

Book memory game

Instructions:

1. Select a range of objects from books.
For example: silver slippers, the elder wand, Turkish delight, a small bottle that says 'drink me', fairy dust, gold ring, pot of honey and a chocolate bar.
2. Put the tray in the middle of the room and let the students study it for 60 seconds.
3. Have the students draw the tray and show where each object was.
4. To add a level of challenge for older students, have them replace the objects with the book titles.

Requires:

a tray, an array of objects from books, paper and pens.

