

Mix-N-Match

Animal -N- Name

cards™

An Exciting Hands-On
Cooperative Learning Games



Science



- Easy Instructions
- Colourful Mix-N-Match Game Cards
- Cards for your **Whole Class**
- **Class Building**
- Memory and Fun

Mix-N-Match is easy to use!

Congratulations! You now have a kit guaranteed to...

- Allow your students to learn in a novel, fun way.
- Create a positive class tone.
- Break down barriers among students.
- Produce a love of content.

Mix-N-Match is Simple!

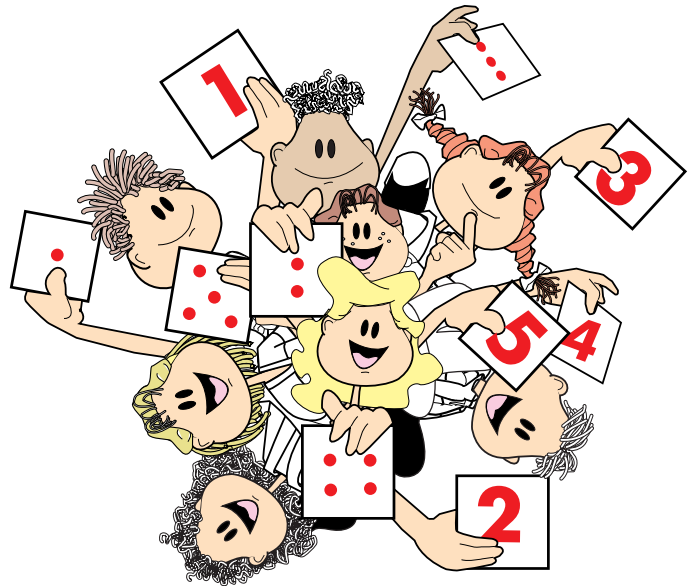
Cut out Cards. You or your students cut out the cards in the kit.

Distribute Cards. Half the students in the class receive one card; the other half of the students receive the corresponding card.

1. **Mix!** At your command students Mix! That is, they circulate around the room in a random fashion.
2. **Freeze!** You call “Freeze” and all students freeze in whatever position they are in.
3. **Swap!** Students swap cards with the person nearest them.
4. **Match!** Students move to the centre of the room waving their card, looking for the student with the matching card. When students find their match, they move to the sides of the room, leaving those in the centre to easily find each other.

Variations and Hints

1. **Timed Trials.** Time the class each time they Mix-N-Match, establishing a “Class Record” for speed. On subsequent trials with the same content, the class tries to beat their Class Record.
2. **Getting Acquainted.** Each time a student finds a new “Match”, have the students swap personal information to get acquainted, such as “Favourite Ice Cream Flavour”, “Favourite Sport or Hobby”, “Dream Job”, “A Weekend I will Always Remember”.
3. **Odd Numbers of Students.** If your class does not divide evenly in pairs, have two students “twin” and move together during the Mix time. When it is time to swap cards, the “twins” swap with two other students who become the new “twins”.
4. **Laminate.** Laminate the Mix-N-Match cards before you cut them to make a more enduring set.



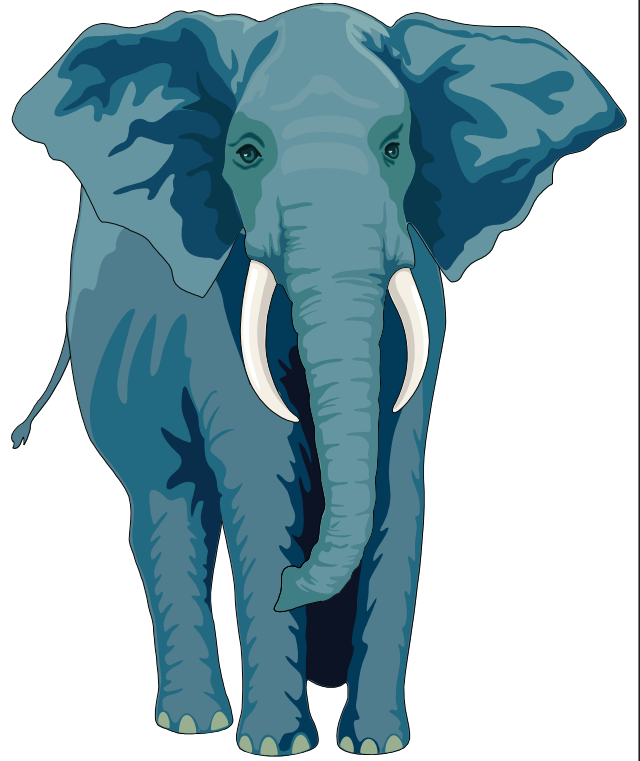
5. **Line-Ups.** After making a match, have pairs line up in alphabetical order to practise alphabetising skills.
6. **Semi-Random Teams.** After students make a match, have pairs pair up to form a semi-random team of four for the next cooperative learning activity. The teams are not completely random because some student selection is involved, but that is fine on an occasional basis.
7. **Sorting & Storage.** Have the students return the Mix-N-Match cards in pairs, so each card is stored with its match. This facilitates distribution next time, so cards are only given out in pairs.

Additional Mix-N-Match Kits

Hawker Brownlow Education offers a wide range of colourful classroom Mix-N-Match kits at a low price. Each kit contains more than enough cards for your whole class. A list of Mix-N-Match kits is provided in this set.



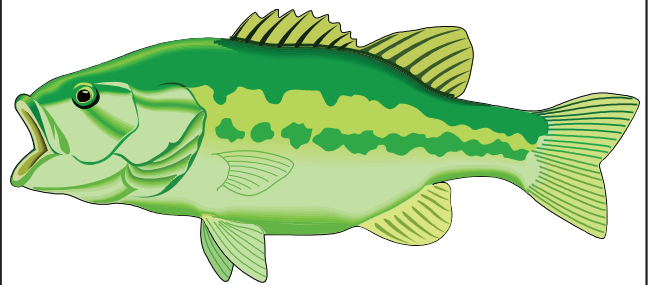
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Giraffe

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Koala

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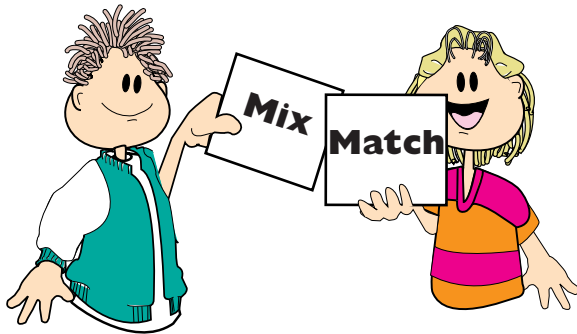
Lion

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Lizard

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Mix-N-Match Cards



Mathematics

- Addition Problem-N-Answer KAXAA
- Coins-N-Value KAXCV
- Digital Clock-N-Analog Clock KAXDC
- Division Problem-N-Answer KAXDA
- Fraction-N-Equivalent KAXFE
- Fraction-N-Percent KAXFP
- Measurement-N-Conversion KAXMC
- Multiplication Problem-N-Answer KAXMA
- Number-N-Dots KAXND
- Shape-N-Name KAXSHN
- Subtraction Problem-N-Answer KAXSA

Social Studies

- Geography Term-N-Definition KAXGD
- Geometry Term-N-Definition KAXGO
- Historical Character-N-Achievement KAXCA
- Historical Event-N-Date KAXHD
- Sport-N-Name KAXSN
- State-N-Abbreviation KAXSAB
- State-N-Capital KAXSC

English

- Capital-N-Lower Case Letter KAXCL
- Word-N-Abbreviation KAXWAB
- Word-N-Antonym KAXWA
- Word-N-Homonym KAXWH
- Word-N-Synonym KAXWS
- Words-N-Compound Word KAXWCW
- Words-N-Contraction KAXWC

Music

- Music Expression-N-Name KAXMEN
- Music Note-N-Name KAXMNN
- Music Symbol-N-Term KAXMST

Science

- Animal-N-Name KAXAN
- Bird-N-Name KAXBN
- Body Part-N-Definition KAXBD
- Food-N-Name KAXFN
- Insect-N-Name KAXIN
- Inventor-N-Invention KAXII
- Ocean Life-N-Name KAXON
- Transportation-N-Name KAXTN
- Weather Term-N-Definition KAXWD

More **Mix-N-Match** games
available from

Hawker Brownlow Education

Available from Hawker Brownlow Education.

For more information on the full range of Kagan products available or to
request a catalogue, visit our website at www.hbe.com.au

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