

Ways to Use the DynaNotes *LabMatch*, *TexMatch*, *MathMatch*, *ScienceMatch*, and *AmeriMatch* Card Decks

The *DynaNotes*TM card decks can be used as games, as flashcards, or as part of other classroom activities. Each pair of matching cards provides a vocabulary term or date and its corresponding definition or example.

Whole Group Matching Pairs

Provide each student with one card from a deck and have them find the student with the matching card. This can be done as students enter the classroom to assign seats or project partners for the day. To check for correct matches, refer to the answer key.

Small Group Memory Matching Game

Two to five students can play a memory matching game. To play:

1. Shuffle the cards and spread them face down on a flat surface.
2. The first player turns over two cards. If the cards match (term and corresponding definition or example), the player keeps the cards and gets another turn.
3. If the cards do not match, the player flips them back over. It is now the next player's turn.
4. Repeat until all cards are matched.
5. The player with the largest number of cards is the winner.

To simplify the game, place cards face up or reduce the number of cards used.

Small Group Card Game

Two to four students can use the cards in an Old Maid-style card game. To play:

1. Remove one card from the deck.
2. Shuffle the rest of the cards and deal out all cards to the players. Players hold their cards in their hands so others cannot see them.
3. Each player looks for matching card pairs within their own hand. Place the matching cards on the table. Check the answer key if needed to make sure the pairs are correct.
4. Taking turns, the first player asks if anyone has a card that matches one of their unpaired cards. Place the matching pair on the table.
5. Each player takes one turn at a time, until only one person is left with an unmatched card and is the loser.

Flashcards

For independent or small group reinforcement, provide students with just the description cards and have students provide the corresponding term. Use the answer key card to check answers.

Chronological Ordering Activity

For historical card decks like *AmeriMatch* and *TexMatch*, students can be provided with just the event description cards and must put them in correct chronological order (Boston Massacre card, then Boston Tea Party card, then Declaration of Independence card, etc.) To check the order, refer to the answer key.

Word Walls or Word of the Day

The decks can be used to generate terms for word walls or word of the day. The teacher can also choose several of the words and ask the students to write a paragraph using them.

Multiple Deck 3 x 3 Bingo

Bingo can be played if multiple decks of the same type are available. Depending on class size, students can play individually or in small groups.

1. Divide the cards in *term* and *description* piles (can use the answer key to help). Use as many decks as needed so there are nine *term* cards per student or group.
2. The teacher provides each student or group with nine *term* cards.
3. Students arrange cards into three rows of three cards. (Students will have different types and arrangements of cards).
4. The teacher reads aloud one *description* card from the description card pile at a time.
5. If the student/s has the matching term card, it is flipped upside down.
6. The first student or group to have flipped cards in the same row, column, or diagonal says "bingo" aloud and is the winner.

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