

Get started with Mix'n'Match

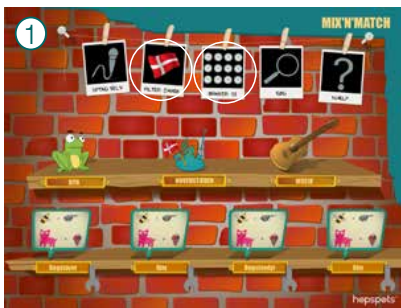


Mix'n'Match is a memory game, where the players have to match the spots in pairs.

It contains 3 pre-programmed games and the option of creating your own games. The 3 games can be played in Danish, English, German and French.

- Animals: Match animals with the sounds they make.
- Capitals: Match countries with their capitals.
- Music: Match musical instruments with their sounds.

How to play



Before starting the game choose the language you want to play it in, the number of spots you want to use and which of the games you want to play.



When you see this screenshot, step on the spots you want to use in order to activate them.



This screenshot means that you are ready to play. Now, step on the spots to start matching up pairs. Enjoy!



Do your own recordings

By pressing "record" on the washing line, you get to the screenshot depicted below, where you can create your own pairs.

Give the game a symbol/picture. The picture will show on the bottom shelf below the 3 pre-programmed games.

4. Give the game a title

5. Save game.

2. Name the sounds. For instance, "cat" and "hat".

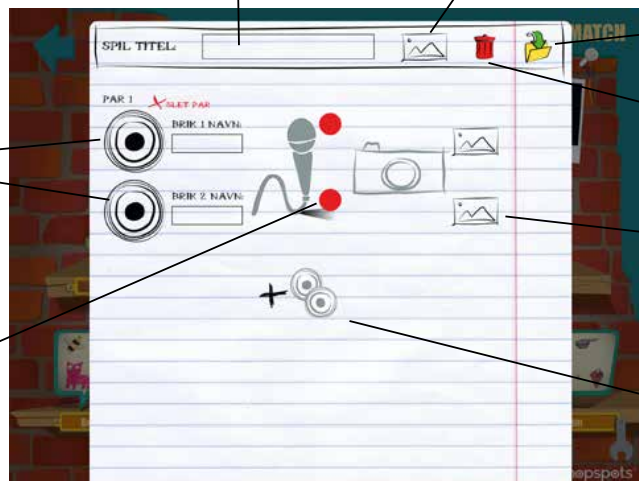
Delete game.

The two picture symbols each belong to a spot, and here you can insert pictures/drawings of e.g. "cat" and "hat".

1. Record sound

Use the two red buttons to record sounds for spot 1 and 2. Clicking the red button starts the recording and another click stops the recording. Record for instance "cat" and "hat".

3. Add more spots and repeat step 1+2 until you have created all the pairs you want.



Our ideas for recording your own games

- **Difficult words:** Using a dictionary of foreign words the children chose words they think are difficult and made an explanation for them. The task then is to match the word with the explanation. E.g. A. Altruistic B. The opposite of egoistic.
- **Funny sounds:** Using different props the children made a sound. The sound is then to be matched with an explanation/description of the sound. E.g. A. Coconuts that are banged together B. A hammer
- **Mathematics:** Calculation on one spot and the correct answer on the other spot. E.g. A. $5+5$ B. Is 10
Could also be for instance with a focus on the three times table, where a pair makes up 3x3 and another pair is 4x4 etc.
- **Adds up to 20:** The spots that together add up to 20 are matched. E.g. A. 15 B. 5
- **The riddle game:** One spot contains a riddle which is to be matched with the spot containing the answer to the riddle. E.g.: A. You can sit on it, you can ride it and it says like this (ring, ring) B. It's a bike. Could also be a sound and then you have to guess what sound it is.
- **The rhyming game:** Match two words that rhyme. E.g.: A. Bat B. Rat
- **The conversion game:** Two measurements are matched (m/km, min/hours, g/kg etc.). E.g.: A. 60 min B. An hour
- **Challenge:** You match two kinds of movements that are stated in different languages. You then have to do the movement that is stated when moving from one spot to the next. E.g.: A. Jump B. Hop
- **Animals and their food:** You match an animal with the food that it eats. E.g.: A. Rabbit B. Carrots
- **Clothes in a foreign language:** You match a piece of clothing in your native language with the same piece of clothing in a foreign language. E.g.: A. Party dress
B.: Festkjole
- **Theme Quiz:** Pick a theme and create a quiz on it. Questions are matched with answers. E.g.: A. When was the second World War? B. 1939-1945
- **Compound words:** Two words that can be combined. E.g.: A. Black B. Board
- **Spelling:** One spot spells out the word and is then matched with the spots containing the word.
E.g.: A. H-O-R-S-E B. Horse
- **Greetings in different languages:** You match a language with a greeting. Eks.: A. Salam aleykom B.: Arabic
- **Categorical words:** You match two words that are part of the same category. E.g.: A. Chair B. Table
- **Eras:** You match an era with a period of years. E.g.: A. The Enlightenment B. 1690-1800
- **Food:** you match either the name or sound of an animal and the dish it is part of. Eks.: A. Muh B. Steak
- **Syllables:** You match words containing the same number of syllables. E.g.: A. Banana B. Cucumber