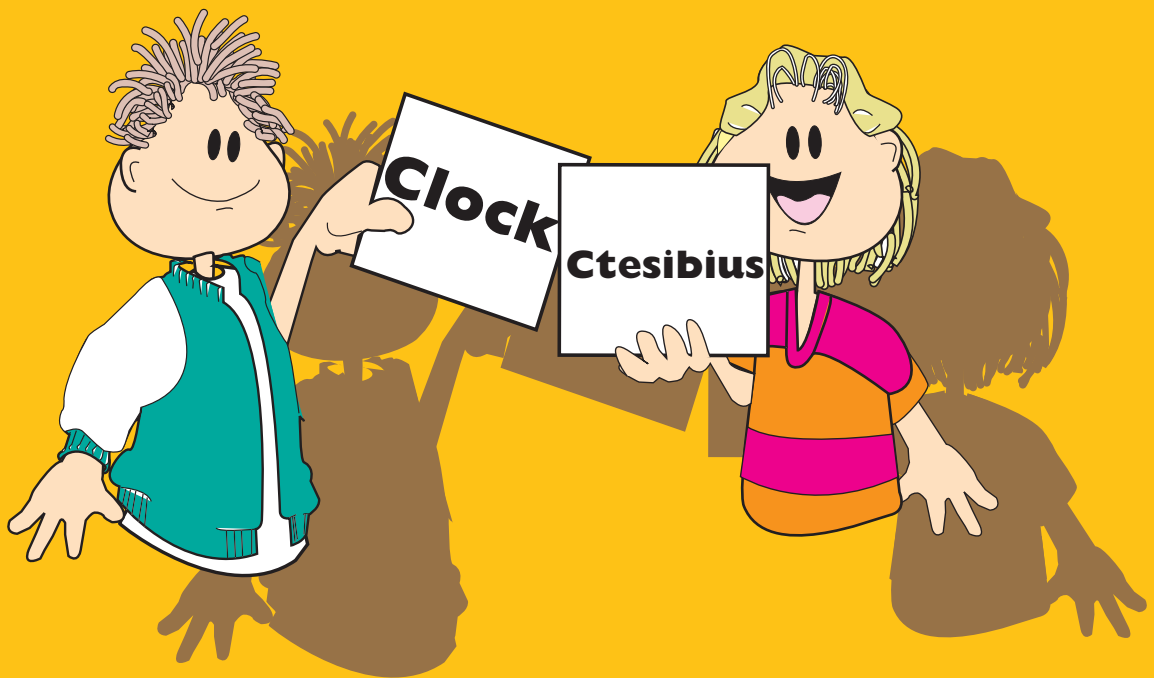


Mix-N-Match

Inventor -N- Invention

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!

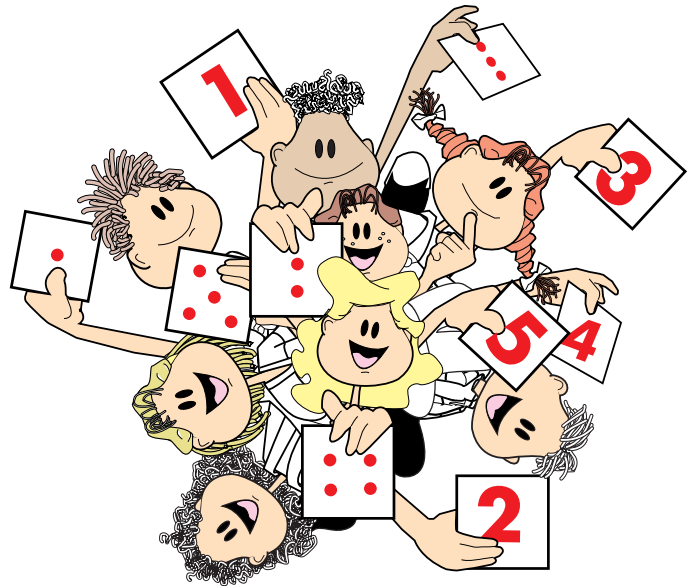
Cut out Cards. You or your students cut out the cards in the kit.

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.

Inventor-N-Invention

Clock – Ctesibius, 250 BC. This inventor is credited with inventing the first clock. It was a water clock that used a rack-and-pinion gear to drop water into a container at a constant rate. The level of the water indicated the time. Today, mechanical clocks and digital clocks are used to keep time.

Printing Press – Johan Gutenberg, 1450.

The printing press was invented by this German inventor. There were earlier versions of a printing press, but it was this inventor who perfected movable metal type and other elements of the printing process. The printing press is used today for a variety of printed matter including books, magazines, newspapers and catalogues.

Telescope – Hans Lippershey, 1608.

Lenses had been in use for centuries before this Dutch eyeglass maker happened upon the invention of the telescope. The inventor placed one lens in front of another and looked at a nearby church steeple and found that it was magnified. The telescope is used in astronomy, in cameras and in binoculars, two side-by-side telescopes.

The Hills Hoist – Lance Hill, 1945.

The Hills Hoist is the Australian version of the rotary clothes line, invented by Lance Hill in 1945. It uses a movable crown and pinion winding mechanism, which enables it to both spin around, and be raised and lowered. The Hills Hoist is still a common sight in backyards throughout Australia!

Photography – Joseph Niepce, 1826.

This Frenchman used a camera obscura, a device which had been in use for many years as a drawing aid for artists, and found a way of fixing the image in black and white. In 1861, the British Physicist James Clerk Maxwell took a colour photograph. The digital camera is a recent advance in photography. The digital camera does not use film; it captures the image in a digital format on disk or on a computer.

Steel Plough – John Deere, 1837. The plough was invented in the Middle East about 3500BC. It started as a digging stick drawn by a person or an ox. The new steel ploughs by this inventor enabled tough stony areas to be opened up for growing wheat and corn. His name appears on modern ploughs, tractors, and other farming machinery.

Bicycle – Kirkpatrick Macmillan, 1839.

The first bicycles, called hobby-horses, were pushed along by feet rather than pedalled and were not a serious mode of transportation. A British blacksmith invented the pedal-operated bicycle, now a popular mode of transportation and hobby. The tricycle, unicycle, tandem bicycle, mountain bike and racing bike are some modern variations of the bicycle.

Sewing Machine – Elias Howe, 1846.

Before the sewing machine, clothes and shoes were hand sewn. The sewing machine created the ready-to-wear garment industry and made possible the large-scale manufacture of shoes. Today the sewing machine, often mechanised, is still used to manufacture clothes, shoes and other materials.

Typewriter – Christopher Scholes, 1867.

This US inventor invented the first practical typewriter, popularised by the Remington company. The typewriter heavily influenced the modern personal computer which has made the typewriter obsolete with its word processing and page layout capabilities.

Telephone – Antonio Meucci, 1876. This Italian inventor is not well known, but he invented the telephone – not Alexander Graham Bell as many people think! The telephone is capable of sending voice messages rapidly over immense distances. Fibre optics, cordless and mobile phones, answering machines and video conferencing are some of the many modern improvements on the telephone.

Photography

© 2008 Hawker Brownlow Education

Steel Plough

© 2008 Hawker Brownlow Education

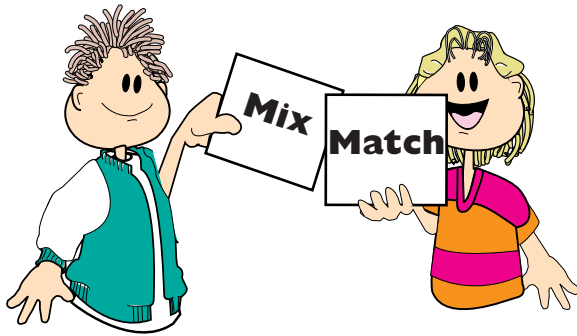
Bicycle

© 2008 Hawker Brownlow Education

Sewing Machine

© 2008 Hawker Brownlow Education

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

Originally published in 1995 by Kagan Cooperative Learning



Republished in Australia by



P.O. Box 580, Moorabbin, Victoria 3189, Australia
Phone: (03) 8558 2444 • Fax: (03) 8558 2400
Toll Free Ph: 1800 334 603 • Fax: 1800 150 445
Website: www.hbe.com.au • Email: orders@hbe.com.au

© 1995 Kagan Cooperative Learning

© 2008 Hawker Brownlow Education

Printed in Australia

Code: KAXII

ISBN: 1 74170 753 6
0808

Copyright material for classroom
use only. Not to be duplicated.
Additional sets available from
Hawker Brownlow Education.

ISBN: 1 74170 753 6



9 781741 707533