























































**Wrong  
Way**

**Yield**



**Stop**





**Walk**

**Don't  
Walk**

**No Left  
Turn**

**No  
U-Turn**





**One  
Way**

**School  
Crossing**

**Sharp  
Turn**

**Speed  
Limit**





## Road Sign Memory Game

[laurasadventurerresources.com](http://laurasadventurerresources.com)

### INSTRUCTIONS

**Memory:** Place shuffled cards face down in a grid pattern.

Player One flips over two cards. If they match, the player takes the cards and gets one additional turn. If the cards do not match flip the cards face down. The player's turn ends, and the next player takes a turn.

The game ends when all the cards are matched. Player with the most cards wins!

### ALTERNATIVE GAME IDEAS

**Simple Matching Game:** Place cards face up, and take turns finding matches.

**Beginner Memory:** Play as the original game, but don't flip them face down once they are face up.

**Easier Memory:** Use fewer sets of cards for an easier faster game. (Start with four pairs and add more pairs as child is ready for the challenge.)

**Cooperative:** Use one set of cards for each player. Play as the original game except when a player finds a match they already have duplicate match is given to a player who needs it. Game ends when everyone has a complete family!

**Hide & Seek:** Hide the cards around the room. Players search for either one card of each or one pair of each animal card.

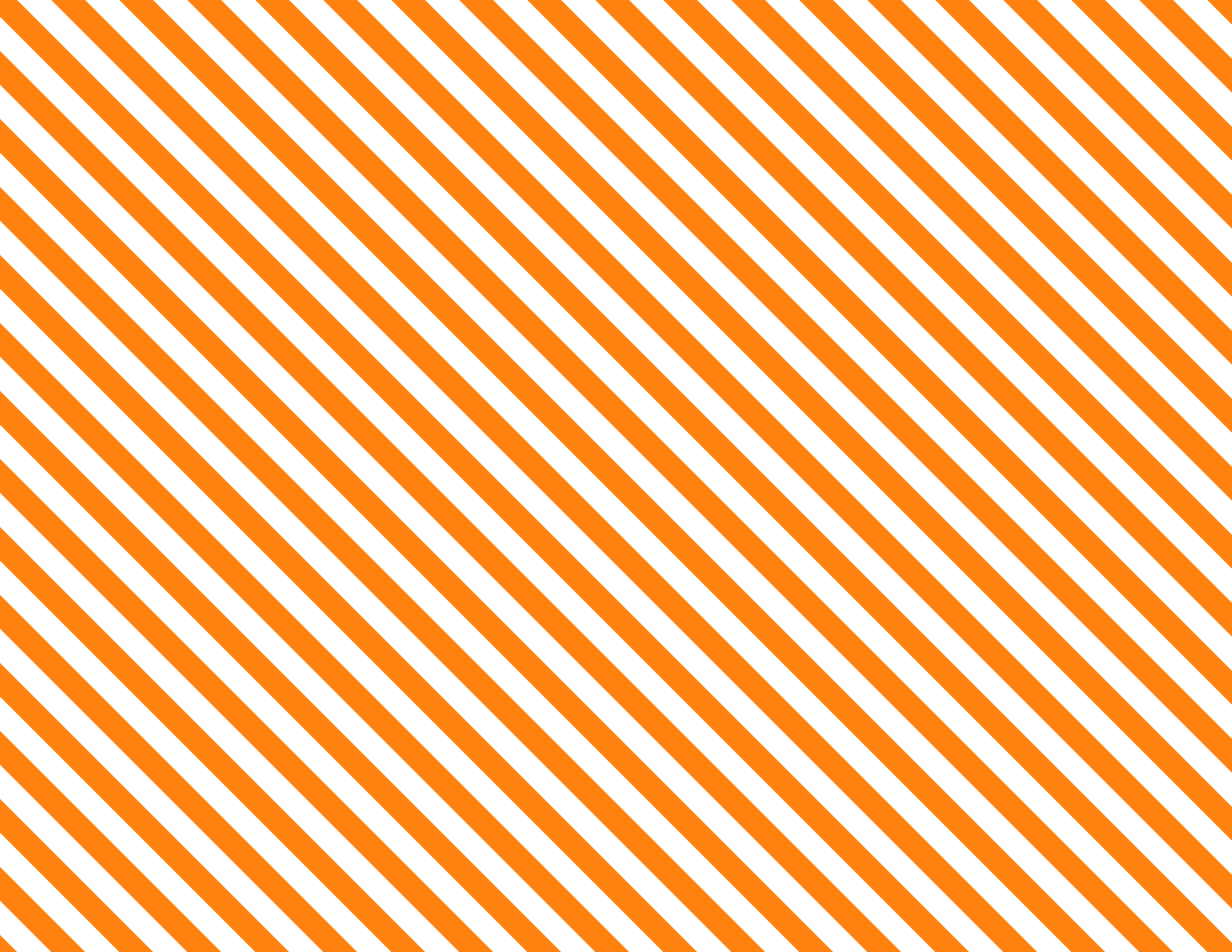
### Printing / Assembly Tips

Pages 14-17 were created with a cutting machine in mind with an internal offset (0.045in). Print one copy each page for one game.

Cardstock is recommended. Laminating is optional but recommended if you want a durable game.

There are options for the back of the cards: Leave them white or use the orange stripe page for the card backs.  
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**Wrong  
Way**

**Yield**



**Railroad  
Crossing**

**Stop**





**Walk**

**Don't  
Walk**

**No Left  
Turn**

**No  
U-Turn**





**One  
Way**

**School  
Crossing**

**Sharp  
Turn**

**Speed  
Limit**





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## Printing/Assembly Tips

Pages 19-22 were created with a paper trimmer in mind. If you are cutting the cards by hand, I recommend you use these pages as they have straight corners. Print one copy each page for one game.

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