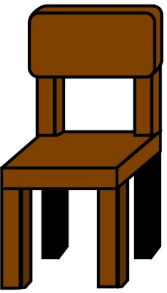
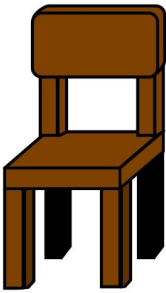
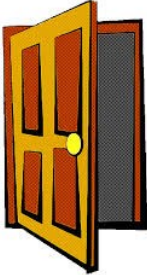
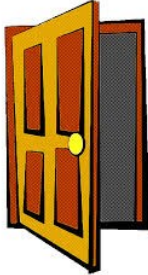

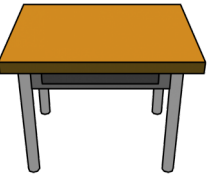
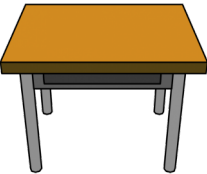


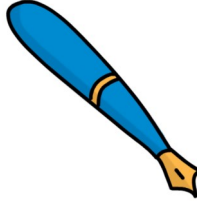
















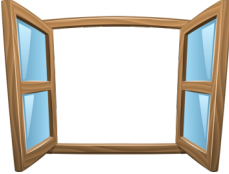




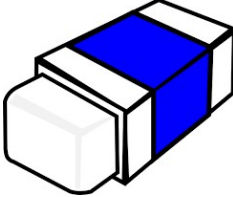
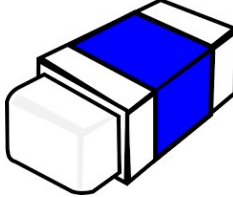
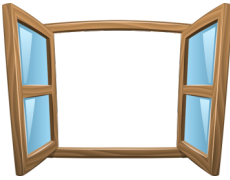


Tūru <i>Chair</i> 	Tūru <i>Chair</i> 	Kūaha <i>Door</i> 	Kūaha <i>Door</i> 	Pene <i>Pen</i> 
Tepu <i>Table</i> 	Tepu <i>Table</i> 	Peita <i>Paint</i> 	Peita <i>Paint</i> 	Pene <i>Pen</i> 
Karaka <i>Clock</i> 	Karaka <i>Clock</i> 	Pene rākau <i>Pencil</i> 	Pene rākau <i>Pencil</i> 	Kutikuti <i>Scissors</i> 
Mapi <i>Map</i> 	Mapi <i>Map</i> 	Pukapuka <i>Book</i> 	Pukapuka <i>Book</i> 	Kutikuti <i>Scissors</i> 
Kaiako <i>Teacher</i> 	Kaiako <i>Teacher</i> 	Rorohiko <i>Computer</i> 	Rorohiko <i>Compute</i> 	Pēke <i>Backpack</i> 
Pēke <i>Backpack</i> 	Matapihi <i>Window</i> 	Tama <i>Boy</i> 	Tama <i>Boy</i> 	Kōtiro <i>Girl</i> 
Kōtiro <i>Girl</i> 	Inarapa <i>Rubber</i> 	Inarapa <i>Rubber</i> 	Matapihi <i>Window</i> 	

Te Reo Māori Memory Game

- 1.Print this sheet preferably on A3 size paper in colour
- 2.Cut out all the picture squares
- 3.Turn the squares upside down and mix them up
- 4.Set up six rows underneath each other with six squares turned upside down in each row
- 5.Now each player takes a turn to flip over two squares to reveal the two images
- 6.If these images are not matching each other the player turns the squares back upside down and the next player takes a turn
- 7.When player remembers the correct location and finds two matching squares he/she must say the words correctly in Te Reo. He/she will get to keep the pair of squares and also get to have another turn
- 8.The player with the most pairs of squares wins

