

Let's play! Card games

What to do

1. Ask students to play one or both of the following card games with you/another person/other people.
2. Encourage students to follow the rules, work/talk positively with other players and play the game(s) fairly.

Game 1: 'Fish' (for two or more players)

What you need

- Two of each card displaying the numbers from 1 to 10 (20 cards), from a pack of 52 playing cards,
i.e. use the aces (number 1) and the number cards 2 to 10 from two suits of cards (e.g. the hearts and spades). Remove jokers, jacks, queens and kings.

How to play

1. Sit in a circle (or opposite a partner). The dealer shuffles the cards and deals five cards to each player. The player on the left of the dealer is player 1 and will start the game.
2. Place the remaining cards facedown in a pile in the middle of the players.
3. Players look at their cards, find any pairs of cards (e.g. two cards showing the number '3') and place the pairs of cards together, face-up in front of them.
4. Player 1 asks the player on their left (player 2) for a card to match one card in their hand (i.e. to make a pair), e.g. the player could say 'Do you have a card with the number 5?'
5. If player 2 has the card that player 1 asked for, they must give it to player 1 (e.g. give player 1 a 5 of hearts). Player 1 makes a pair and places the pair of cards together, face-up in front of them.
6. If player 2 does not have the card that player 1 asked for, they say 'fish' and player 1 draws one card from the top of the pile of cards in the middle.
7. Player 1 checks if the newly drawn card matches any cards in their hand. If so, they make a pair and place the pair of cards together, face-up in front of them (and their turn is over). If not, they keep the new card in their hand (and their turn is over).
8. Players take turns and continue the game by repeating steps 4 to 7. The game stops when one player has made pairs with all their cards.
9. Each player then counts to see who has the most pairs (even if some players still have cards in their hands). The winner is the player who has the most pairs of cards.



Game 2: Queen (for two or more players)

What you need

- Two of each card displaying the numbers from 1 to 10 and one queen card (21 cards), from a pack of 52 playing cards,
i.e. use the aces (number 1) and the number cards 2 to 10 from two suits of cards (e.g. the diamonds and clubs) and one queen card. Remove jokers, jacks, kings and three queens.

How to play

1. Sit in a circle (or opposite a partner). The dealer shuffles the cards and deals all the cards to the players. The player on the left of the dealer is player 1 and will start the game.

Note: One player will have the queen card. The object of the game is to make pairs with all your cards and not be left holding the queen. It does not matter if players do not have an equal number of cards when they start the game.

2. Players look at their cards and find any pairs of cards (e.g. two cards showing the number '6') and place the pairs of cards together, face-up in front of them.
3. Player 1 'fans' their cards and holds them out facedown towards the player on their left (player 2).
4. Player 2 chooses one card from player 1's hand, without looking at the front of the cards. Player 2 checks if the newly drawn card matches any in their hand. If so, they make a 'pair' and place the pair of cards together, face-up in front of them.
5. Players take turns and continue the game (repeating steps 3 and 4). The game continues until all players, except one (who has the queen), have made pairs with all their cards.
6. The player left holding the queen is the winner, and can be player 1 (to go first) in the next game.

More ideas

1. You can choose to play these games with all the number cards (i.e. use all four suits of cards) and/or use the picture cards.

Note: For the game 'Queen', do not use three of the queen cards.