

## Annexe 6:Memory

- *Work in groups of 4.*
- *Each group will be given 16 cards with pictures and expressions on it.*
- *Turn the cards face down.*
- *Choose one card, turn it over, learn its place, remember what is written on it, and put it again face down.*
- *Do the same for all cards.*
- *Once you think all the members of the group have memorized the place and the text of each card, ask the teacher to check.*



When you toss a fair coin,  
the two outcomes are equally likely.



To shuffle the cards.



A pair of dice.



To deal the cards.



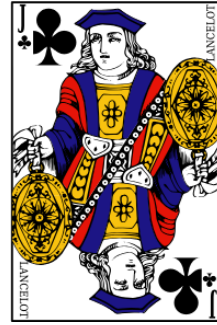
Heads and tails.



A standard deck of playing cards.



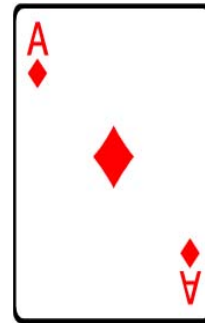
The Queen of spades.



The Jack of clubs.



The King of hearts.



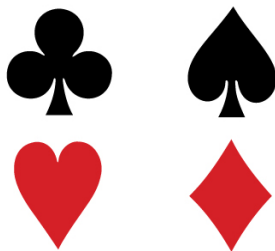
The ace of diamonds.



When you roll a fair die, the probability of getting an odd number is 0.5.



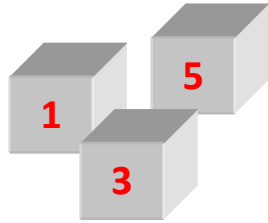
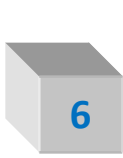
To draw a card from a deck.



The four cards suits are clubs, spades, hearts and diamonds.



The picture cards are King, Queen and Jack.



When you roll a fair die, the events “getting a six” and “getting an odd number” are mutually exclusive.

