

State-Dependent	Method of Loci	Procedural	Episodic	Retroactive Interference
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Source Amnesia	Misinformation Effect	FREE	Chunking	Central Executive
Spacing Effect	Testing Effect	Anterograde Amnesia	Recognition	Long-Term Potentiation
Semantic	Elaborative Rehearsal	Proactive Interference	Prospective	Recency Effect

Four in a Row: four across, down, or diagonal wins; FREE counts for both. · Fox: shade 4 + 3 + 2. · witsooth.com

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WITTY *Memory*

Layout B · P1 _____ P2 _____

State-Dependent	Misinformation Effect	Procedural	Primacy Effect	Prospective
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WITTY — *two games, one board*

Unit 2B · Memory · Two players · Four games of Four in a Row, or two games of Fox

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Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

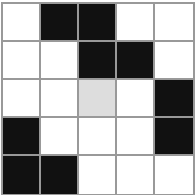
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
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ANSWER KEY — *Memory*

Unit 2B · 24 terms · Alphabetical

Anterograde Amnesia

Inability to form new memories after the onset of damage.

Central Executive

Working-memory component that directs attention and coordinates the other parts.

Chunking

Grouping separate items into larger meaningful units, like a phone number's parts.

Elaborative Rehearsal

Linking new information to its meaning and existing knowledge to retain it.

Episodic

Personal events tied to a specific time and place.

Long-Term Potentiation

Lasting strengthening of synapses between neurons after repeated activation.

Maintenance Rehearsal

Repeating information over and over to keep it in mind.

Method of Loci

Linking items to remember with locations along a familiar route.

Misinformation Effect

Distortion of a memory after later exposure to false or misleading details.

Primacy Effect

Better remembering of items presented at the start of a list.

Proactive Interference

Old information blocks your ability to learn or retrieve new information.

Procedural

Automatic know-how for skills, like tying shoes or riding a bike.

Prospective

Remembering to carry out a planned action later, like taking medicine.

Recall

Retrieving information without any cues, as on a fill-in-the-blank test.

Recency Effect

Better remembering of items presented at the end of a list.

Recognition

Identifying previously learned information among options, as on a multiple-choice test.

Repression

Psychodynamic idea of burying distressing memories to shield the ego.

Retroactive Interference

New information blocks retrieval of older, previously learned information.

Retrograde Amnesia

Loss of memories formed before an injury or illness.

Semantic

General facts and word meanings, like a country's capital.

Source Amnesia

Remembering information but forgetting where or from whom it was learned.

Spacing Effect

Better retention when study is spread over time instead of crammed.

State-Dependent

Easier retrieval when your internal physical condition matches your condition during learning.

Testing Effect

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WITTY · MEMORY

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WITTY *Memory*

Layout A · P1 _____ P2 _____

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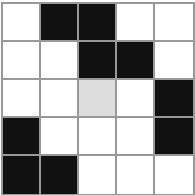
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WITTY *Memory*

Layout B · P1 _____ P2 _____

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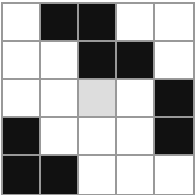
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ANSWER KEY — *Memory*

Unit 2B · 24 terms · Alphabetical

Anterograde Amnesia

Inability to form new memories after the onset of damage.

Central Executive

Working-memory component that directs attention and coordinates the other parts.

Chunking

Grouping separate items into larger meaningful units, like a phone number's parts.

Elaborative Rehearsal

Linking new information to its meaning and existing knowledge to retain it.

Episodic

Personal events tied to a specific time and place.

Long-Term Potentiation

Lasting strengthening of synapses between neurons after repeated activation.

Maintenance Rehearsal

Repeating information over and over to keep it in mind.

Method of Loci

Linking items to remember with locations along a familiar route.

Misinformation Effect

Distortion of a memory after later exposure to false or misleading details.

Primacy Effect

Better remembering of items presented at the start of a list.

Proactive Interference

Old information blocks your ability to learn or retrieve new information.

Procedural

Automatic know-how for skills, like tying shoes or riding a bike.

Prospective

Remembering to carry out a planned action later, like taking medicine.

Recall

Retrieving information without any cues, as on a fill-in-the-blank test.

Recency Effect

Better remembering of items presented at the end of a list.

Recognition

Identifying previously learned information among options, as on a multiple-choice test.

Repression

Psychodynamic idea of burying distressing memories to shield the ego.

Retroactive Interference

New information blocks retrieval of older, previously learned information.

Retrograde Amnesia

Loss of memories formed before an injury or illness.

Semantic

General facts and word meanings, like a country's capital.

Source Amnesia

Remembering information but forgetting where or from whom it was learned.

Spacing Effect

Better retention when study is spread over time instead of crammed.

State-Dependent

Easier retrieval when your internal physical condition matches your condition during learning.

Testing Effect

Improved retention from practicing retrieval, such as self-quizzing, instead of rereading.

WITTY · MEMORY

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Unit 2B · Memory · Two players · Four games of Four in a Row, or two games of Fox

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If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

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YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

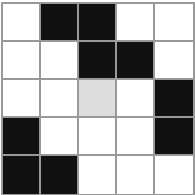
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



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WITTY *Memory*

Layout A · P1 _____ P2 _____

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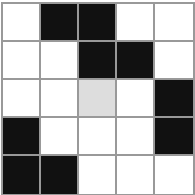
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WITY Memory

Layout B · P1 _____ P2 _____

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Retroactive Interference	Source Amnesia	Long-Term Potentiation	Episodic	Elaborative Rehearsal

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State-Dependent	Method of Loci	Procedural	Episodic	Retroactive Interference
Retrograde Amnesia	Repression	Maintenance Rehearsal	Primacy Effect	Recall
Source Amnesia	Misinformation Effect	FREE	Chunking	Central Executive
Spacing Effect	Testing Effect	Anterograde Amnesia	Recognition	Long-Term Potentiation
Semantic	Elaborative Rehearsal	Proactive Interference	Prospective	Recency Effect

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WITTY — *two games, one board*

Unit 2B · Memory · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

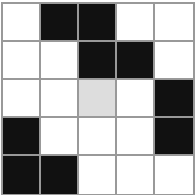
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
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ANSWER KEY — *Memory*

Unit 2B · 24 terms · Alphabetical

Anterograde Amnesia

Inability to form new memories after the onset of damage.

Central Executive

Working-memory component that directs attention and coordinates the other parts.

Chunking

Grouping separate items into larger meaningful units, like a phone number's parts.

Elaborative Rehearsal

Linking new information to its meaning and existing knowledge to retain it.

Episodic

Personal events tied to a specific time and place.

Long-Term Potentiation

Lasting strengthening of synapses between neurons after repeated activation.

Maintenance Rehearsal

Repeating information over and over to keep it in mind.

Method of Loci

Linking items to remember with locations along a familiar route.

Misinformation Effect

Distortion of a memory after later exposure to false or misleading details.

Primacy Effect

Better remembering of items presented at the start of a list.

Proactive Interference

Old information blocks your ability to learn or retrieve new information.

Procedural

Automatic know-how for skills, like tying shoes or riding a bike.

Prospective

Remembering to carry out a planned action later, like taking medicine.

Recall

Retrieving information without any cues, as on a fill-in-the-blank test.

Recency Effect

Better remembering of items presented at the end of a list.

Recognition

Identifying previously learned information among options, as on a multiple-choice test.

Repression

Psychodynamic idea of burying distressing memories to shield the ego.

Retroactive Interference

New information blocks retrieval of older, previously learned information.

Retrograde Amnesia

Loss of memories formed before an injury or illness.

Semantic

General facts and word meanings, like a country's capital.

Source Amnesia

Remembering information but forgetting where or from whom it was learned.

Spacing Effect

Better retention when study is spread over time instead of crammed.

State-Dependent

Easier retrieval when your internal physical condition matches your condition during learning.

Testing Effect

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WITTY · MEMORY

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WITTY *Memory*

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WITTY *Memory*

Layout B · P1 _____ P2 _____

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Chunking	Method of Loci	FREE	Repression	Spacing Effect
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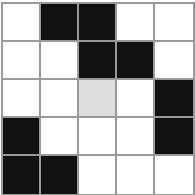
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FOX

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Unit 2B · 24 terms · Alphabetical

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Semantic

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WITTY *Memory*

Layout A · P1 _____ P2 _____

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WITTY *Memory*

Layout A · P1 _____ P2 _____

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WITTY *Memory*

Layout B · P1 _____ P2 _____

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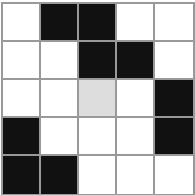
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Better remembering of items presented at the end of a list.

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Repression

Psychodynamic idea of burying distressing memories to shield the ego.

Retroactive Interference

New information blocks retrieval of older, previously learned information.

Retrograde Amnesia

Loss of memories formed before an injury or illness.

Semantic

General facts and word meanings, like a country's capital.

Source Amnesia

Remembering information but forgetting where or from whom it was learned.

Spacing Effect

Better retention when study is spread over time instead of crammed.

State-Dependent

Easier retrieval when your internal physical condition matches your condition during learning.

Testing Effect

Improved retention from practicing retrieval, such as self-quizzing, instead of rereading.

WITTY · MEMORY

Personal events tied to a specific time and place.

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Semantic	Elaborative Rehearsal	Proactive Interference	Prospective	Recency Effect

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WITTY *Memory*

Layout B · P1 _____ P2 _____

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WITTY — *two games, one board*

Unit 2B · Memory · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

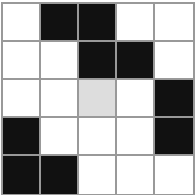
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
Any shape works as long as the squares connect edge to edge.

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Find all three shapes. Two games to a sheet, one on each side.

CHALLENGE — BOTH GAMES

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Teacher note. Print the board sheet double-sided and fold it in the middle — never cut it, Fox needs the standing half. Every card in a deck carries the same number on its back. Print at 100%, not "fit to page."

ANSWER KEY — *Memory*

Unit 2B · 24 terms · Alphabetical

Anterograde Amnesia

Inability to form new memories after the onset of damage.

Central Executive

Working-memory component that directs attention and coordinates the other parts.

Chunking

Grouping separate items into larger meaningful units, like a phone number's parts.

Elaborative Rehearsal

Linking new information to its meaning and existing knowledge to retain it.

Episodic

Personal events tied to a specific time and place.

Long-Term Potentiation

Lasting strengthening of synapses between neurons after repeated activation.

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Repeating information over and over to keep it in mind.

Method of Loci

Linking items to remember with locations along a familiar route.

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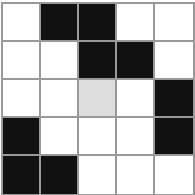
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WITTY *Memory*

Layout B · P1 _____ P2 _____

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WITTY *Memory*

Layout B · P1 _____ P2 _____

State-Dependent	Misinformation Effect	Procedural	Primacy Effect	Prospective
Retrograde Amnesia	Recall	Central Executive	Recency Effect	Recognition
Chunking	Method of Loci	FREE	Repression	Spacing Effect
Proactive Interference	Maintenance Rehearsal	Semantic	Testing Effect	Anterograde Amnesia
Retroactive Interference	Source Amnesia	Long-Term Potentiation	Episodic	Elaborative Rehearsal

Four in a Row: four across, down, or diagonal wins; FREE counts for both. · Fox: shade 4 + 3 + 2. · witsooth.com

WITTY — *two games, one board*

Unit 2B · Memory · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

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Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

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GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

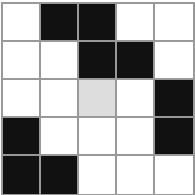
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

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One way to place 4, 3, and 2.
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ANSWER KEY — *Memory*

Unit 2B · 24 terms · Alphabetical

Anterograde Amnesia

Inability to form new memories after the onset of damage.

Central Executive

Working-memory component that directs attention and coordinates the other parts.

Chunking

Grouping separate items into larger meaningful units, like a phone number's parts.

Elaborative Rehearsal

Linking new information to its meaning and existing knowledge to retain it.

Episodic

Personal events tied to a specific time and place.

Long-Term Potentiation

Lasting strengthening of synapses between neurons after repeated activation.

Maintenance Rehearsal

Repeating information over and over to keep it in mind.

Method of Loci

Linking items to remember with locations along a familiar route.

Misinformation Effect

Distortion of a memory after later exposure to false or misleading details.

Primacy Effect

Better remembering of items presented at the start of a list.

Proactive Interference

Old information blocks your ability to learn or retrieve new information.

Procedural

Automatic know-how for skills, like tying shoes or riding a bike.

Prospective

Remembering to carry out a planned action later, like taking medicine.

Recall

Retrieving information without any cues, as on a fill-in-the-blank test.

Recency Effect

Better remembering of items presented at the end of a list.

Recognition

Identifying previously learned information among options, as on a multiple-choice test.

Repression

Psychodynamic idea of burying distressing memories to shield the ego.

Retroactive Interference

New information blocks retrieval of older, previously learned information.

Retrograde Amnesia

Loss of memories formed before an injury or illness.

Semantic

General facts and word meanings, like a country's capital.

Source Amnesia

Remembering information but forgetting where or from whom it was learned.

Spacing Effect

Better retention when study is spread over time instead of crammed.

State-Dependent

Easier retrieval when your internal physical condition matches your condition during learning.

Testing Effect

Improved retention from practicing retrieval, such as self-quizzing, instead of rereading.

WITTY · MEMORY

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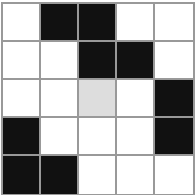
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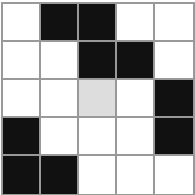
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Layout B · P1 _____ P2 _____

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WITTY — *two games, one board*

Unit 2B · Memory · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

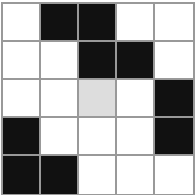
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
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YOUR TURN

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A hit earns a free guess at any square touching it, no card needed. Keep going while you keep hitting.

Say **"Found!"** when you have found a whole shape.

WINNING

Find all three shapes. Two games to a sheet, one on each side.

CHALLENGE — BOTH GAMES

Either player, any time, before the next cards are drawn. Turn this sheet over and look it up. **Wrong claim:** cross out your mark, the guess does not count, and you lose your next turn. **Wrong challenge:** you lose your next turn.

Teacher note. Print the board sheet double-sided and fold it in the middle — never cut it, Fox needs the standing half. Every card in a deck carries the same number on its back. Print at 100%, not "fit to page."

ANSWER KEY — *Memory*

Unit 2B · 24 terms · Alphabetical

Anterograde Amnesia

Inability to form new memories after the onset of damage.

Central Executive

Working-memory component that directs attention and coordinates the other parts.

Chunking

Grouping separate items into larger meaningful units, like a phone number's parts.

Elaborative Rehearsal

Linking new information to its meaning and existing knowledge to retain it.

Episodic

Personal events tied to a specific time and place.

Long-Term Potentiation

Lasting strengthening of synapses between neurons after repeated activation.

Maintenance Rehearsal

Repeating information over and over to keep it in mind.

Method of Loci

Linking items to remember with locations along a familiar route.

Misinformation Effect

Distortion of a memory after later exposure to false or misleading details.

Primacy Effect

Better remembering of items presented at the start of a list.

Proactive Interference

Old information blocks your ability to learn or retrieve new information.

Procedural

Automatic know-how for skills, like tying shoes or riding a bike.

Prospective

Remembering to carry out a planned action later, like taking medicine.

Recall

Retrieving information without any cues, as on a fill-in-the-blank test.

Recency Effect

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Recognition

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Repression

Psychodynamic idea of burying distressing memories to shield the ego.

Retroactive Interference

New information blocks retrieval of older, previously learned information.

Retrograde Amnesia

Loss of memories formed before an injury or illness.

Semantic

General facts and word meanings, like a country's capital.

Source Amnesia

Remembering information but forgetting where or from whom it was learned.

Spacing Effect

Better retention when study is spread over time instead of crammed.

State-Dependent

Easier retrieval when your internal physical condition matches your condition during learning.

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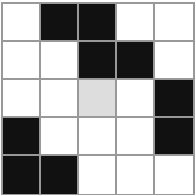
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