

# Matching Memory Game

featuring the

## Search and See

Collection by Jennifer Heynen



### Materials:

- 2 panels (1 1/3 yds. total) of either 2JHM1 or 2JHM2
- Backing
- Batting
- Extra firm fusible interfacing
- Coordinating thread

### Tools:

- Sewing machine
- Pinking or scalloped shears
- Basting pins or spray

### Instructions:

1. Start by cutting backing, batting, and interfacing slightly larger than the panel.
2. Iron the interfacing to the batting.
3. Place the backing fabric, wrong side up, on your work surface. Place the batting and interfacing layer on top. Finally, place the block fabric face up on top, making a quilt sandwich. (fig. 1)
4. Baste together with safety pins or spray.
5. Using your machine and coordinated thread, sew around the blocks following the inner line to make a square. Do this for each block.
6. Cut the blocks apart on the dashed line. (fig. 2)  
Go back around the square with pinking shears, making sure you don't cut into the stitched line. (fig. 3)
7. Repeat steps 1-6 for the second panel.

**NOTE:** If you are making the Matching Game from leftover panels from the Search and See quilt, you can use the same layering/fusing/basting/sewing technique given in the Instructions, but you'll be applying the technique to individual blocks—or groups of blocks—rather than the entire panel. Make sure that you choose matching images from each panel. You won't have a full set of 45 matching pairs, but you should have enough matches to make a fun game!



fig. 1



fig. 2

fig. 3

To play the game: Use as many sets of matching blocks as desired. Place them in a grid shape face down on the table. Player one turns over 2 blocks so all players can see. If they do not match, the player turns them back over and it's player two's turn. If the blocks match, the player keeps the blocks and gets to go again until they turn two cards that do not match. Continue to play until all cards have been matched. The player with the most matching pairs is the winner.

**In The Beginning** *fabrics*