Greek Gods Memory Game

Preparation: Print and cut out the cards. There are 4 sheets to print out per game. For a classroom with 6 table groups you will need to print out 6 games (24 sheets in total).

Aim of the game: Players must match three powers or symbols to the correct god. The player with the most COMPLETE sets wins.

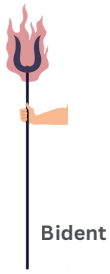
How to play: mix the cards up and lay them face down in front of the group. Players take it in turns to turn over two cards at a time. If the cards match they can be kept by the player. Non-matching cards must be replaced face down on the table.

Example: Player 1 turns over 'Hades' and 'Bident'. This is a match and they keep these cards. Unlike the game Pairs, players DO NOT get another go. Player 2 turns over 'Underworld' and 'Athena' - this is not a match so they return the cards face down to the table. Player 3 goes next and the game continues.









There are 4 cards to each complete set. To complete the **Hades** set a player would need:

1) Hades
2) Bident
3) Underworld
4) Cerberus

Tactics: if a player recognises a power or symbol that match the same god, they may keep those cards eg. Bident and Cerberus are a match. If, when they get the god card, the power or symbol is not listed, they must return the cards to the pack.

Note: the powers and symbols used in this game are not exhaustive! For example, many students may expect to see both Zeus and Poseidon with a trident, and Athena and Ares with helmets. This game attempts to disclude powers or symbols that apply to more than one god.

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Greek Gods Memory Game



Zeus

King of the Gods

- Thunderbolt
- Sceptre
- Eagle
- Beard
- Strong



Hera

Women, childbirth

- Queen of the Gods
- Peacock
- Cow
- Veil
- Sceptre



Poseidon

Sea, storms, earthquakes, horses

- Chariot pulled by fish-tailed horses
- Trident and beard



Hades

Underworld, dead, riches

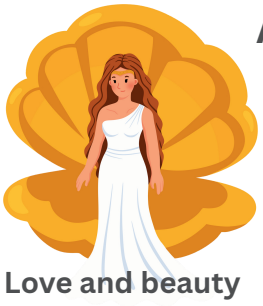
- Helm of Invisibility
- Bident
- Cerberus



Ares

War

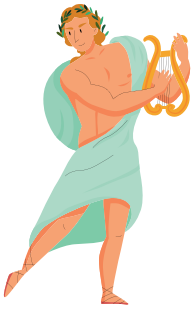
- Helmet, shield, spear
- Courage
- Anger and rage



Aphrodite

Love and beauty

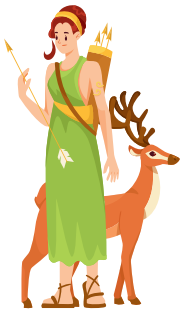
- Apple
- Rose
- Scallop shell
- In Sparta - war goddess



Apollo

Healing, truth, music

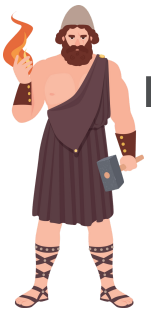
- Laurel wreath
- Lyre
- Bow and arrow



Artemis

Hunting

- Athletic
- Bow and arrow
- Short tunic to hunt easily



Hephaestus

Fire, sculpture, metalwork

- Hunchback or lame
- Tools
- Bearded and strong



Hermes

Messenger, trade, sleep, travel, thieves

- Young (no beard)
- Winged sandals and helmet
- Staff with snakes



Dionysos

Wine, theatre, madness

- Grapevine, ivy
- Satyrs
- Staff topped with pinecone



Athena

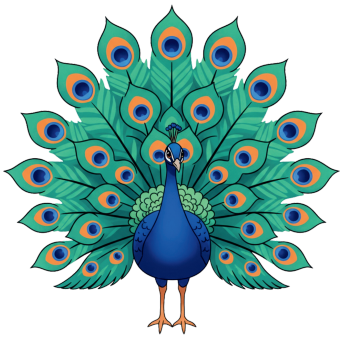
Wisdom, military tactics, spinning

- Protector of cities - Athens
- Owl
- Olive tree

Greek Gods Memory Game



King of the Gods



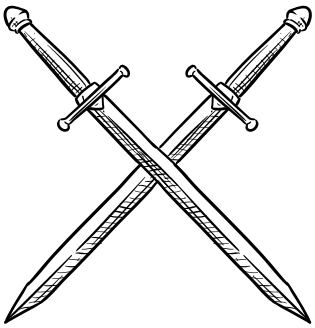
Peacock



Horses



Underworld



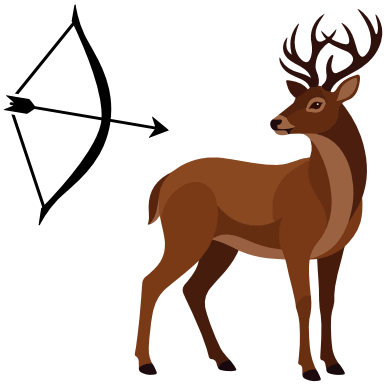
War



Apple



Music



Hunting



Fire



Winged Sandals

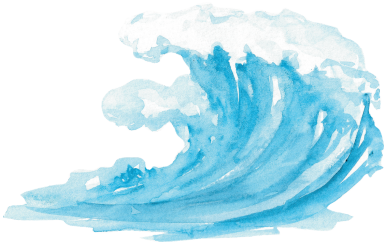
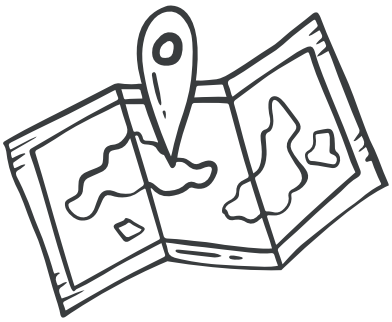


Wine

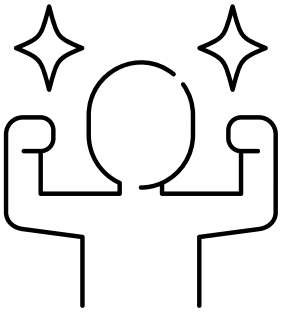
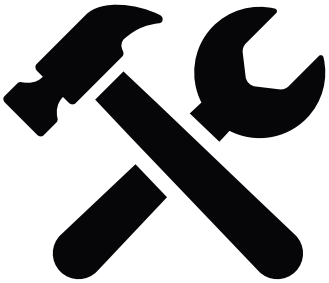
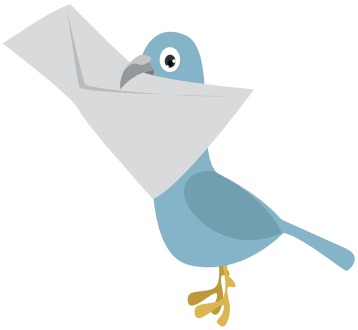


Spinning

Greek Gods Memory Game

 Thunderbolt	 Queen of the Gods	 Sea
 Cerberus	 Rage and Anger	 Scallop Shell
 Healing	 Short Tunic (girls usually had long ones!)	 Hunchback
 Travel	 Theatre	 Owl

Greek Gods Memory Game

 Eagle	 Childbirth	 Storms
 Bident	 Courage	 Love
 Laurel Wreath	 Bow and Arrow	 Tools
 Messenger	 Satyrs	 Olive Tree