

Family Art from Home

Family Game Day

by Radka Apostalon

Pexeso is the Czech version of the games Memory or Concentration. In this project you will create a handmade one reflecting your personal style. Then share your handiwork by playing the game with family or friends!

Supplies Needed

- Decorative or wrapping papers
- Cardstock or cereal box
- Elmer's glue
- Scissors
- Glitter or other festive decoration material
- Watercolors or paint (Optional)

How to Do it

Making the Cards

1. For the game you will need to create identical pairs of cards. The game is typically played with up to 32 cards. The cards pictured are 2 ¼" x 2 ¼" squares. Cut the cards out of cardstock or a cereal box to your desired size. Repeat for as many cards as you would like to make.
2. Now you can create the card designs. First, make designs for the side of the card that will not be visible to the player until turned over. You will need to make two identical sets of designs. Consider doing research to see if your favorite artist uses some interesting shapes you might want to include. Alexander Calder inspired the cards that are pictured.
3. Cut the shapes out of decorative or wrapping paper and glue to one side of the card. Play with the shapes creating a variety of simple to more complex pairs of images. If some of the pairs have similar elements it can make the game more challenging. If a printer is available, you can also print two sets of your favorite art pieces to customize your *Pexeso* card deck. Or better yet, draw your own masterpieces on the cards. Remember to create identical pairs in your hand drawn images as well.
4. The front facing side of the cards should be decorated identically so there are no helpful hints of what image is on the other side. Make them as festive as you wish especially since this is the time of the year for joyful and playful time with family.



How to Play It

Place an even number of cards face down in rows and columns. Each player takes a turn by flipping over two cards at a time to see if they match while also letting the other players to see those cards. If there is a match, the player keeps the pair, if not, the player turns the cards back over to let the next player take a turn. The game is over when all cards have been matched. The player with the most matched pairs wins.



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