



MEMORY FRUITS APP

AKA FRUITS GAMES – EXERCISE MEMORY ON ANDROID

Memory fruits is a fun memory game for children and adults. Rules of the game are very simple - touch and discover the card and try to find a match. The aim of the game is to match all the pairs of cards at every level.

Supporting Language Development

By using the app interactively with your child, you can help them to develop their use and understanding of language.

Same and Different

This is a matching game with an emphasis on finding two fruits that are the *same*. Talk to your child about what makes the pictures the *same* (e.g., colour, shape, number) or what makes them *different*.

Turn-taking

Choose the 2-player version and take turns back and forth trying to find matches. Remember to use 'turn-taking language' such as "It's your/my turn" and "I'm all done" and encourage your child to do the same.

You can also model other positive phrases of encouragement such as: "Nice try", "Oh, that was close", "Yay you found one that's the same!"

If your child struggles with turn taking, you can use a visual, such as a stop sign, and a go sign to help them see when it's their turn.



Increase Vocabulary

By naming and talking about the different fruits that are pictured you can help your child increase their vocabulary. Emphasize new words by pointing to the pictures, using gestures, and describing them.

- **Naming things:** apple, pear, plum, watermelon, strawberry, cherry, orange, raspberry, kiwi
- **Action words:** turn over, look, touch
- **Description words:** red, green, purple, orange, yellow, sweet, sour, round, pointy, whole, sliced
- **Quantities:** numbers, many, few, lots, both



Different Concepts you can practice with *Memory Fruits*:

Top/Middle/Bottom: Talk about the location of the card. Is it at the top, in the middle or at the bottom?

Part/Whole: is it a whole lemon, half, or just a slice?

Singular/Plural: is it one pear, or two pears. Emphasize the plural sound at the end.

Following Directions

Directions can have a variety of concepts in them and can be broken down into 1 or 2 step directions. Have fun and take turns giving each other directions!

Location concepts:
top, middle, bottom

Temporal concepts:
first, then, after

An example of a 2-step direction is, "first touch a card in the top row and then a card in the bottom row".

