Equipping Minds Playing Cards
Video Steps Checklist
6-8-2023 updates

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. **Always model first, take turns, use language, and HAVE FUN!**
"We can only train the brain with what the brain knows."
If the student is internally vocal, you say what they are doing, and they can point or use a device.
- ☐ 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 * **You can place the up card in the up position, the right card on the right, down in the down position, and left on the left side**
        - ☐ 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"…..

Advanced Sorting using the Code Cards to guide:
- ☐ Place the 9 code cards in a horizontal line
- ☐ Sort by Color, Letter, Number, Animal, Word, Symbol
- ☐ Place the card under the main card

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 to easy and not to 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

Advanced Alternating using the Code Cards to guide and directions:
Always remember to start with what the student knows.
- ☐ Place the 9 code cards in a horizontal line
- ☐ Alternate saying the color, letter, number, animal, word, and symbol
- ☐ Place the up arrow, down arrow, right and left arrow to sort. You can also say north, south, east, and west or 12,3,6,9

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

ADVANCED: Can have 3 columns with 2 for each: before, present (equal), after video with student

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….

Advanced N-Back Card Games

- ☐ This advanced principle works with any games. Take 2 cards and find an indirect match: B matches X, fish matches X, 6 matches /, O matches bear. You can use a constant card or change the cards.

- ☐ **Build a Pattern-** following the indirect match and direct match, place the cards down horizontally, vertically or diagonally. You can also make a sunbeam or wagon wheel. Please watch this video

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
- ☐ Add the numbers on the cards
- ☐ Multiplication
- ☐ Classroom Connection section in the Equipping Minds Curriculum on Math

Advanced who's in charge with math
- ☐ Number is in charge on the first card, color on the second card, animal on the second card add +1 Then multiply X 3
- ☐ Alternate systematically moving from top to bottom, left to right: Color in charge , letter in charge, number in charge, animal in charge, word in charge, symbol in charge Begin with +1 and then move to +2
- ☐ You can even alternate +1,+2,+3,+4,+

Match or No Match
- ☐ Choose a random card which will be your constant card. Say what they see on the card.
- ☐ Go to page 6 in the student workbook: Create the card

- ☐ Pick up a card and compare it with the constant card. Do a systematic search and say if it is a Match or No Match. The match pile will be face up and the NO match pile will be face down. You will have between 20-25 no match cards.
- ☐ Ask them to recreate the card on the bottom of page 6 without looking at the top board.
- ☐ Then, turn the card **face down** and play.
- ☐ You can then choose a second random card but make sure NOTHING on it matches the first card and play. You can place the match to the second card below it and below the first card. **You will have 1-4 no match cards in the NO match pile.**

ADVANCED: Turn the 2 cards face down and play- Video with student

- ☐ You can then choose a third random card that has NO matches with the first or second card. ***Choose one of the 4 cards you could not play.** You will be able to play each of these and place BELOW each of the cards. You can turn these face down when they have them memorized.

Basic Sequencing
- ☐ Place 9 cards face up. * You can put the 9 code cards across the top of the board as a reference if needed. You can also look at the 1-9 tic tac toe board and A-I tic tac toe board.
- ☐ Begin with numbers and letters.
- ☐ Find 3 sequential numbers (2,3,4,) letters (E,F,G) colors (orange, brown, white) symbols (box, underline, line above) animals (bear, fish, snake) directions (right, down, left)
- ☐ You can loop and use 8,9,1 for example

Advanced Sequencing
- ☐ Place 9 cards face up. * You can put the 9 code cards across the top of the board as a reference if needed.
- ☐ Use the Green Code Card: First example in the video: color green, now blue card but NOT color but picture of the fish, then the red code card and the letter C
- ☐ Next example: Brown Code card picture of a camel, color white, letter I or word pig or line in the middle

N-Back and Sorting Boards Video
- ☐ This board was developed to help students sort the cards in different rows. You will see a PDF of a simpler format. You can also use a calendar board.
- ☐ The video begins with president "8 on Martin Van Buren, animal, symbol
- ☐ Number, Color, Month (number can be best- 4 is April, 6 is June)
- ☐ Word of the animal, symbol, month
- ☐ You can use any combinations

Advanced Indirect Matching Game with a student demonstrating
- ☐ Use your 3 constant cards or 3 cards with no repeating qualities
- ☐ You can only use INDIRECT matches X on 2, orange on 6, H on Spider for example
- ☐ Remember: You can NOT play 2 on 2 or black on black- no direct matches