PUENTES: MEMORIA GENERACIONAL

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DUOS

Wristwatch — Smartwatch
Gramophone — Spotify
Radio — Bluetooth speaker
VHS tape — Netflix
Pipe — Vape (e-cigarette)
Sunglasses — Meta smart glasses
Paper map — Google Maps
Book — Kindle
Brick-and-mortar store — Amazon
Rotary phone — Smartphone
Taxi — Uber
Chalkboard — Interactive whiteboard (IWB)
Typewriter — Laptop
Cathode-ray tube TV (CRT) — Smart TV
Headphones — AirPods
Encyclopedia — Wikipedia
Letter — Messaging
Film camera — Digital camera
Oven — Air frye
Cash — Contactless payments

HOW TO PLAY

40 cards (20 pairs), e.g., Clock↔Smartwatch, Gramophone↔Spotify, Radio↔Bluetooth Speaker. Suggested timer: 20–30s.

Goal
- Score points by finding pairs and explaining the link and function of both objects.

Setup
- Shuffle and lay the cards face down in a grid. Set the time: 15s to recognize, 30s to explain.

Player's Turn
1. **Recognition** (required)
- Flip one card and say what it is (name/concept). If you're wrong or unsure, flip it back and your turn ends.
2. **Pair Attempt**
- Flip a second card. If it's not the match, flip both back and pass the turn. If it is the match, go to Step 3.
3. Link + Function (required to claim the pair)
- **In 30s, say:**

Function: what each object is used for (one line per object).

Link: how one leads to/replaces/evolves from the other (e.g., "from physical media to digital," "from analog to connected," "from in-store use to at-home use"). The table votes by majority.

If approved → take the pair.

If either part is missing (function or link) → you don't take the pair and both cards are flipped back.

Mini-template for Step 3
OLD Function "It is used to . . ."
NEW Function "It is used to . . ." [Link] "It goes from . . . to . . . because . . . (evolution/replacement)."

AYER

HOY

3

HOW TO PLAY

Synonyms ok ("tube TV" for "cathode-ray tube TV").

Brand names can be replaced with a generic description (e.g., "Spotify = digital music player/service").

When in doubt, go with a majority vote.

Variants

Generational assist: if someone from another generation adds a relevant real anecdote, the player gains +1 (once per turn).

Tight hourglass: 10s to recognize, 20s to connect.

Examples

Clock ↔ Smartwatch: "Both tell the time; the smartwatch adds sensors and notifications. We move from mechanical to connected device."

VHS tape ↔ Netflix: "Both are for watching films. From a magnetic tape you insert to instant streaming with no physical media."

Paper map ↔ Google Maps: "Both help you navigate. From static paper to GPS navigation with live traffic."

Typewriter ↔ Laptop: "Both are for writing text. From typing on paper to a digital editor with save and send."