



Equipping Minds Playing Cards Video Steps Checklist

Introduction of Cards

You can use the cards as you would with any of the cards games we already have.

Equipping Minds 2020 NBack Cheat Sheet

- Code Cards - 9 Code Cards
- Different Cards
- Card Storage

Processing Games

- Reminders: If a student does not know all of their numbers, begin with what they know and build from there. If they do not know any numbers, begin with the 1 and sort from there.
“We can only train the brain with what the brain knows.”
- Processing Exercises
 - Pg 36: Cognitive Exercise Flow Chart - “Say what we see”
 - Say color
 - Lay down Matching Cards in order
 - Sort by color
 - Sort by number
 - Sort by animal
 - Sort by the word
 - Sort by the letter (can also add the sounds)
 - Sort by symbol
 - Sort by the direction
 - Sort by President (using number)
 - Sort by vowel sound (using color)
 - Sort by month
- Conclusion- SO many distractions to work on attention, cognitive flexibility, and visual scanning. Also, remember to start with what the student knows. If they don't know all of their numbers, begin with what they do know or begin with “1” and just sort “1's” or “green”.....

Working Memory Games

- Alternate by saying the number on one card and the color on the next card. You can begin with 2 qualities.
 - Begin with number/color
 - “Check;” using appropriate language/ - if/then statement
 - Be positive, “this is making my brain think,” not too easy and not too hard if you see frustration, go back a step
- Alternate 3 qualities: number, color, animal or any other 3 qualities
- Alternate saying number, color, animal, wrong word
- Alternate saying number, color, animal, wrong word, letter
- Alternate saying number, color, animal, wrong word, letter, symbol
- Alternate saying number, color, animal, wrong word, letter, symbol, direction
- Alternate saying president, number, color, animal, wrong word, letter, symbol, direction, month
- Use cards to create sentences/stories

Basic Matching with 3 Cards

- Using 3 cards, find what is the same
- Say “I see two 9’s”
 - Systematic search: colors, numbers, animals, words, symbols, letters
 - Put matching cards away and add two new cards
- Take turns initially and can play competitively

Matching & Memory Games

- 2 cards down, 4 cards to play
 - Systematic search
 - Find what matches - what can you play?
 - Say what matches “pig on pig”
 - Add cards as you discard them
 - Play alone or against another person taking turns and eventually competitively. You may get very distracted when playing with someone else which will be challenging.
- Colors Game (advanced memory games)
 - Can use colored cubes
 - Place down two cards: “What do you see?” “Take a picture in your mind.”
 - Place down 1 of each color cube
 - Turn cards over; place color cubes to match in front of the card
 - Let’s Check: “Do we have a match?” If we don’t, “what would we do to have a match?”
 - Can place down more cards
 - Can do it auditorily, can use EM workbook and marker to draw matching symbols, etc.
 - Most advanced: build on the qualities to remember and eventually remember everything on the card

Animal Games

- Pg 66 in workbook: 20 animal
- Equipping Minds Cheat Sheet - #1-#9, different order but **the symbols are the key which makes it more complex which is good for our brain**
- Alternate saying picture/wrong word
- Visual tracking: laying cards down in rows and say picture/wrong word
- Visual tracking: you can also just say the animal picture or just say the wrong word**
- Matching game
 - Put down 9 cards (3 rows of 3)
 - Use full sentences, find words or pictures that match **“I see two black spiders”**
“I see two black spiders crawling on the wall”
 - Replace cards as you take them away
 - Can be an exact match or picture/word match or word/word
- Memory Game
 - 9 cards (3 rows of 3), face down
 - Finding animals/words that match
 - Turn cards back over if there is no match; take away cards that match
 - You can match any of the qualities on the cards as well

Three or More Matches with the N-Back Code

- N-Back sheet to help or you could have the 1-9 Code Cards
- Find at least 3 things among all the cards that would be on each line of the N-Back
 - “We will do this together, I will help you!”**
- Take away cards as you find them and replace with new ones

Before and After Games

- Say what things come before/after on the N-Back Sheet, use the sheet for help
- After
 - Letters after C is D
 - Numbers- after 8 is 9
 - Directions (quarter turn clockwise)
 - Animals after the spider is the pig
 - Colors after yellow is black
 - Symbols after a slash/ is a (
 - Word
- Before
 - Letters
 - Numbers
 - Directions (quarter turn counterclockwise)
 - Animals
 - Words
 - Colors
 - Symbols

- Eventually put Before/After together
- Place cards on top of one another
- You can loop cards back around to the beginning like on a clock or keyboard (ex: 9 back to 1, A backwards to I)
- It is ok to start with a single quality and then build on it- begin with just the numbers and then numbers and letters....**
- Talk out loud doing a systematic search, remember to play with them and talk out loud about the process**
- You can eventually play competitively**
- Can have 2 columns: before and after
- Numbers: you are adding for after and subtracting for before and could also do plus or minus 2
- Can have 3 columns: before, present (equal), after

Tic Tac Toe

- Correct cards in order in rows of 3
 - You can use a sheet protector (regular sheet or baseball card sheet to mark on it)
 - You can also use cubes, legos, etc.
- Taking turns using appropriate language (“I see myself on...”
- You can cover with cubes, mark with markers, or turn cards over horizontally/vertically
- Turn the cards face down
- If you have two decks, you can play on two boards. It is one game played on two boards.
- “Stop and Think, imagine you’re me, where do you think I would go.”
- You can also use 2 boards with the cards face down.
- Advanced with one person saying a number, and the other a color, an animal....

Nine N-Back Code Cards

- Using enlarged cards for classroom setting
 - Great for classroom/visual impairments
- Number, color, animal, word, symbol, direction, president, month, sound
- You can start with alternating 2 categories and build
- Can also play Tic Tac Toe with two decks on the floor with enlarged cards

Who’s In Charge?

- Number, color, animal - color is in charge
 - Say number/color/animal that corresponds to the color of the card
- Number, color, animal - number is in charge
 - Say number/color/animal that corresponds to the number on the card
- Number, color, animal - letter is in charge
 - Say number/color/animal that corresponds to the letter on the card
- Number, color, animal - animal is in charge
 - Say number/color/animal that corresponds to the animal on the card
- Number, color, animal - word is in charge
- Number, color, animal - symbol is in charge
 - Say number/color/animal that corresponds to the animal on the card

Classroom Connection to Math

- Start with +1
- Go up to +2 and higher
- Alternate +1 and +2 and put in the sequence with animals, letters, symbols.....
- Alternate +1,-1,