

Card Game rules

Adapted for Mathematics Activities in Kindergarten



Go Fish

Number of players: 2+

Cards: Standard deck from which you removed the Kings, Queens and Jacks.

How to play:

- The goal of the game is to collect sets of 4 matching cards (for example, tens).
- With two or three players, each player gets 7 cards and by 4 or more players, each player gets 5 cards.
- The remaining cards are placed face down in a pile. This is the “Fishing Pond.”
- The players sort their cards into groups of the same number (i.e. group of threes). Make sure none of the players shows the others their cards. Keep them hidden at all times!
- The player left of the dealer starts by asking any other player for a card to complete one of his sets. For example if the player has two sevens, he can ask the other player for sevens. If that player has sevens he has to give them to the requester and the requester can continue asking other players for cards. If the requester asks for a card the player doesn't have, the player answers: “Go Fish!” And the requester has to take one card from the “fishing pond” and his turn is over.
- The player who told him to “Go fish” becomes the new requester. He can ask other players for cards until he also gets “Go Fish” as answer.
- When a player collects all four matching cards (for example, the four tens), he or she puts them down on the table, face up, so the other children can see what he has collected.
- The winner is the first person with nothing left in his hand, only complete sets of cards on the table. If two people run out of cards together, the player with the most sets wins the game.

Old Maid

Number of players: 3+

Cards: Standard deck of 52 cards is used, but with one queen removed. This leaves a pair of queens in one colour and a single queen (The Old Maid) in the other colour.

How to play:

- The goal of the game is to get rid of all one's cards and not get stuck with a Queen, i.e. the Old Maid.
- Remove one of the queens from the deck of cards. This leaves a pair of queens in the same color and one single queen (the old maid).
- Shuffle the cards and deal them one by one face down, till there are no cards left. It doesn't matter if some players have one card more than others.
- The players pick up their cards and sort them by number or picture, while keeping them hidden from the other players!
- If they find a pair (for example two sevens or two jacks), they put the pair down face up in front of them. If a player has three matching cards, he only can put down two cards and keeps one in his hand. So you always put down pairs of cards (two matching cards).
- Once all the players have sorted out their matches, the players make fans from the cards, while keeping them hidden from the rest.
- The person left of the dealer offers his hand to the player on his left. This player cannot see the cards offered and takes one random from the fan.
- He then sees if he can make a match with this new card. If he can, he puts the new pair of cards face up on the table; if not, he keeps the card in his hand.
- Then he, in turn, makes a fan of his cards and lets his neighbour to the left choose a card from his hand. The cards should be hidden at all times for the players when they choose a card from the fan.
- The game continues like this, until all the matches are made and there is only one card left: "The Old Maid", the only queen who couldn't find a match.
- The player holding this card is the loser of Old Maid.

Snap

Number of players: 2+

Cards: Standard deck of 52 cards is used and with more than three players two decks of cards. You may remove the 12 face cards to focus on numbers.

How to play:

- The goal of the game is to get all the cards.
- The cards are shuffled and dealt until there are no more cards left. It's not important if some players have more cards than the others. The cards stay in a stack face down in front of each player.
- The first player turns over the first card and puts it face up next to his stack of face down cards. Then the next player does the same and so on.
- If a player notices a match on any of the face up piles from the other players, like two sevens, the player then shouts: **"Snap!"** and he gets the two piles which make a match. He puts the new cards under his face down pile.
- Then the player on the left of the winner continues.
- If a player runs out of cards, he simply turns over his face up cards and can continue playing. When he totally runs out of cards, that player is out of the game.
- When two players shout **"Snap"** at the same time, the matching piles are put together at the center of the table, first card face up. This is called the **"Snap pool"**. The game continues until a card is turned that makes a match with a card in the **"Snap pool"**. The first child to shout **"Snap Pool!"** gets all the cards from the pool.
- When a player shouts **"Snap"** at the wrong time, he or she has to give all the other players one card from his or her face down pile.
- The winner is the one who ends up with all the cards.

War

Number of players: 2

Cards: Standard deck of 52 cards from which you removed the Kings, Queens and Jacks,

How to play:

- The goal of the game is to collect all the cards.
- All cards are dealt to the two players and kept face down. Neither player must look at their cards.
- Both players turn over the top card of their piles and put them face up in the centre of the table, beside the other player's card.
- Whoever has turned over the highest ranking card takes both cards and adds them to the bottom of his pile.
- This continues until two cards of the same value (e.g. two sevens) are put down together. The game is now in a state of "war" and the players say "**War!**"
- To continue, both players take 2 cards, put one face down on top of the card they have already placed in the middle and the other one face up.
- Whoever puts down the higher ranking face up card wins all six.
- The game is won by the player who collects all of the cards.



The "war" game. To focus on numbers, remove the image cards.

Concentration/Memory

Number of players: 2+

Cards: Standard deck of 52 cards

How to play: Older children can use a deck of 40 cards (which excludes the figures) but, with younger children, you may want to use cards from 1 to 5 only.

- The object of the game is to find matching pairs, i.e. pairs of numbers.
- Shuffle and spread cards face down on a table between the players. Cards can be laid in a random pattern or in a grid.
- Players take turns turning over two cards and letting all the players see them and study them. If they are not a matching pair, they try to remember what and where they are, then turn them back over.
- The next player turns over two cards. If they are a matching pair, that player removes them from the table and keeps them, and then has another turn.
- When all cards have been removed from the table, each player counts up the number of cards collected.
- The player with the most cards wins.

Pig

Number of players: 3-13

Cards: Standard deck of 52 cards from which you removed the Kings, Queens and Jacks.

For very young children, work with sets of 1 to 5 or 6.

Other materials: Letter cards to spell the word PIG, or another word of your choice.

How to play:

- The goal of the game is to get all four matching cards with the same value.
- Begin by pulling out one set of four cards of the same value for each player in the game. So if you have three players, you could pull out the four sevens, fives and aces. Put the rest of the cards aside. Shuffle the chosen cards well and deal them out so each child has four cards. The children should keep the cards hidden from the others.
- The children sort and group their cards and decide which kind they are going to collect.
- Then everybody at the same time discards a card by putting it on the table, face down. Then they all pass that card to the next player on the left. The players pick up their new card and see if they have four of a kind.
- If none of the players has four of a kind, then a new card is chosen to be discarded and is put on the table face down. All the players move these cards at the same time to the neighbor on the left, who picks up the card and starts looking for a four of a kind.
- When one player has four of a kind, he puts a finger on his nose. When the other players notice that one has put his finger on his nose, they have to do the same as quickly as possible regardless of whether they have four of a kind or not. The one who is last to put his finger on his nose collects a letter. First a P, then an I, then a G.
- The cards are shuffled and handed out again for a new round. The first player who collects the three letters of **PIG** is the loser of the card game. For a longer game you can do the same with the letters **DONKEY**.