


Magic-e memory

Cut the cards.

Put the cards up site down on the table. The first player turns two cards. When they are the same he or she keeps them. When they are different they have to be turned back **at the same place**. Then the next player get the turn.

bike	snake	cake	home
			
hose	pipe	lake	plate
			
stone	crocodile	tune	mule



prize

rope

tube

bride



skate

mice

nose

plane

