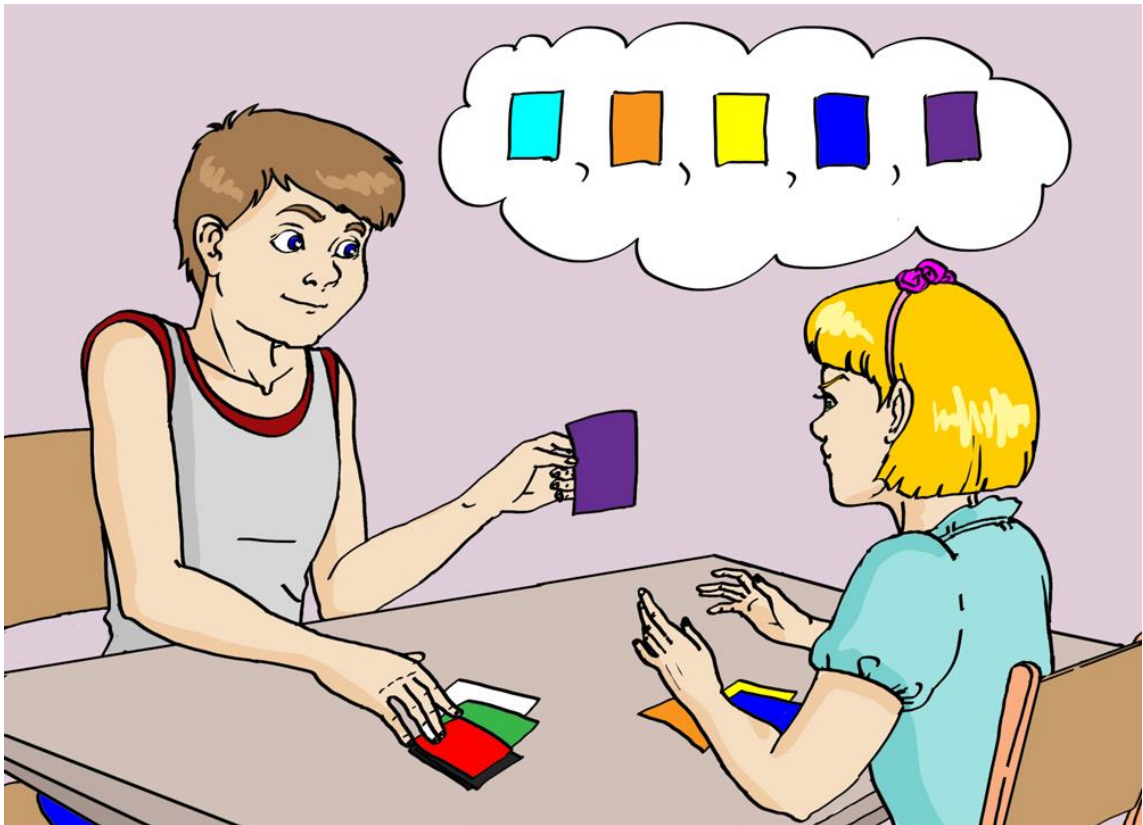
Play. The first player places one card (out of his/her set) on the table and says the colour, then he/she places the second card and says the colour of the first and second card; after that he/she puts the third card and says the colour of the first, second and the third card, then – the fourth card and says the colour of the first, second, third and fourth and so on. That way he/she starts saying the colours from the beginning. You play until you make a mistake or run out of cards. The second player checks if there are any mistakes. The players take turns.

Finish the game. You compare the results: the player who names more colours than others saying them from the beginning is the winner.

Advice for beginners. It is a complicated game which trains attention span and memory. You will have a better result if you make up a story using cards. Every time the player recalls the story, he/she will make fewer mistakes and will not get tired so quick.

Expert level.

- 1) The player can say the object that has this colour.
- 2) The player uses all 16 colours which is more difficult, as there are two cards for one colour.



Game 10 “Catch The Card”

Begin the game. You take 8 cards.

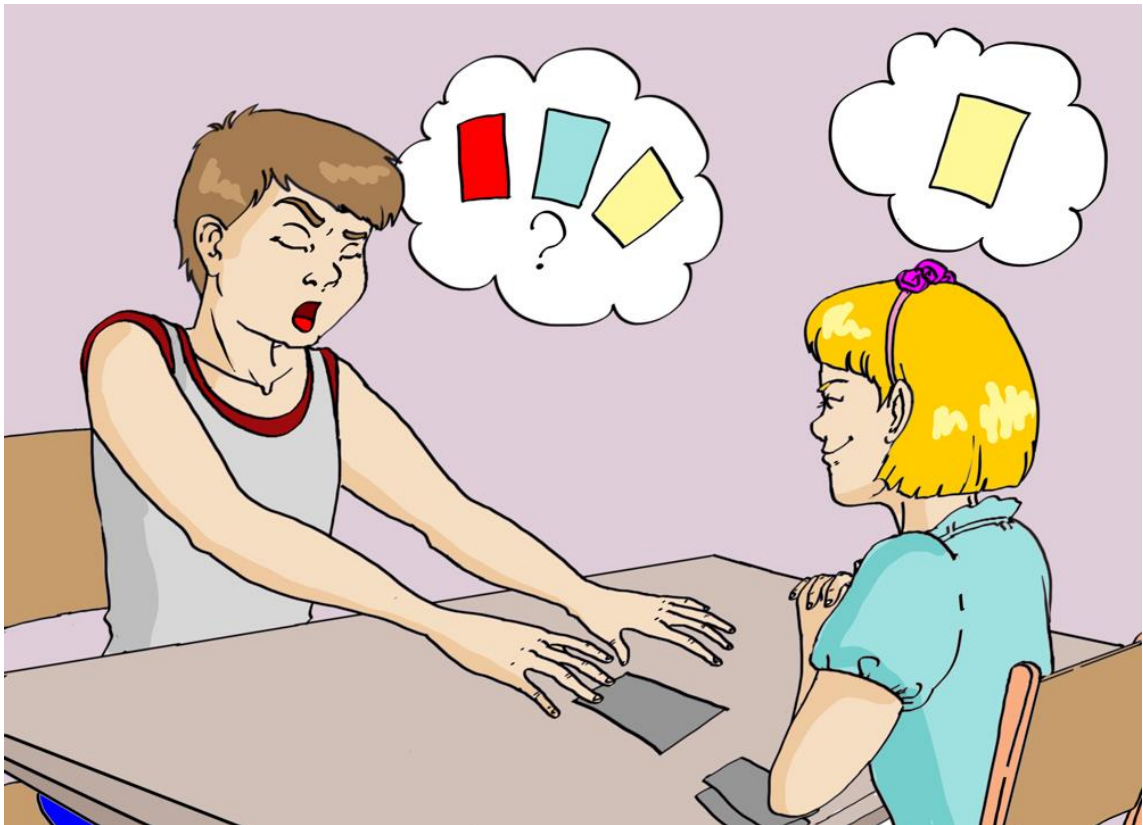
Play. The first player holds the card with two fingers, so that the second player sees the colour of the card and then the first player lets the card fall down. The second player opens his/her fingers a bit under the card and tries to catch it, and at the same time he/she tries to memorise the colour of the card as well.

You drop the cards one by one having the same periods of time in between.

Finish the game. After that you gather all the cards and the player says the colours of the cards keeping in mind the order they have been falling down. The players take turns.

Attention! You cannot hold your palm open and catch the cards, as it will be too easy. As well as the player who drops the cards cannot help the other player.

Advice for beginners. In the beginning you will not be good at catching cards. It happens because the player sees that the card is falling and only then he/she starts to catch it, but it is too late, as the card slides through fingers. It is better if you concentrate on the moment when the player, who is holding the card, opens the fingers, then the other player will have a better reaction. The same happens in life: if you do not catch a card, you distract because of an emotional stress, as a result you have not memorised the cards. You train your emotions trying to be less nervous and pretending that you do not care if you catch it or not!



Game 11 “Expert”

Begin the game. 6 paired cards (3 different colours x 2 cards with the same colour) are divided between players, so that each player has 6 different cards.

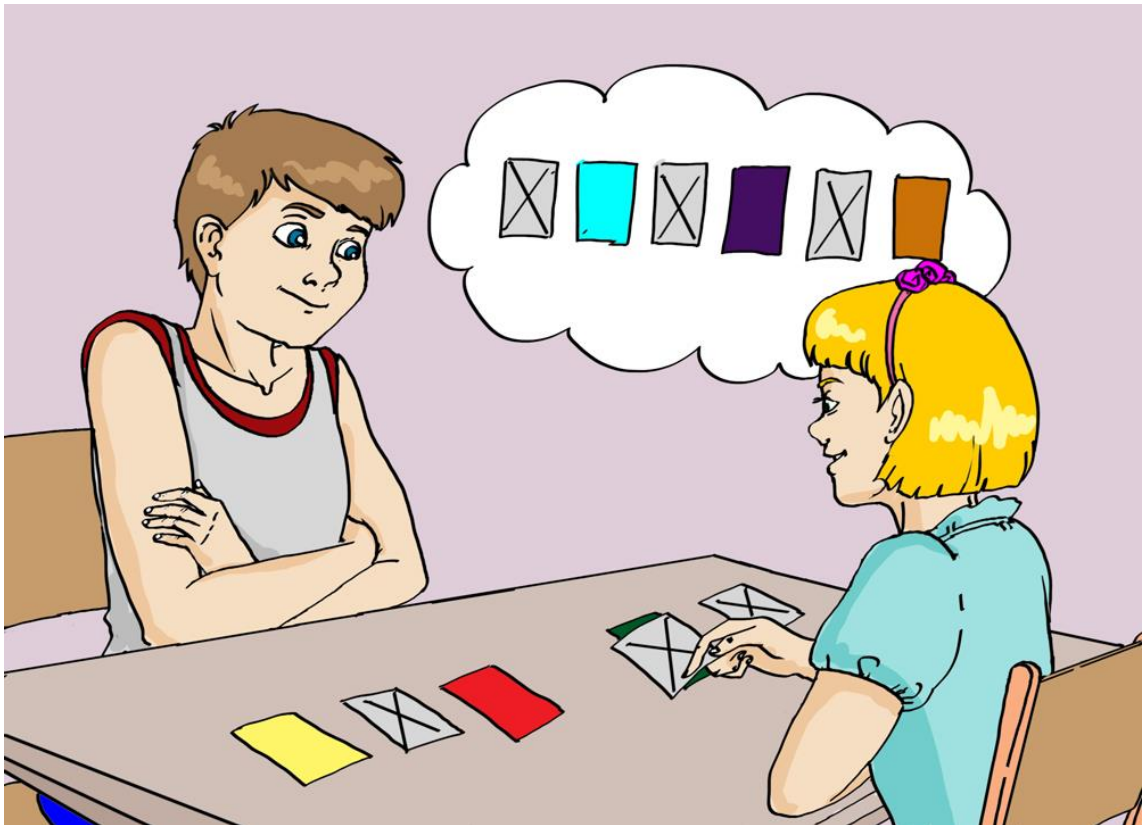
Play. The first player chooses one card out of three and puts them face down on the table and names the colour to himself/herself, not out loud. The second player behaves as if he/she is an expert (or oversensitive) and tries to read the thoughts of the first player: which colours he/she has chosen and places his/her card on the table.

Finish the game. You open both cards and check if you have guessed them.

Attention! If the player wants to help the other player using facial expressions, gestures (it means he/she will intensively do “face thinking”), he/she should show it very clear, otherwise it will be an evident hint or vice versa – the other player will get confused.

Expert level. You can take 5 or more cards (it is not a good idea to take a lot of cards, as a great number of mistakes will reduce the interest).

Do not perceive reading someone’s thoughts as a serious task, it is just a game.



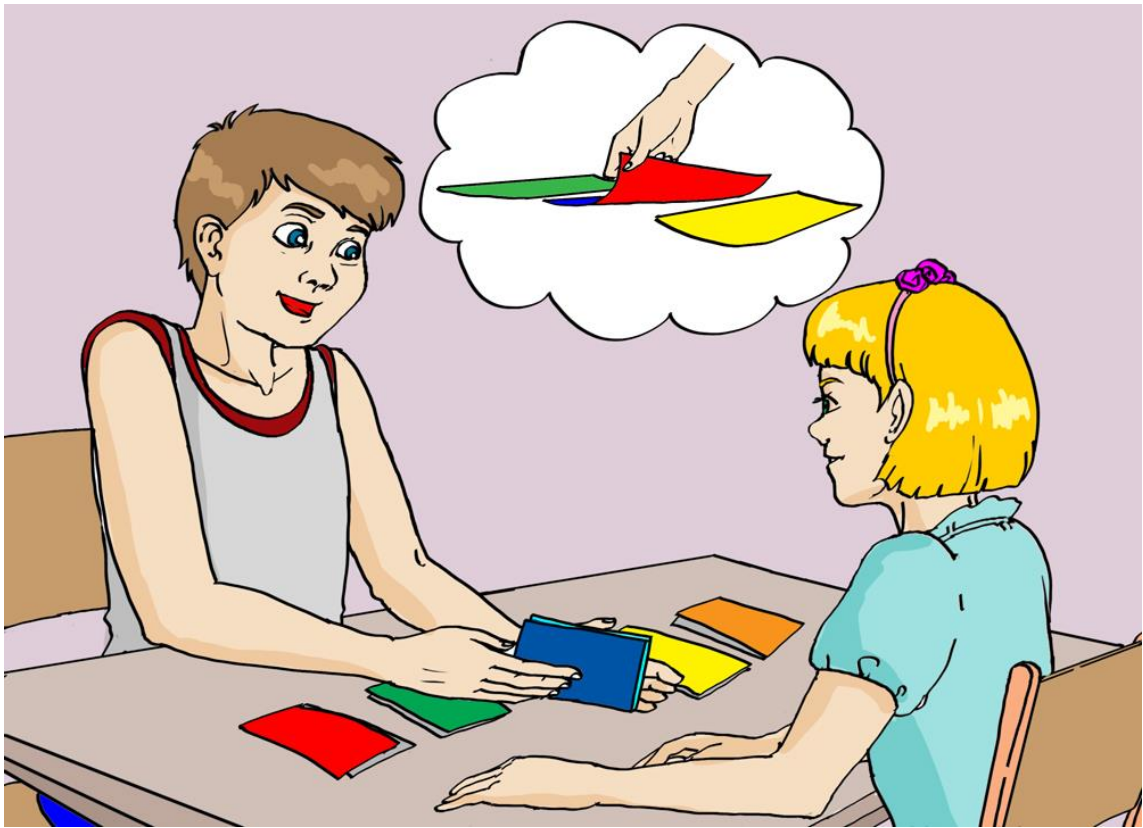
Game 12 “Right And Opposite Side”

Begin the game. You take any 10 paired cards out of 16 and place them in the following order: card 1: the picture side – card 2: the back of the card – card 3: the picture side – card 4: the back of the card, etc..

Play. While turning them over, the player is memorising them, and now they are placed vice versa:

card 1: the back side - card 2: the picture side – card 3: the back of the card – card 4: the picture side – card 5: the back of the card, etc..

Finish the game. The player names the cards and is turning them again one by one, so he/she says the colours of the cards that are hidden (face down) now. The players take turns.



Game 13 “A Two-sided Card”

Begin the game. You take two cards and put them back to back, so that there are two colours from both sides. You can start with 10 cards = 5 two-sided cards.

Play. The player memorises the colour of one card (on one side), turns it and memorizes the colour of the second card (on the other side). After that the player moves to the next two-sided cards.

Finish the game. The player says the colour of that side of the card that he/she does not see and turns it over. If he/she says a wrong colour, it is a mistake. The player is turning over all the cards and then he/she says again those colours that he/she does not see. The players take turns.

Advice for beginners. You can make up a story and you will be surprised with the result!



Game 14 “Hide A Word”

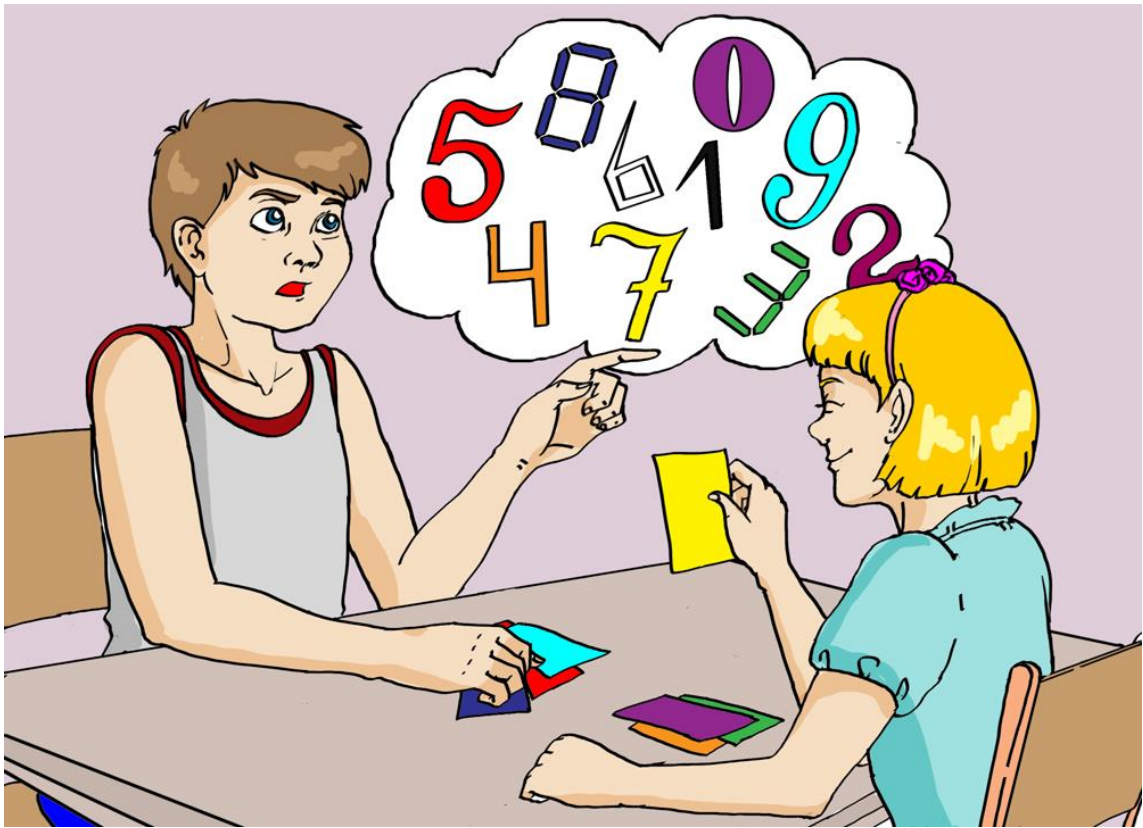
Begin the game. There are 8 pairs of the cards distributed equally between 2 players. The leading player thinks about 8 words (simple concrete nouns).

Play. The leading player dictates 8 words and the players attach them to the cards with the colours. After that the cards are mixed.

The players take turns: one player places the card with the colour, the other one says the word that has been attached to it, then they switch roles. If the word is correct, the cards are put aside; if there is a mistake, the player who has said a word takes a card.

Finish the game. The player who has more cards at the end of the game, he/she has lost the game.

Advice for beginners. If you think of an association for the colour, then it is easier to attach a word to the colour. For example, the card is with a BLUE colour and the word is HOUSE, then we attach a word “SKY” to the blue colour and make up a story: “I am sitting by the window in my HOUSE and miss a BLUE SKY.” That is why the picture combines both a colour and a word. It is better to use concrete nouns (for example, an apple, a pen, etc..)



Game 15 “Hide A Number”

Begin the game. There are 8 pairs of the cards with colours distributed equally between two players. The leading player thinks about 8 digits.

Play. The leading player dictates 8 digits. The players link digits with the colours. After that the cards are mixed. The players take turns: one player places the card with the colour, the other one says the digit that has been attached to it, then they switch roles. If the digit is correct, the cards are put aside; if there is a mistake, the player who has said a digit takes a card.

Finish the game. The player who has more cards at the end of the game, he/she has lost the game.

Advice for beginners. If you think of an association to the colour, so it will not be difficult to attach a digit. For instance, the colour is GREEN and the digit is 8: I think a GREEN 8 can be a SNAKE. It is better to use 0 – 10 in the beginning and then make it more complicated and use two – digit numbers and then three – digit numbers.



Game 16 “Hide A Gesture”

Begin the game. There are 8 pairs of the cards distributed equally between 2 players. The leading player thinks of 8 gestures.

Play. The leading player shows 8 gestures (using fingers, hands, shoulders, the head and eyes). The players attach gestures to the colours. After that you mix the cards.

The players take turns: one player places the card with the colour, the other one is showing the gesture. Then they switch roles.

If the gesture is correct, the cards are put aside, if there is a mistake, the player who has shown the gesture takes a card.

Finish the game. The player who has more cards at the end of the game, he/she has lost the game.

Advice for beginners. If you think of an association for the colour, then it is easier to attach a gesture to a colour. For example, there is a RED colour and a gesture – HIT THE TABLE WITH A FIST. Then the story can be the following: you hit a mosquito on the table and there is a red spot. Or there is a BLACK colour, and a gesture – rub palms together, so here is the story: I am washing the dirt off the hands, etc..

It is better to use simple gestures in the beginning.



Game 17 “Give An Imaginary Card”

Begin the game. The first player thinks about the content of an imaginary card which should have 5 to 8 colours. After that he/she gives this card as a present to the second player which means the first player describes this card aloud to the second player.

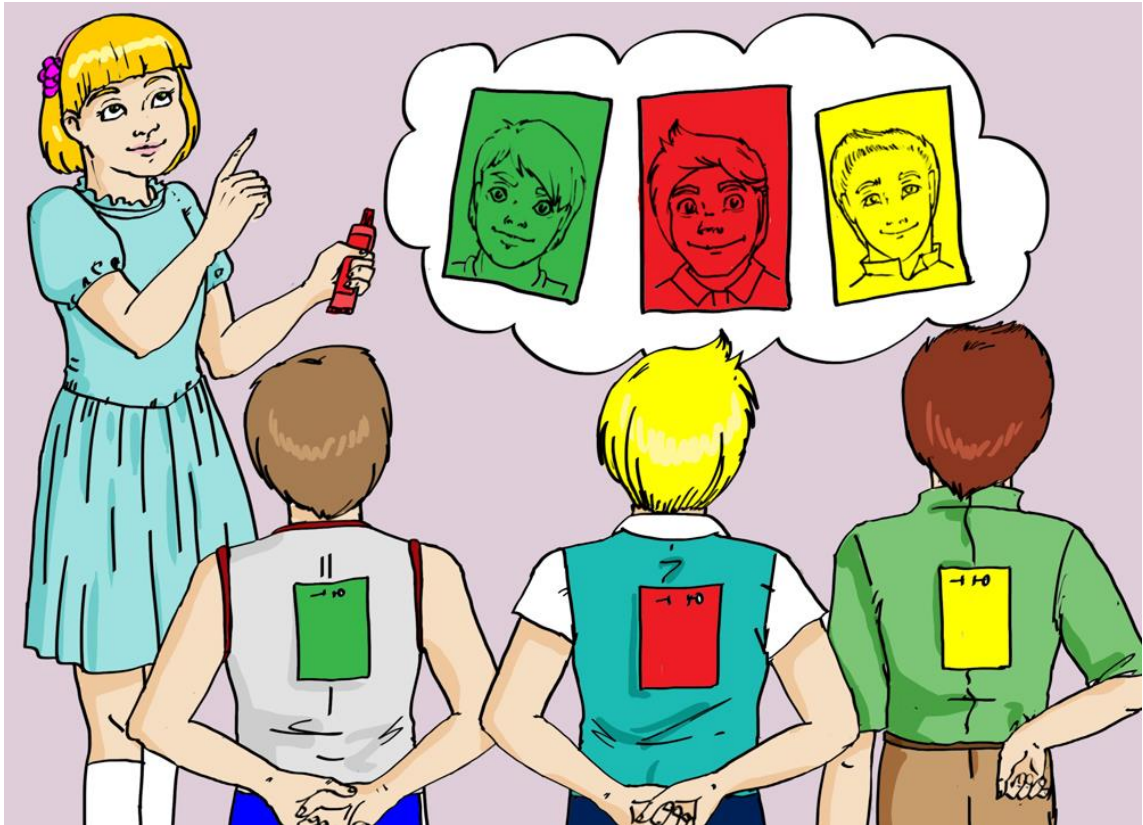
Play. The second player closes his/her eyes and he/she is listening to the description of the images on the card. For example, the first player says, “I give you the card where the background is a BLUE sea and a small table on the YELLOW sand is standing on the left side of the card. There is a cup with ice-cream on this table: a GREEN ball of ice-cream is kiwi taste, a RED ball – raspberry taste and a BROWN one – a bar of chocolate taste. And I see you in a purple swimsuit lying on the sand: your skin is WHITE, as you have not got enough sun-tan yet...”

The second player who has been presenting the card should recall it and describe its content in detail.

Advice for beginners. The trick is that you should imagine the card vividly. If you cannot do so, you need to sit comfortably and relax the body. Then you imagine the screen which is in front of you and you will see everything what will happen on it.

Attention! Children like this game a lot. You do not speed the player up, even if he/she makes up the content of the card and describes it slowly.

Expert level. You give 2 to 3 imaginary cards to one player.



Game 18 “A Shop With Colours”

Begin the game. It is better to play if you stand. The leading player chooses 9 players. One player is a buyer and others will be colours in a shop. The buyer gives out 8 cards with the colours to 8 players and memorises which colour each player has.

Attention! The leading player should check the colours of the cards, so that the colour of the card does not match with the colours of player’s clothes, otherwise it will be very easy for the buyer to play.

Play. The buyer closes his/her eyes and the players who are colours are mixing, then the buyer opens his/her eyes and starts the dialogue:

- Knock-knock!
- Who is there?
- The buyer.
- What would you like?

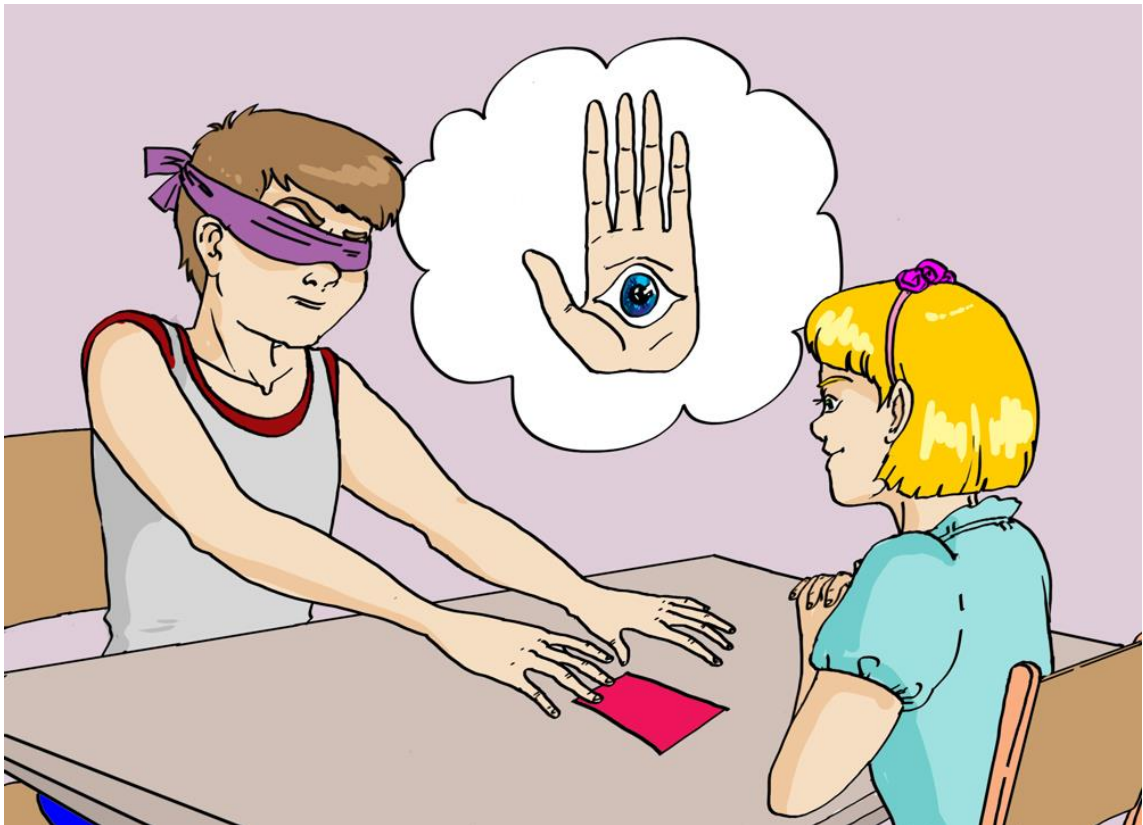
- I need to buy the colour.
- Which colour?
- Red. (Or any other colour)

And the buyer points to the player who has the card with red colour.

Finish the game. If the buyer guesses right, then he/she takes the card; if he/she makes a mistake, then the other player becomes the buyer. The buyer and the players play and “buy” until all the cards “are sold”/named.

Advice for beginners. Because the colour of the card does not coincide with the appearance and clothes of the player who has the card, you have to use your imagination. For instance, the player who has a BLUE card – he/she likes to swim in the swimming pool that has blue water in it; the other player has a GREEN card – he/she waters the flowers, etc..

Expert level. You can play using 16 colours.



Game 19 “Read Using Fingers”

Begin the game. The leading player takes 3 or 4 cards. The player closes his/her eyes and “reads” the colours using fingers.

Play. You mix the cards and place them in a row. The leading player takes a hand of other player and holds it over the first card – the player tries to feel with his/her palm or fingers what colour it is and names it. The leading player checks and if it is correct, they move to the next card. They keep “reading” all the cards.

Advice for beginners. In some time most of the players start to feel the colours quite well, as they start to feel warmth or cold in a palm – each colour has its specific associations.

Attention! It is important for the players not to peep. Famous psychologists say (e.g. A. Leontiev) that a hand has a colour vision.



Game 20 “Balance Scales”

Begin the game. There are 8 pairs of cards (16 cards in total). You attach different weight to each colour, it can be 1 kg, 3 kg, 2.5 kg, so that you have 8 different weights of the scales for each colour.

Play. The players mix the cards and distribute any 10 cards between 2 players randomly and one player might even have several identical weights, while other 6 cards are still put aside.

The first player silently puts a few cards (1 to 3 cards) on one side of imaginary scales and the other player needs to balance imaginary scales and put a necessary amount on the scales using his weight - cards.

The players should both remember the amount of each weight attached to the colour and count the total sum.

If the player has done everything right, the cards are put aside and it is his/her turn now to start to put cards on imaginary scales. If the player has made a mistake, he/she takes competitor's cards and skips his/her turn.

If the player does not have suitable weight – cards, he/she randomly takes a card out of 6 cards that have been put aside at the beginning of the game, until he/she has an appropriate card.

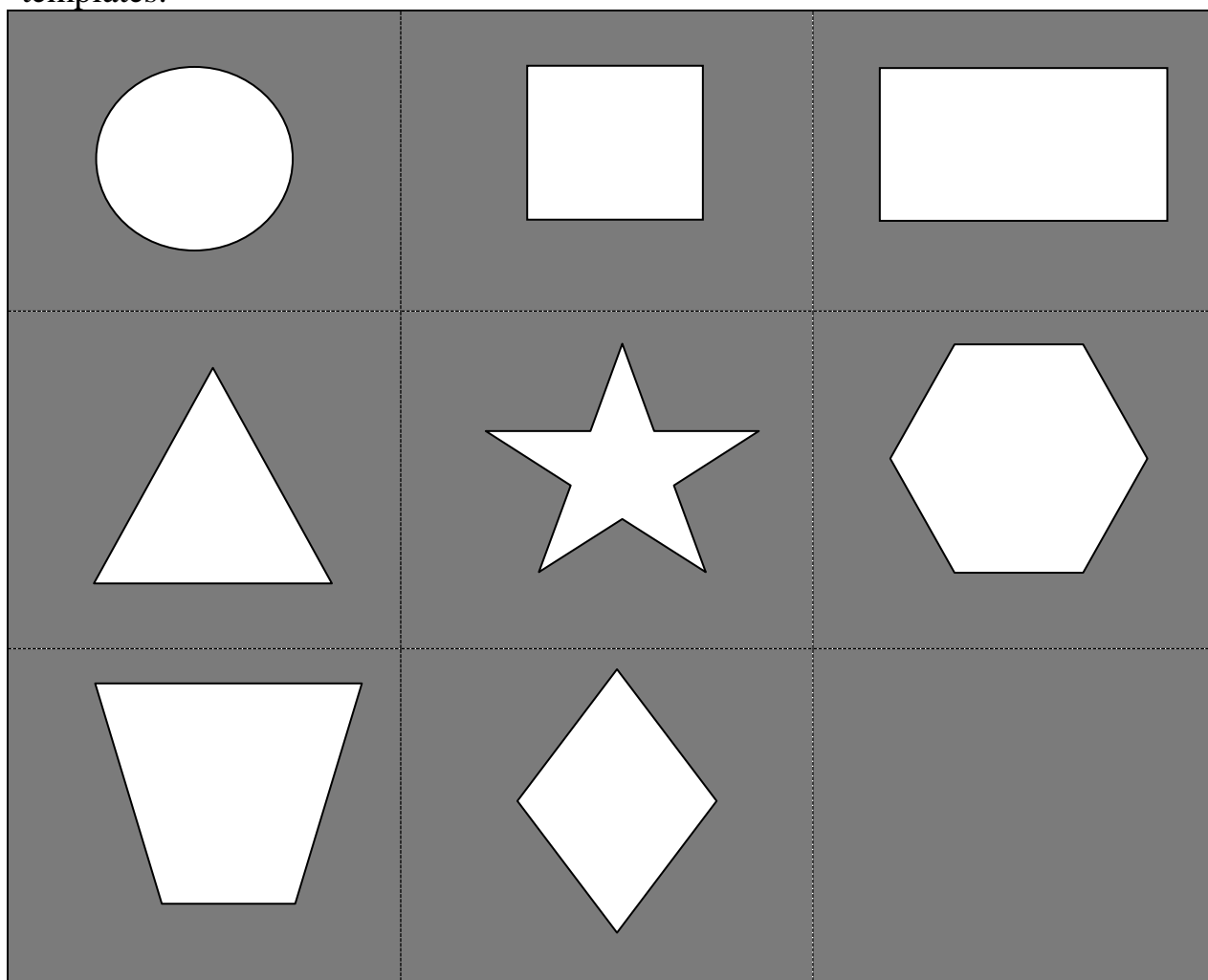
The aim of the game is to give all the cards away.

Advice for beginners. In the beginning you can attach 1 kg, 2 kg, 3 kg to the cards and play with only a few cards.

Expert level. You can attach 1.25 kg, 2.5 kg and other amount to the weight – cards.

Bonus Game 21 “Kaleidoscope”

Begin the game. You need templates with cut – through shapes. You can use these templates:



The leading player places a card with a colour under a template and then puts them randomly on the table as if it is a kaleidoscope.



Play. The aim of the player is to memorise this pattern alongside with the shapes and colours in it, it means the order of the shapes and which shape has which colour. The leading player should memorise the pattern with the shapes as well. After that the first player closes his/her eyes, while the leading player places the cards with colours separately from the templates of the cut – through shapes. The first player opens his/her eyes and he/she needs to put the cards with colours together with the templates of the cut – through shapes and make the initial pattern using the shapes. Then the leading player checks the pattern. The players take turns, and now the first player becomes the leading player and makes up the pattern with the templates and cards.

Advice for beginners. To memorise the order of the shapes in the pattern, you need to find associations for the shapes and the colours and link these associations with each other.

You can play this game on your own. If so, when you have created the pattern with the cut – through shapes and colours, you take a picture of it with the camera. After that you put the cards with the colours and the shapes separately and mix them. Then you re-build the pattern again, you can check it using the photo which you have taken before.

(This game has been developed by Larisa Nugumanova, 2018)