

Activity	Card games	
Key:	Due the various abilities of our children we have graded some of the activities into different levels.	Contact details:
Seeds		
Saplings	Your child may access different levels depending on the activity as well as their ability.	
Trees		
		schools@cdssgroup.org.uk All Education Advocates access this email. Sarah Larkin (Cheshire West) Becky Harris (Cheshire West) Yvonne Edwardson (Cheshire East)

Brief description of Activity

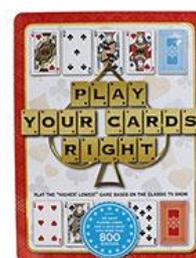
At a time when the internet and electronic games are the norm we thought we'd go back to basics today and remind everyone how to play some good old fashioned card games.

Playing games with all the family can be a great source of entertainment but also some great opportunities for matching, memory skills and number work. There are also opportunities for turn taking and listening and attention.

Resources needed

A pack of cards

The Works currently have a large pack of cards available to purchase that may work well for some children. Based on a well-known TV game but just a large pack of thick cards. Approx. size 20x 30cms



<https://www.theworks.co.uk/?q=Play%20Your%20Cards%20Right>

Activity - Seeds

How to play snap

Snap is an easy one to play with all children! If you have never played, then here are the instructions. Deal out the whole pack between the players. The players then take it in turn to place cards down in a pile in the middle.

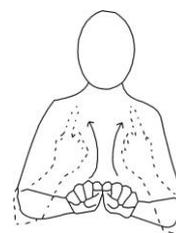


When two people put down matching cards (e.g. a pair of twos or a pair of Kings, etc...), the first person to shout SNAP wins the pile and puts them to the bottom of their stack.

You may need to reinforce same



and different.



For a variation of this game you could play animal snap.

Try playing this game with the Twinkl animal snap resource attached. Instead of shouting SNAP, players must make the noise of the matching animal. For example, if two sheep cards are played, the winner is the first one to shout BAAAH.

Activity – Saplings

How to play Old Maid

A standard deck of 52 cards is used, but with one of the Queens removed. This leaves a pair of Queens in one colour and a single Queen (the old maid) in the other.

Instructions:

All the cards are dealt, face down. It does not matter if some players end up with more cards than others.

The players then sort their cards, keeping them hidden from all other players. Anyone holding pairs of matching cards, with the same number or picture, should put them down face up. If anyone has three matching cards, he only puts down one pair and keeps the spare card. If anyone has *four* matching cards, he puts down two pairs.

The person on the left of the dealer then takes one of the dealer's cards (without looking at it). If they can make a pair, they do so and then they offer their remaining cards to the person on their left, who takes one.



The winner is ...

This continues until all cards have been paired except one - and the player who has that card is the Old Maid!

Variation

To make things even trickier for older kids, change the rules so that pairs have to be the same colour. So for example, the two of spades can only be matched with the two of clubs, and the two of hearts can only be matched with the two of diamonds.

How to play Concentration

This card game is an old stand-by which can be adapted for all ages and abilities of children and is great for improving concentration and memory skills.

Instructions

Spread out a pack of cards face-down on the table or floor.

The first player turns over two cards, letting all the players see them. If the cards match (for example, a pair of twos), the player picks them up and keeps them. If they don't match, the player turns them face-down again, and play moves to the next player on the left.

The winner is...

When all the cards have been paired up, whoever has the most pairs is the winner.

Variation

Use less cards to make the game easier.

This can also be a great solo game:

For older kids, get them to count how many turns it takes them to pair up all the cards, then try to beat their personal best.

For younger kids, give them two containers: one filled with buttons and one empty. Every time they take a turn, they move one button from the full container to the empty one. Can they pair up all the cards before the first container is empty? (Just be sure the buttons aren't small enough to be a choking hazard for very young kids)

How to play sevens

This might need modelling initially and children will need a firm knowledge of numbers as it involves looking for one more and one less to play.



Instructions:

The entire pack of cards is dealt clockwise and face-down around the group.

The players then sort their cards into sequences in each suit.

The player who holds the 7 of diamonds starts by placing this card down in the centre. The game then continues clockwise, with each player, if they can, adding a diamond card to the sequence. This can either go up (8, then 9, then 10 etc) or down (6, then 5, then 4 etc). Any cards played are placed on either side of the 7, as appropriate, so that the diamonds form a row. A player can also start a new sequence in a different suit by placing any of the other 7s below the 7 of diamonds so that a new row can be built in that suit. If a player can do neither, they simply skip a turn.

The winner is the first player to use up all his cards, although if you wish you can continue to play until all the cards have been used up and all four rows are complete.

Activity – Trees

Alternative Card games – working on place value

How to play

Each player draws a place value grid, with an agreed number of places. E.g. Thousands, hundreds, tens and ones.

Instructions

Using a deck of cards 2-10, Ace and picture cards, with 2-10 being worth their digit, Aces being worth 1 and picture cards being worth 0.

Players take turns to draw a card from the pile, and each player chooses which column to record the number in.

The winner is the person to have the biggest number recorded at the end of the game.

Attachments

Twinkl animal snap

Cheshire Downs Syndrome Support Group

Registered Charity Number 1146127.

Website address: www.cheshiredownssyndrome.com

Phone number: 07518 590300

Support us at : www.justgiving.com/cheshiredownssyndrome/raisemoney