



### General Description

During this activity, students will create a memory game featuring the Arctic and, more particularly, the Arctic hare.

### Grades 1 and 2 Activity

### Duration

- the game: 10 minutes
- the lesson: 40 to 50 minutes

### Preparation

Before conducting this activity in the classroom, you will need to:

- visit the Web site [Ukaliq: The Arctic hare](http://nature.ca/ukaliq) (<http://nature.ca/ukaliq>), read the sections relating to the organisms mentioned in the game (Characteristics, Eat and Be Eaten, Breeding Behaviour, Life Cycle, Traditional Use) and print examples of pictures of organisms to draw. The cards depict:
  - Arctic fox
  - Arctic hare (adult in winter)
  - Arctic hare (baby in spring)
  - Arctic willow
  - Inuit hunter
  - purple saxifrage
- familiarize yourself with memory games (see [Memory Game Rules](#) below)
- print the six playing-card templates ([download the template](#) 185 Kb PDF) and photocopy them so that each student or team of two students has a set of 12 cards
- do the activity yourself so you can show the students.

### Links with the Common Framework of Science Learning Outcomes

- Grade 1: I00-8 -- Identify and describe common characteristics of animals, and identify variations that make each animal unique.
- Grade 2: I01-7 -- Observe and describe changes in the appearance and activity of an organism as it goes through its life cycle.
- I02-6 -- Identify constant and changing traits in organisms as they grow and develop.

### Links with Other Subjects

- Language
- Art

### Required Materials

- computer with Internet access
- copies of the card templates
- coloured pencils
- scissors
- glue



### Objectives

Students will:

- discuss certain Arctic-dwelling animals
- draw Arctic animals and plants
- make a memory game.

### Introduction

Ask the students to talk to you about the animals that live in the cold regions of Canada. Ask them to list what these animals need to live (e.g. water, food, shelter and territory). Display the pictures or photos of the organisms in order to give them an idea of what they are to draw. Continue the discussion of these cold-climate-dwelling organisms.

### Development

Ask the students questions in order to find out whether they know how to play a memory game. Show them an example of a game to give them an idea of the final result. If you prefer, divide the class into teams of two student each. Give a set of 12 card templates (2 x 6 cards) to each student or team. Explain the instructions:

- step 1: cut out the cards
- step 2: fold on the dotted line and glue
- step 3: draw and colour the organisms in the box above their name
- step 4: play the game.

### Memory Game Rules

For one or more players. The objective of the game is to find matching pairs of cards. If more than one player plays, the objective is to find the most pairs. Place the cards face-down in an array front of the players. The first player turns two cards over. If they are a pair (e.g. two Arctic foxes), the player removes and keeps the cards, and goes again until he or she does not find a pair. If they are not a pair, the player replaces them, face down. If one player is playing, play again. If more than one player is playing, it is then the next player's turn. Continue until all the cards are out of the game. Because this is a memory game, the trick is to remember where the cards are placed in order to find the pairs.

**Note:** If you like, you can have races to see who is the fastest. You can also add cards in order to make the game a little more difficult; choose other organisms, then change the names and remove the text from the templates for the additions.

### Conclusion

Ask students to look at a few pictures on the site in order to get an idea of the Arctic landscape and the activities of the Arctic hare.