American History Categories

For 2 or more players

Object: To place the memory tiles in their correct categories as fast as possible.

Set Up: Mix all 72 cards, face down.

To Play: Player Two has a timer or watch and says, "Go!" Player One takes the 8 Category tiles (Founding of the U.S.A., Westward Expansion, The Civil War, Post Civil War), matches the four pairs, and places the four pairs at the top of the playing area. Player One assembles all tiles under the correct Category Tile. When Player One has assembled all tiles, Player Two stops timing and records the time. For each tile placed incorrectly, add 10 seconds to Player One's time. Then, Player One and Player Two switch roles.

To win: The player to assemble all tiles correctly the fastest wins.

Key:

Category 1: Founding of the U.S.A: The Santa Maria, Pilgrims, Independence Hall, The White House,

Slavery, George Washington, The U.S. Capitol, The Boston Tea Party, Declaration of

Independence, The Constitution, Minutemen, Washington, D.C., Valley Forge

Category 2: Westward Expansion: Tipi, Lewis and Clark Expedition, Frontiersmen, California Gold Rush,

California Mission, Wagon Train, Andrew Jackson's Log Cabin, Steam Engine Train,

Category 3: The Civil War: Civil War Soldiers, The Civil War

Category 4: Post Civil War: The Airplane, The United States of America, American Flag, Model T Ford,

Cowboy, Telephone, Lincoln Memorial, Mt. Rushmore, Washington Monument

American History Memory Game Instructions

For 2 or more players.

Object: Find the most matching pairs.

Set Up: Place 64 cards, face down, eight across and eight down. Discard the Category Tiles

To Play: Player One turns over two cards and reads out loud the card titles. If they are the same cards, Player One places the cards in front of him. If they are different, the player turns the cards over and it is the next player's turn. Play continues clockwise.

To Win: After all pairs have been found, players count matching pairs they won. The player with the most pairs wins!