



Flashcard Pairs

(1–5 players)

Equipment: 1 pack of Map Symbol Flashcards.



1. Select 10 pairs of matching cards from the packs.
2. Shuffle the cards and place face down in a square on a table.
3. Each player takes it in turns to guess a matching pair by turning over two cards.
4. If the player has guessed correctly then they take the two cards and have another go until they guess wrong.
5. If a player guesses incorrectly the cards are turned over again.
6. The winner of the game is the person who has the most pairs when all the cards have been picked up.
7. The number of cards placed down can be changed depending on the number of players and how hard they want the game to be.

Quick as a Flash

(2-6 players)

Equipment: 1 pack of Map Symbol Flashcards.



1. Lay out 20 of the picture cards face up in a square on a flat surface.
2. Each player is then dealt 5 description cards.
3. The remaining description cards are placed in a pile face down on the table.
4. Players take it in turns to place a description cards on the relevant matching symbol card.
5. If a player can't put down a card or puts the card down on the wrong match they must replace one of their cards with one of the spare cards taken from the pile.
6. The winner is the first person to get rid of all of their cards.
7. If all the spare cards have been used, the pile of cards people have discarded can be turned over and used again until a winner has been decided.

Flash Bingo

(3 or more players)

Equipment: 1 pack of Map Symbol Flashcards.



1. The symbol pack is split up between the players so that they each have an equal number.
2. One person has to be nominated as the caller and given the description cards.
3. Players should lay the cards in front of them face up.
4. The caller then shuffles the description cards and selects a card from the top and reads out the description.
5. The player with the matching symbol card can then turn over the relevant card if they hold it.
6. The first person with all of their cards turned over is declared the winner.
7. The caller must then check to make sure that the player has got all of the correct matches.
8. *An alternative way of playing this game is for the caller to read out map references. The players then have to identify the symbol in the location and match it to a description card.*
9. *Design a game board by splitting a sheet of A4 paper into 10 squares. In each square draw a map symbol or stick down one of the cards. These boards can then be reused and allow more players into the game.*