

Card games

Go fish

Aims

- To collect pairs of cards with matching numbers.
- To have the most pairs of cards at the end of the game.

You will need:

- deck of cards (remove the tens, jacks, queens and kings)
- two or more players



Rules

1. Players are dealt five cards each. The remaining cards are placed in a pile, face down. This is called the fish pile.
2. Decide who will start (usually the player on the left of the dealer). Player 1 looks at the cards in their hand and places any matching pairs face up on the table in front of them. Player 1 then asks the other player for a card that matches one in their own hand.
e.g. (Larry) do you have a 6 please?
3. If Player 2 has the card, they must hand it to Player 1, who puts the matching pair on the table and asks for another card. Player 1 continues asking for cards until the other player cannot give them one. That player then says 'Go fish'.
4. When a player is told to 'Go fish', they take a card from the fish pile and add it to their hand. If it makes a matching pair, they place the pair on the table and fish again. When the player cannot make a pair, play moves to the next player.
5. If a player uses all the cards in their hand, they take another five from the fish pile and continue playing. The game ends when there are no cards left in the fish pile and all possible pairs have been placed on the table. The winner is the player with the most pairs.

Variation: The game can be played for a set amount of time (e.g. 5 minutes).

Snap

Aims

- To identify matching numbers on cards.
- To have the most cards at the end of the game.

You will need:

- deck of cards (remove the tens, jacks, queens and kings)
- two or more players



Rules

1. The dealer deals the cards evenly to the players. Players pick up their pile without looking at them.
2. Decide who will go first. Player 1 takes the top card from their pile and places it face up on the table.
3. Players then take turns to take their top card and place it face up on top of the previous card.
4. If the top two cards represent the same number, players slap their hand on the cards and call 'Snap'. The player with their hand on the matching cards takes all the cards in the pile and adds them to their own. That player begins play again by placing their top card face up on the table.
5. Play stops when only one player has cards to turn over, or after a certain amount of time. The winner is the player with the most matching cards at the end of the game.

Concentration

Aims

- To remember the position of cards.
- To gather the most pairs.

You will need:

- deck of cards (remove the tens, jacks, queens and kings)
- two players



Rules

1. All 36 cards are dealt, face down, in six rows of six.
2. Decide who will go first.
3. Player 1 turns up two cards without removing them from their position in the array. If the two cards show a representation of the same number, the player takes the cards, places them face up on the table and then turns up two more cards. Player 1 continues to turn up cards until they turn up two cards that don't match. Cards that don't match are returned to their original position, face down on the table.
4. Player 2 repeats the process.
5. Play continues until all cards have been matched and taken. The winner is the player with the most pairs at the end of the game.

Variation 1:

Remove the aces, twos, threes, fours and fives from the deck to limit the number of cards players have to memorise.

Variation 2:

Players can be challenged by being asked to match four cards before they can claim them (e.g. the 6 of hearts, diamonds, spades and clubs).

Sevens

Aims

- To collect pairs, threes and fours of the same number.
- To be the first player to get rid of their cards.

You will need:

- deck of cards (remove the tens, jacks, queens and kings)
- two or more players



Rules

1. Deal seven cards to each player, then place the remaining cards face down in a pile. Place one card beside the pile, facing up. This is the discard pile.
2. Players sort their cards into number order.
3. Decide who will go first.
4. Player 1 takes a card from either the face-down pile or the discard pile and places it in their hand. They look for pairs, threes or fours of the same number and put them on the table, face up, if they have any. Player 1 then discards one of the cards left in their hand by placing it face up on the discard pile. They would choose one that has no other matching cards.
5. Player 2 takes Player 1's discard card (if it matches one of their cards) or a card from the face-down pile. Player 2 places their matching sets of cards in front of them and/or adds cards to Player 1's sets.

e.g. If Player 1 has a pair of 6s in front of them, Player 2 can add another 6 to Player 1's pair, making it a three. This helps Player 2 get rid of their cards.
6. Player 2 discards.
7. Players, in turn, continue to take a card from either pile and match it to their own cards or those of other players until one player gets rid of all their cards.
8. The player 'going out' can place their last card either on the table or on the discard pile.

Pigs

Aim

- To be the first player to collect four cards with matching numbers.

You will need:

- four matching cards for each player (e.g. for three players, you could use four 4s, four 5s and four 6s)
- two or more players



Rules

1. Shuffle the cards, then deal four cards to each player.
2. Players attempt to collect four matching cards by taking one card from their hand and placing it face down in front of them. On a signal, they pass the card to their left and pick up the one that is passed from their right.
3. Players either keep the card they picked up and get rid of another one from their hand or they can pass the card they just received.
4. When one player has four cards with matching numbers in their hand, they drop them face up on the table and quietly put their finger to their nose. The last person to put their finger on their nose is the 'pig'.

Crazy eights

Aim

- To get rid of all your cards.

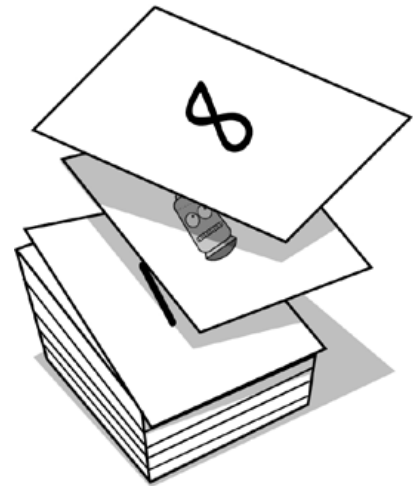
You will need:

- deck of cards (remove the tens, jacks, queens and kings)
- two or more players

Rules

1. Deal eight cards to each player. Place the remaining cards face down in a pile, with one card face up beside it.
2. Decide who will go first.
3. Player 1 looks at the card which is face up on the table. If they have a matching number or a matching suit in their hand, they place it face up on top of that card. Only one card is played in each turn.

e.g. If the 5 of hearts is facing up, Player 1 can cover it with a 5 of another suit or another heart.
4. If Player 1 cannot play a matching number or a matching suit, they take a card from the pile and add it to their hand. Play moves to the next player.
5. Each player in turn either places a matching number or matching suit on the top card or takes a card from the pile. The winner is the first player to get rid of all their cards.



Stealing bundles

Aim

- To collect the most cards.

You will need:

- deck of cards (remove the tens, jacks, queens and kings)
- two or more players



Rules

1. Deal four cards face down to each player and four cards face up in the centre of the table. Lay the centre cards out separately so they can all be seen. The remainder of the pack is kept face down by the dealer and will be used later.
2. Decide who will go first.
3. Players pick up their four cards and look at them. Player 1 places a card face up on the table. If it is the same number as any of the centre cards, Player 1 takes the card they played and any matching cards from the centre and places them in a pile, face up in front of them. They are the start of Player 1's 'bundle'. Their 'played card' should be face up on top of their bundle.
4. If a player plays a card that matches the top card of another player's bundle, they can steal the whole bundle and place it on top of their own. The played card goes on top of their bundle.
5. If a player does not have a matching card, they simply place one card on top of their bundle.
6. After each player has played their four cards, the dealer deals another four cards from the remaining pile to each player and play continues.
7. The game ends when there are no more cards to be played. Any centre cards remaining are added to the bundle of the last player who matched a card. The winner is the player with the most cards in their bundle.