

Pop

Pop is the ideal game to review all of the four basic rules of cards. Players must watch what other players lay on the table and be ready to play their card, while at the same time be alert to any changes in play that will affect their turn. The game has been specifically designed to check that children have learned to deal correctly as the last card dealt will be the dealer's own card. This game also introduces the idea of strategy (reasoning). Also Pop introduces the idea of using a scoring system.

Purpose

To match numbers.

Materials

A deck of Child Friendly Cards per group with all the numbers from 7 - 13 and all of the zeros removed. This means that you should have 24 cards left. Twenty-four cards is the ideal number of cards for 4 players (6 cards each), or 3 players (8 cards each).

You will need counters and ten frames to keep track of the score.

Organisation

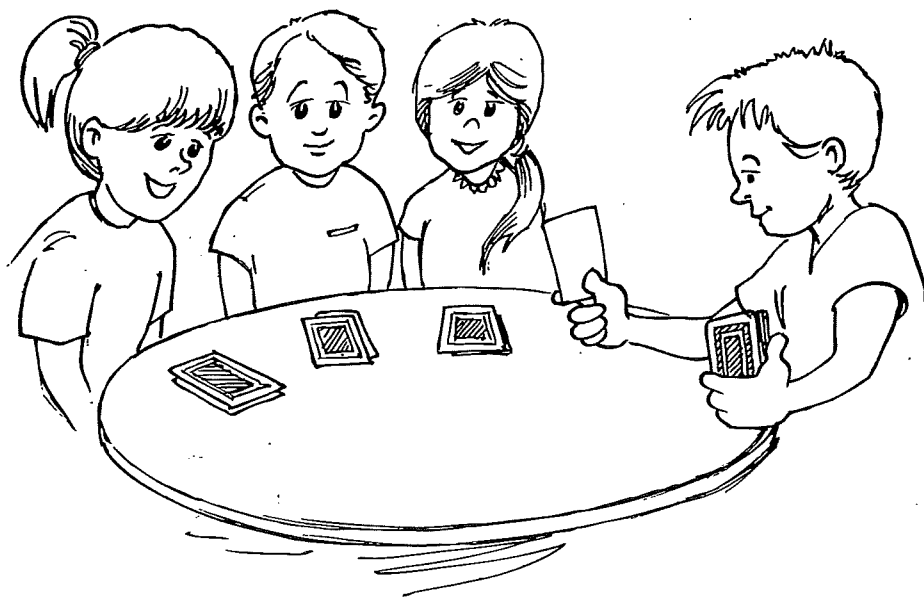
A game for four players preferably but may be played with three players.

Aim

To collect the most counters.

Rules

1. The dealer follows card etiquette and deals to all players. If the deal has run smoothly, then the last card dealt should be to the dealer. If there are 4 players, the children should each have 6 cards in their hand; if 3 players then each player would have 8 cards in their hand.



2. Players then need to be given time to sort their cards out in their hand. It is a good idea to place the cards in order, with cards the same next to each other. A card holder may help.

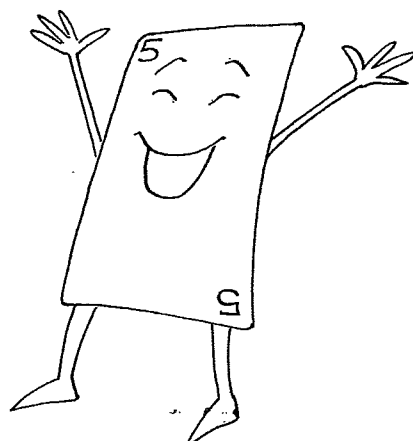
3. The player to the left of the dealer begins and plays any card. This card is the lead card. **When the card is laid the player must state what it is.** (A good strategy would involve choosing a card from a pair or triple contained in the player's hand.)
4. The next player, if possible, must match the same number (type) of card and call out "POP". The player then collects one counter from the central pile. If using ten frames the counter is placed onto the ten frame. (If a "POP" card is not available, then the player chooses another card to use and play continues.)
5. Each player lays their card face-up in front of them, not in a central pile, so that other players may keep track of what cards have been played.
6. The next player, if possible, must match the previous player's card (same number/type), call out "POP POP" and collect two counters from the central pile.
7. The ultimate is the savage Triple Pop.!
8. Once all cards are played, the player, to the left of the previous dealer, deals and the player immediately left of the new dealer leads or plays the first card (potentially a dangerous position ... for a single pop anyway).
9. Play continues until one player reaches a certain number of points (counters) eg 10.

Tips

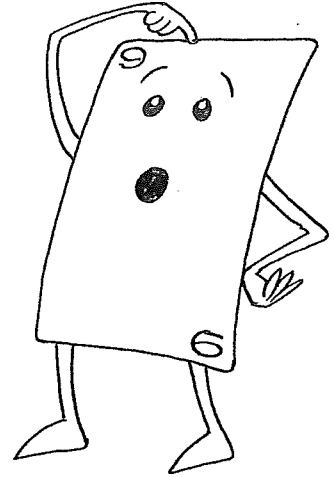
You may wish to play Snap or Remember Me (Memory or Concentration) prior to playing Pop so that the children become familiar with the cards. Some cards, for example, sets of four linked cards or one entire group of cards may be left out and added in later as children become more proficient playing the game. Encourage the players to group their counters into tens. They can use a ten frame if it helps.

Variations

- Use a set number of counters in the central pile, the last counter being picked up ending the game.
- Use the terminology *double POP*; *triple POP*
- Add a Wild Card - could result in a quadruple POP.
- Lay the cards down on top of one another so that they are not visible and players need to remember what has gone before.
- Create you own Pop game using blank cards. Pop is based on the idea of one card and three matches. This means that 24 cards involve 6 lead cards and 3 matches for each card.



Fish



Purpose

To read and say numbers.

Materials

A deck of Child Friendly Cards per group of players.

Organization

Best played with two players but can be adapted for more.

Aim

To be left with no cards or the least number of cards after a set number of rounds.

Rules

1. Each player is dealt five cards and the remaining deck is placed in the middle of the table.
2. The player to the left of the dealer starts by asking the next player (the player to the left) if he/she is holding a particular card in his/her hand. In order to ask for a particular card the player must hold a matching card in his/her hand. The player would say: "Do you have a ...?"
3. The player who is asked must hand over the card to the player who made the request, if they hold that card. However, if the player does not hold the card then that player replies "Go fish", which means that the player who made the request must pick a card up from the deck.
4. If a match is made then the pair of cards must be laid down on the table. That player has another turn and requests another card and so on.
5. The aim of the game is to lay all of your cards in pairs down on the table.

Variations

Play 'Fish one less' or one more, where the requesting player requests "Do you have a card that is one less or one more than ...? For example if the requesting player held a five and wanted another five he/she would ask: "Do you have one less than six?"

Same Shape

This game is designed to focus on a different feature of the cards – the shapes printed onto the cards. Traditional playing cards not only feature numbers, but involve suits and colours. Likewise, Child Friendly Cards feature shapes as well as numbers.

Purpose

Students recognise simple 2D shapes

Materials

A pack of Child Friendly Cards per group of students.

Organisation

A game for four - six players.

Aim

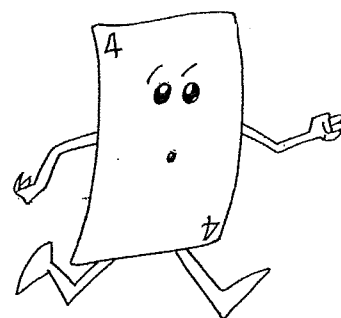
To get rid of (discard) all of your cards.

Rules

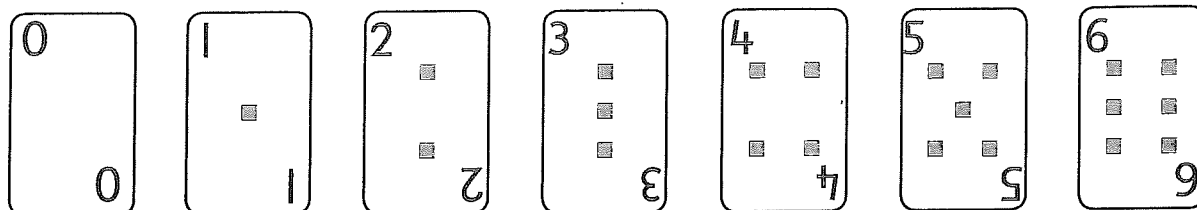
1. Each player is dealt eight cards. (The card holder will help, especially when children need to sort their cards. See rule 2.)
2. The players sort their cards by shape.
3. The player to the left of the dealer plays one card face-up. (Remind the children of the four basic rules for playing cards.)
4. The next player, if possible, plays a card which is of the same shape.
5. Play continues until a player cannot place a card. That player has to pick up all of the cards on the table and add them to his/her hand.
6. The player who picked up all of the cards begins the next round using a different shape.
7. Play continues until one player runs out of cards. The player with the least number of cards is the winner.

Variations

See 'Shape Shifter'.



Sequencing Numbers

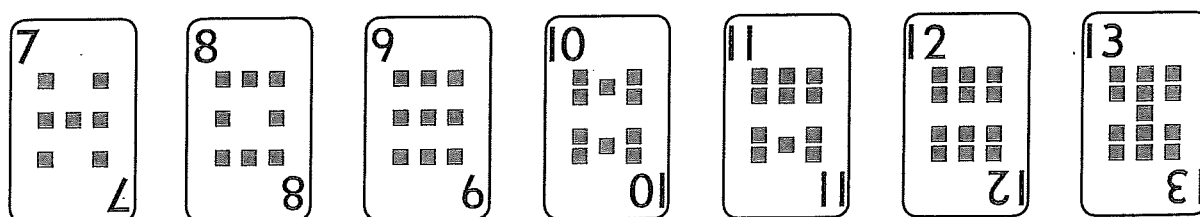


Once children have become familiar with the mechanics of playing cards and have developed a level of fluency with the four basic rules of cards along with the general idea of matching they will be ready to focus on the mathematics inherent in many card games. The following games have been grouped together as they focus on:

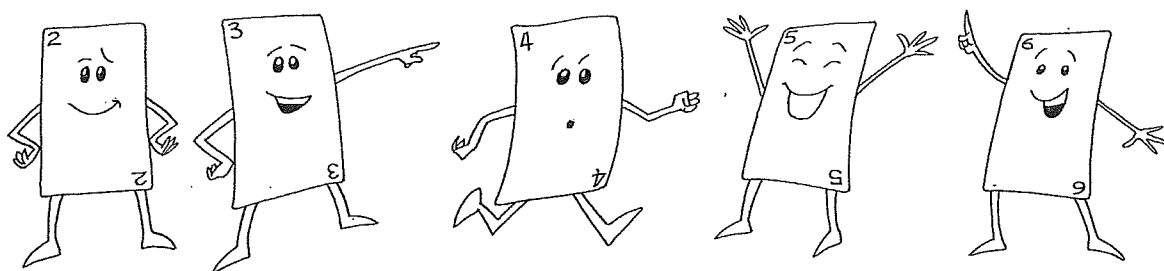
- sequencing numbers (1 - 13)
- beginning a sequence at any point
- starting at any point and counting forward and backward in ones from that point
- determining the largest number and the smallest number in a set of numbers and
- determining which number(s) lie between two other numbers.

Prior to playing these games children will need to be able to fluently count into the early teens and recognise the number symbols to 13. Note that most children count one, two, three and so on (1, 2, 3 ...). Counting numbers are defined as 1, 2, 3, 4, 5, ...

Initially the games in the next section do not make use of the zero. Child Friendly Cards include a zero in the pack. Whole numbers (0, 1, 2, 3, 4, 5, ...) do include a zero. When appropriate, teachers may introduce zero into various games as zero is an important part of our number system, hence the inclusion of zero in the pack.



Five in a Row



Purpose

To place numbers in order.

Materials

Remove all the following cards: 0, 11, 12 and 13 from a deck of Child Friendly Cards.

Organisation

A game for two - four players.

Aim

To be the first player to lay his/her cards in numerical order, regardless of shape or colour.

Rules

1. Deal five cards to each player.
2. Players lay their cards face-up in front of them and then move them so that they are in numerical order.
3. Each player should note which cards are required to complete a sequence of five cards.
4. Players take turns to pick up a card from the deck. If the player can use the card to help complete a sequence of cards then the card is slotted into the sequence on the table. If not, the card is placed in a discard pile next to the deck.
5. The next player may either take the discarded card if it will help complete his/her sequence, or draw a card from the deck.
6. The first player to complete their sequence is the winner and scores 10 points.
7. If, once the cards run out, no player has a complete sequence, the player with the longest run is the winner. The player is awarded points according to the highest valued card in the sequence. For example, if the sequence is 3, 4, 5, 6, 7, 8, then the player would receive 8 points.

Variations

Include all of the cards.

Use two criteria – number and shape.

Sequence I

Purpose

Students count forward from any point.

Materials

A pack of Child Friendly Cards per group of students.

Organisation

A game for four - six players.

Aim

To complete number sequences.

Rules

1. Each player is dealt seven cards and the remaining cards are placed face-down in the middle of the table.
2. The player to the left of the dealer goes first and places any card on the table in front on him/her (NOT in a central pile.) For example, the player may place a 7 on the table.
3. If the next player has an 8 he/she lays the card on the table.
4. If the next player has a 9 then he/she lays that card down.
5. Play continues until a player can no longer continue the sequence.
6. The player who last placed a card, picks up all of the cards in the sequence and places them in a pile.
7. Players replenish their cards as they go from the top of the deck.
8. The player who completed the sequence begins the next round by placing a card on the table.
9. When the deck is depleted and no more sequences can be made, the player with the most cards in his/her winning pile is declared the winner.

Variations

Count back. Players start by laying a card of high value, eg a 12 and the sequence continues, 11, 10, 9, 8 etc.

Play double sequence. Players may place a card that continues the count forward or make it go backward. For example is an 8 is on the table the next player may either lay a 9 or a 7.

If there are a larger number of players the whole deck could be dealt. The player would then play several cards and hold onto some strategic cards.

More or Less

Purpose

To identify numbers which are greater than or less than another number.

Materials

A pack of Child Friendly Cards per pair of children.

Organisation

A game for two players.

Aim

To be the player with the most cards at the end of the game

Rules

1. This game is played along similar lines to Snap.
2. All of the cards are dealt face-down to each player.
3. Players simultaneously turn over a card. The player with the highest number wins both cards and places them into a separate pile.
4. If the two cards are of the same value then each player places two cards face down next to those cards.
5. Two more cards are turned over.
6. The player with the highest number wins all six cards on the pile and the additional four cards that are face down next to the discard pile.
7. Should the two cards be of the same value the 'jackpot' continues until one player wins all of the cards.

Variations

Remove some of the higher value cards eg 11, 12, 13

Change the rules so that the player with the lowest number wins.

Greater Than Less Than

Purpose

To compare the value of two numbers and decide which is greater.

Materials

A deck of Child Friendly Cards per pair of players.

Organisation

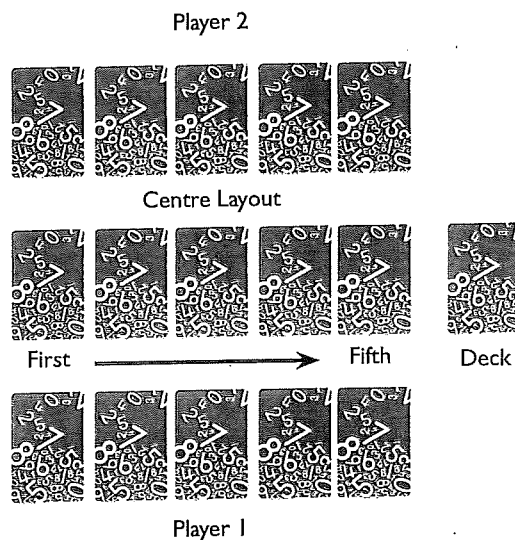
A game for pairs.

Aim

To be the player with the most cards at the end of the game.

Rules

1. Five cards are dealt to each player, face-down and five cards face-down in the centre of the table.



2. The first player turns the leftmost card in the centre of the table over. This player then predicts whether the next will be greater than or less than the card that is turned over. The second card from the left is then turned over and if the player's guess was correct he/she can stop and remove the two cards from the centre and place them in a pile. The two cards are replenished from the deck. OR
3. The player may choose to leave the two upturned cards on the table and make a guess as to whether the second card has a value that is greater or less than the value of the third card. If a player guesses incorrectly, then the cards from the centre row are discarded and are replenished from that player's set of cards. The maximum number of cards a player can win is five.
4. Play continues until one player runs out of cards or until there are no cards left in the deck to replenish the centre row.
5. The player with the most cards is the winner.

Variations

Change the range of cards used e.g. 1 - 10.

Highest Card

Purpose

To distinguish between cards of higher and lower value.

Materials

A deck of Child Friendly Cards

Organisation

A game for three - five players.

Aim

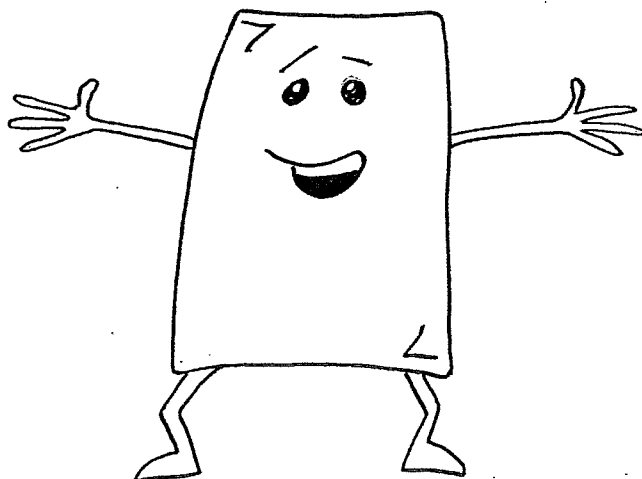
To be the player with the most cards at the end of the game.

Rules

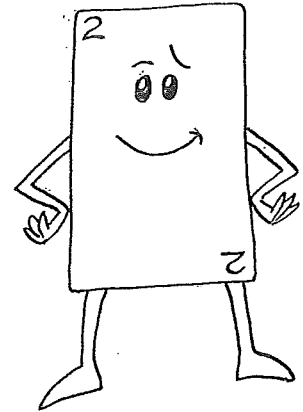
1. Deal five cards to each player.
2. Players take turns to place a card in a central pile.
3. The player who lays the card with the highest value wins the pile of cards.
4. Should two cards of equal highest value be laid down then play continues for another round and the player who lays the highest value card wins all of the cards.
5. The winner is the player who wins the most cards.

Variations

Change the rules so that the player who lays the card with the least value wins.



No Way!



Purpose

To describe what card won't turn up.

Materials

A deck of Child Friendly Cards per group of players.

Organization

A game for two or three players.

Aim

To get rid of (discard) all of your cards without getting any predictions correct.

Rules

1. All of the cards are dealt, face down, to each of the players. The cards are left face-down on the table.
2. Prior to turning a card over the player must state, "There is No way this card will be a ..."
For example a player might say "there is No way that this card will be a six."
3. If the player turns over a card that is what they had said wouldn't turn up then they are out of the game. In the example above, if a six turned up the player would be out of the game.
4. A player is not allowed to repeat the number that has just been said or continually use the same number.
5. The winner is the player who manages to get rid of all of his/her cards.

Variations

Play No Way shape, where the player states, "There is NO WAY that the next card will have circles on it."

Play No Way greater or less than, where the player states There is NO WAY that the next card will be greater than 6."