

Fun & Educational Card Games



A simple deck of cards can help grow young brains in so many ways. There are shapes, colours and numbers to learn. Card games help with memory, recognition, maths and develop concentration.

Get to know your cards

- Discuss the deck of cards with your Community Hero. There are 2 colours found in a deck of cards – Black and Red. Do they notice anything different with the colour cards?
- Introduce your Community Hero to the different shapes in a deck of cards (hearts, diamonds, spades and clubs) What else is different on the cards? There are numbers and characters – Jack, Queen, King and Joker

Numbers and Counting

- Can your Community Hero find all the character cards?
- How many of each character are there? Can you count together 1....2....3.....4?
- Can you sort these into their colour and shapes? For example, encourage your Community Hero to choose a character card – the King. Can they place the Kings in a row? Now find the Queens. Encourage your Community Hero to match the Queen shapes to the King ones. Repeat this step with the Jacks. Keep these cards aside.

Now your deck of cards will be left with the numbers. The next pages have different fun and educational games you can play together.



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Shape counting and numbers

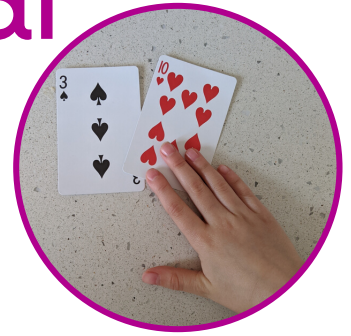
- Ask your Community Hero to find any number card from the deck. Discuss how many shapes can you see on the card? Together you can count the shapes and show your Community Hero the corresponding number written on the card.

Extra Challenges

- If your Community Hero already recognises numbers, choose a number and see if they can find all the cards with that number. A variation, write a number on a piece of paper and see if your Community Hero can find that same number in the deck of cards. Repeat for various numbers.
- If your Community Hero understands basic maths, choose one suit/shape group and create a number line from 1 to 10 with the cards.
 - Choose a number in the line and show your Community Hero how many cards there are between that number and the number 10. For example $2 + 8$ more cards will land on 10 or $9 + 1$ more card will land on 10.



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High and Low numbers

- The object of this game is to have the highest number revealed in each round and to collect all the cards until there are none left to play.
- The winner is the person who ends up with all the cards.

How to Play

- Count 10 cards out for each player (remember remove all the character cards from the deck). Put the remaining cards to the side.
- Each person turns over their top card and places it down. You can take turns to do this and discuss the number revealed.
- When the second person reveals their card and places it down, whoever revealed the highest number, collects all the cards in the pile and keeps these.
- If the cards revealed are the same number and match, they are left for the next reveal and the person with the highest number collects all the cards.
- Continue the game with all cards collected until one person has all 20 cards and the other person has none.



Fun & Educational Card Games



Snap!

A fun card game to help develop kids recognition and concentration skills.

Number of Players: 2+

Objective: To win all of the cards

How to Play

- The cards are dealt one at a time face down to each player until all the cards have been dealt.
- The first player flips over their top card, making a new pile of cards face up. Going clockwise, the next player does the same thing until all players have their turn.
- When a card is turned over that matches a card already face up on another player's pile, the first person to notice the matched cards shouts out "Snap" and wins both piles of cards. Add these cards to the bottom of your face-down pile.
- If two players shouts "Snap" at the same time, the two piles are combined and placed in the centre face up. These cards are now the Snap Pot. If at any time, a player sees a card that matches the card on the top of the Snap Pot pile, they call out "Snap Pot" and win all of those cards. If a player runs out of cards in their face-down pile, the cards in the face-up pile are turned over and the player continues.

Winner: The winner is the person who has all of the cards at the end.



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Go Fish!

Go Fish is another fun card game You can play with a classic card deck or uno cards or any other deck of cards you may have at home.

Number of Players: 2+

Objective: Get the most four of a kind sets. Variation: For younger players, you can opt to collect pairs instead of fours

How to Play:

- Dealer gives each player 5 cards. The rest of the cards go in the centre, face-down. These become the Fish Pond.
- Players look at their cards and keep them hidden from the other players.
- Players will match up any same cards initially. When it's your Community Hero's turn, encourage them to ask another player for a specific card. For example, Mum, do you have any fives?" If she has any fives, she has to hand all of them over. If she doesn't have any, she says "Go Fish" and then the Community Hero draws one card from the top of the deck.
- If a player draws the card they just asked for, they reveal it and they are allowed to take another turn. Then it goes to the next person's turn.
- When you get four of a kind (or 2 of your are playing pairs instead), remove them from your pile and place them face up.
- If a player runs out of cards, they draw five new cards from the fish pond. The game ends when all of the cards in everyone's hands are gone.

Winner: The winner is the person who has the most four of a kind (or 2 of a kind) at the end.

