

How to play:

VE-Questor Cards

MATCH-IT!

NUMBER OF PLAYERS

Up to 4 players

RESOURCE

A deck of VE-Questor Cards
[Topic of your choice]

LEVEL OF DIFFICULTY



OBJECTIVE

To revise scientific terms, knowledge and concepts pertaining to a particular science topic.

HOW IT WORKS



[FRONT]

This face shows the illustration



[BACK]


This face shows the scientific facts



A complete illustration can be made up of:



Standalone Card



2 matching cards



3 matching cards



Individual cards with matching scientific definitions / phrases on the flip side.



OVERVIEW

To play this game, display all the cards in neat rows and columns on the table with the illustrations facing up.

Your goal is to first match the cards based on the illustrations.

When the illustrations are correctly matched, flip these card(s) over and read aloud the scientific fact(s) written on the card(s).

You get to win the cards when the scientific fact(s) are read correctly.

SETUP

Step 1: Remove 'How it works?' and 'The Questor He@lers' cards from the deck.

Step 2: Shuffle the deck of cards and lay the cards randomly in neat rows and columns on the table with the illustrations facing up.



Step 3: Decide who goes first and continue the game in a clockwise direction.



HOW TO PLAY

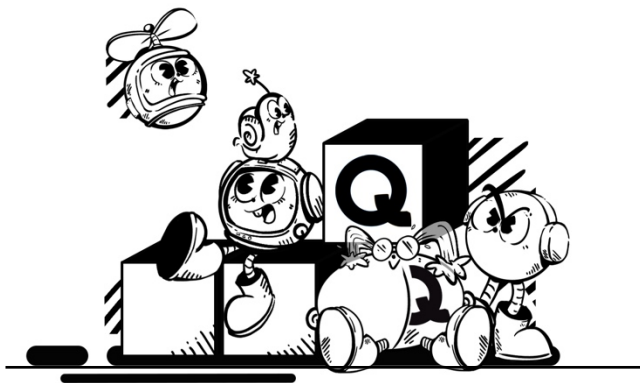
Step 1: Choose 1 to 3 card(s) carefully.

Step 2: If the cards match, flip the cards to reveal the completed scientific fact(s). The player will read loudly and clearly the scientific fact(s). This player gets to keep the cards.

If the cards do not match, place the cards back to their original positions with the illustration facing up.

Step 3: The next player will repeat steps 1 and 2.

Step 4: The game continues until there are no more cards left to match. The player with the greatest number of matching cards wins.



Exercise your creativity in using these cards to form a game!

Share your creative idea(s) with us at

admin@vitamindzedu.com

to stand a chance to win a box of Questor cards!



MOVE-IT!

NUMBER OF PLAYERS

2 to 4 players

RESOURCE

A deck of VE-Questor Cards
[Topic of your choice]

A timer

LEVEL OF DIFFICULTY



OBJECTIVE

To revise and reinforce scientific facts / concepts / definitions pertaining to a particular science topic.

HOW IT WORKS



[FRONT]

This face shows the illustration



[BACK]


This face shows the scientific facts



A complete illustration can be made up of:



Standalone Card



2 matching cards



3 matching cards



Individual cards with matching scientific definitions / phrases on the flip side.



OVERVIEW

Your goal is to use the cards handed out to you to form as many matching sets of cards as you can.

To do this, discard one card that does not help in the matching by passing it to the player on your right.

At the same time, receive a new card from the player on your left.

The winner is the first player to correctly match all their cards or the player with the most number of correctly matched cards after the time runs out.

SETUP

Step 1: Remove 'How it works?' and 'The Questor He@lers' cards from the deck.

Step 2: Shuffle the deck of cards and distribute the cards one at a time to every player with the illustrations facing up until there is none left. [NOTE: Not all players may have the same number of cards]



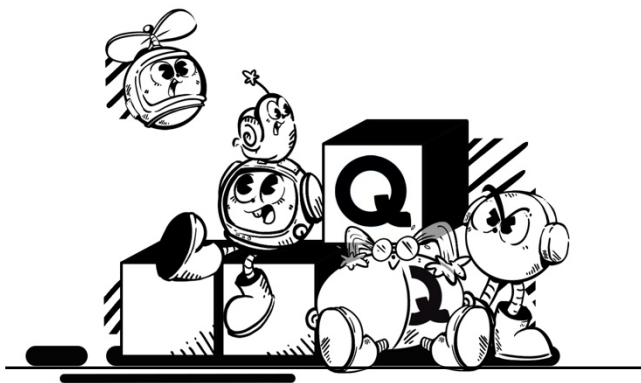
Step 3: Decide who goes first and continue the game in an anti-clockwise direction.

Step 4: Set a duration of 10 minutes and start the game.



HOW TO PLAY

- Step 1:** Look through the cards you have in your hands with the scientific fact(s) facing you.
- Step 2:** Place any cards, that you can match, on the table.
- Step 3:** Flip and ensure that your cards on the table form a complete illustration.
If they do not, take the cards back.
- Step 4:** If there are no other matching cards in your hands, place a card, that you wish to discard, on the table with the illustration facing up.
- Step 5:** Upon a given signal, pass your discarded card to the player on the right.
- Step 6:** The game continues until a player has 'emptied' all the cards in his/her hand or until the time runs out.



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SNAP-IT!

NUMBER OF PLAYERS

2 to 4 players

RESOURCE

A deck of VE-Questor Cards
[Topic of your choice]

LEVEL OF DIFFICULTY



OBJECTIVE

To reinforce scientific terms, knowledge and concepts pertaining to a particular science topic.

HOW IT WORKS



[FRONT]

This face shows the illustration



[BACK]


This face shows the scientific facts



A complete illustration can be made up of:



Standalone Card



2 matching cards



3 matching cards



Individual cards with matching scientific definitions / phrases on the flip side.



OVERVIEW

To play this game, shuffle and place the deck of cards with the illustration facing up in the middle of the table.

Your goal is to be quick in spotting cards with matching illustrations as the cards are revealed one by one from the deck.

When a match is spotted, the fastest player will touch the card(s) and say 'SNAP-IT'.

You win when you are able to say the correct scientific fact that is shown on the flip side. These cards will then be for your keeping.

The ultimate winner will be the one who owns the most cards.

SETUP

Step 1: Remove 'How it works?' and 'The Questor He@lers' cards from the deck.

Step 2: Shuffle the deck of cards and place the cards in the middle of the table with the illustrations facing up.



Step 3: Decide who goes first and continue the game in a clockwise direction.



HOW TO PLAY

Step 1: Draw a card from the deck and place it on the table with the illustration facing up.

Step 2: Each player take turns to repeat step 1 until any player spots a matching set of cards and is the fastest to touch the cards and say "SNAP-IT".

Step 3: If the set of cards does not show a complete illustration, place these cards back onto the table with the illustrations facing up.

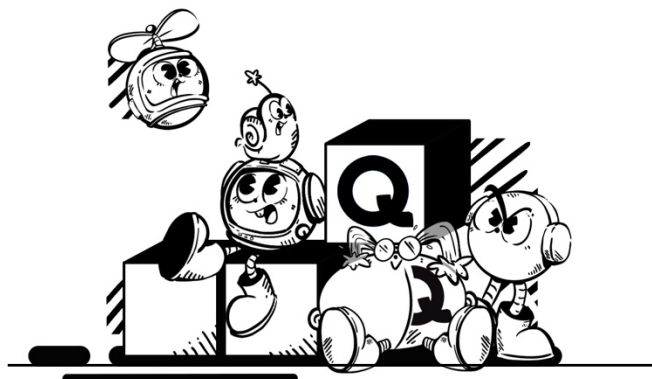
If the set of cards shows a complete illustration, another player will hold these cards with the scientific facts facing away from that player who said "SNAP-IT".

That player will have to say the scientific fact(s) to the other players based on the title written on these cards.

Step 4: If the player is able to say the correct scientific fact(s), he/she will win these cards.

If the player is not able to say the correct scientific fact(s), place these cards back into the deck and re-shuffle the deck.

Step 5: The game will continue until all the cards have been utilised and the player with the greatest number of cards wins.



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SPIN-IT!

NUMBER OF PLAYERS

2 to 4 players

RESOURCE

A deck of VE-Questor Cards
[Topic of your choice]

LEVEL OF DIFFICULTY



OBJECTIVE

To reinforce scientific terms, knowledge and concepts pertaining to a particular science topic.

HOW IT WORKS



[FRONT]

This face shows the illustration



[BACK]


This face shows the scientific facts



A complete illustration can be made up of:



Standalone Card



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3 matching cards



Individual cards with matching scientific definitions / phrases on the flip side.



OVERVIEW

A spinner would be required to play this game.

Match the cards with the illustrations facing up. Arrange them to form a big circle, with spaces in between each set. Place the spinner in the middle of that circle.

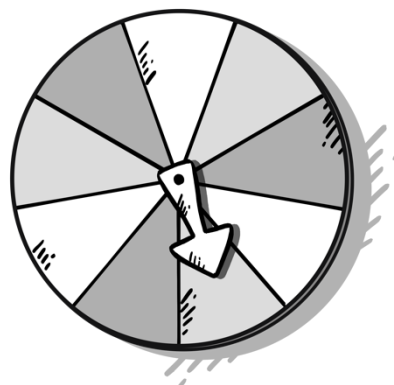
Players will take turn to spin the spinner. Players' goal is to be able to say the scientific fact that the spinner has pointed to, loudly and clearly, without having to flip the card.

The cards will then be for your keeping if you are able to say the scientific fact correctly.

The winner will be the one who has the most number of cards.

SETUP

- Step 1:** Create a spinner. The spinner must be able to rotate on a flat surface.
[Exercise your creativity to make a spinner 😊]
Please do not use sharp objects such as pen knives, scissors, etc.



- Step 2:** Remove 'How it works?' and 'The Questor He@lers' cards from the deck.
- Step 3:** Match the cards correctly with the illustrations facing up.



Step 4: Using the card / set of matching cards, form a big circle with spaces in between each set.



Step 5: Place the spinner in the middle of the circle.



Step 6: Decide who goes first and continue the game in a clockwise direction.



HOW TO PLAY

Step 1: Player 1 will start by spinning the spinner.

Step 2: When the spinner points to a specific card / set of matching cards, the player will have to say out loudly and clearly the scientific fact printed at the back of the card without flipping the card(s) over to see.

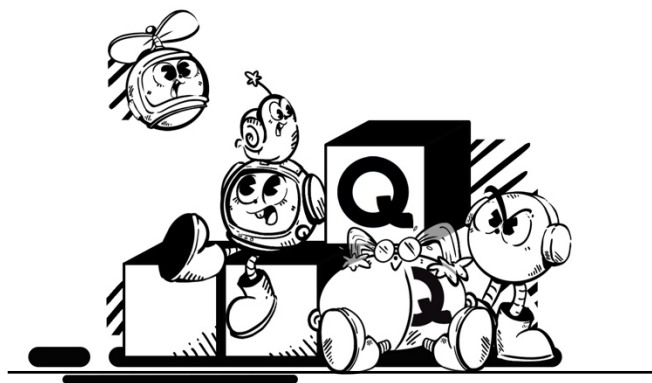
The rest of the players will check the scientific fact by flipping the card(s) over to check the answer.

Step 3: If the scientific fact is correct, the player will keep the card(s) and the next player will continue the game by spinning the spinner.

If the scientific fact is wrong, place the card(s) back and the next player will continue the game by spinning the spinner.

Step 4: Repeat steps 2 and 3.

Step 5: The game will continue until all the cards have been utilised and the player with the greatest number of cards wins.



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