

# Card Games

*Card Games for Smart Kids* and *Deal Me In! The Use of Playing Cards in Learning and Teaching*, both by Margie Golick, include many card games that children love to play.

## Activity 27      Memory Game

This is a game that most kids are better at than most adults, so it is a good game for parents to play with their kids.

### ➤ *Play with cards*

#### *Deck*

Use the whole deck. If you like, you can use 2 jokers. Lay the cards out in a pattern (6 rows of 9 if you are using the jokers; 4 rows of 13 if you are not using the jokers.) For younger children, don't use the face cards or the jokers. Just use the ace to 10 in all suits.

#### *Play*

The youngest player starts. She picks a card and turns it face up. Then she picks another card and turns it face up. If the cards match, she picks them both up and keeps them beside her. Then she takes another turn. She keeps on as long as she finds a match each time she turns up 2 cards. When she does not pick a matching card, she turns them both face down again, in the same place. The other player takes a turn.





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## **Activity 29      No Way!**

This game helps kids count and learn to read numbers, and to bluff and notice when someone else is bluffing. It is lots of fun. It has many other names—“I doubt it!” “Cheat,” “Bull\*\*\*\*.”

### ***Deck***

Use 1 deck of cards. Take the jokers out. With very young kids, take the face cards out of the deck, and just use the ace to 10 cards. If you have more than 5 players, use 2 decks of cards.

### ***Goal***

The winner is the first person who gets rid of all his cards.

### ***Play***

Shuffle the cards and deal them all out. It doesn't matter if some players have 1 more card than others.

The first player takes some cards from his hand and puts them in the middle of the table, face down, and calls aces. If he puts down 1 card, he says, “One ace.” If he puts down 2 cards, he says, “Two aces.” If he puts down 3 cards, he says, “Three aces” or, if he puts down 4 cards, he says, “Four aces.” He can play whatever cards he likes, but he has to say they are aces.

The next player takes some cards from his hand and puts them on the table, face down and calls 2's. If he puts down 1 card, he says “One 2.” If he puts down 2 cards, he says, “Two 2's.” If he puts down 3 cards, he says, “Three 2's” or, if he puts down 4 cards, he says, “Four 2's.” He can play whatever cards he likes, but he has to say they are 2's.

The next player takes some cards from his hand and puts them on the table, face down. If he puts down 1 card, he says “One 3.” If he puts down 2 cards, he says, “Two 3's.” If he puts down 3 cards, he says, “Three 3's,” or, if he puts down 4 cards, he says, “Four 3's.” He can play whatever cards he likes, but he has to say they are 3's.



The next player does the same thing, saying “5’s.” The next player says “6’s” and so on. When you get to kings, the next player starts again with aces.

You don’t have to play the cards you say you are playing. You can try to bluff whenever you want to, and sometimes you have to bluff. You have to put down at least 1 card, and you can put down any number of cards. You are trying to be the first to get rid of all your cards. It may be your turn to say “7’s,” but you might put down two 5’s and a king, and say “three 7’s.”

### **“No Way!”**

If you think another player is bluffing, you can say, “No way!” You have to say “No way!” as soon as the player puts the cards down, before the next player plays.

When someone says, “No way!” the last player has to turn over the cards he just played so everyone can see if he was bluffing or telling the truth. If he was bluffing, he has to pick up ALL the cards in the pile in the middle of the table. If he was telling the truth, the person who said “No way!” has to pick up all the cards in the middle of the table.

Sometimes more than 1 person says, “No way!” When that happens, the first person to say “No way!” is the person who checks the cards, and if the player was telling the truth, the first person to say “No way!” picks up all the cards in the middle of the table. If 2 people say “No way!” at the same time, whichever of them is closest on the player’s left is the person who checks the cards and picks up the pile if necessary.

When you play your last card, it must be played face up, so everyone can see it. If it is not the right card, pick up the pile.



# Activity 30 Tens

**a** This is a kind of solitaire. It helps kids learn all the pairs of numbers that add up to 10.

**Deck:** Take all the jokers and face cards out of the deck.

Use the cards from ace to 10 only.

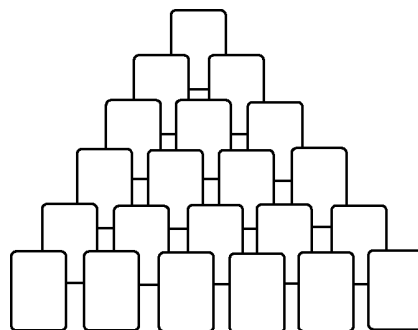
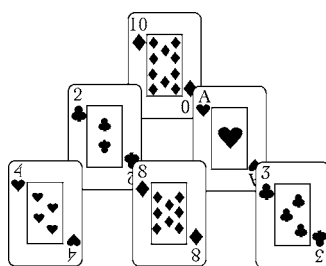
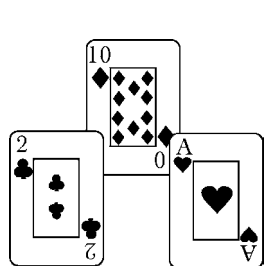
**Layout:** Lay the cards out face up. Start with 1 card; lay 2 cards on top of it, so that all 3 cards show, but the second row covers the card in the first row.

Then add another row, this time using 3 cards.

Keep adding rows. Each row will take 1 more card than the row before.

Make 6 rows. The last row will take 6 cards.

You will be left with a pack of cards in your hands.



## Play

Your job is to take away free cards from the table in sets that add up to 10. A card is free when no part of it is covered by any other card. Look for sets of 2 cards that add up to 10, for example, 5 + 5, or 1 + 9, or 3 + 7, or 4 + 6, or 8 + 2. 10 does not need any other card, since 10 + 0 is 10. Whenever you see a free 10, you can add it to the other sets you have made. If you clear all the cards from the table, you have won!

To make a set, you can take 2 cards from the table, or 1 from the table and 1 from the deck in your hand. As you use the cards from the bottom row, you will free the cards in the next row, and you can use those cards to make sets that add to 10.

If you lift up a card and that frees the card in the row above, you can use both cards to make a set.

First check the layout to see if you can make sets with any free cards. Then turn



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Turn over the cards in your hand 3 at a time.

## Activity 31      Roll Them and Win!

Players take turns. When it is your turn, you can roll the dice up to 3 times. Every time you throw the dice, you decide how many dice to keep and how many to throw again. When you have finished throwing the dice, you must fill in one of the boxes on the score sheet. Sometimes you will have to take zero to fill in one of the boxes. You can fill the boxes in any order. You don't have to start at the top.

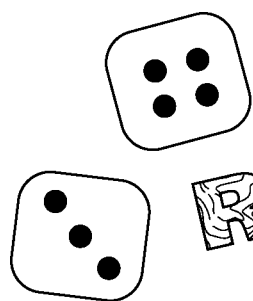
*Bonus:* When you have filled in the top 6 boxes, add up your score for those boxes. Did you make 63 or more? Then you get the bonus of 35 points.

*Full house:* A pair, plus 3 of a kind. For example, a pair of 4's and three 5's.

*Small straight:* Any 4 numbers in a row. For example, 1, 2, 3, 4 OR 3, 4, 5, 6.

*Big straight:* Five numbers in a row. 1, 2, 3, 4, 5 OR 2, 3, 4, 5, 6.

*Five of a kind:* If you get 5 of a kind twice in 1 game, give yourself an extra 100 points.



# Roll Them and Win!

		Game 1	Game 2	Game 3
Ones (Add all 1's)	●			
Twos (Add all 2's)	● ●			
Threes (Add all 3's)	● ● ●			
Fours (Add all 4's)	● ● ● ●			
Fives (Add all 5's)	● ● ● ● ●			
Sixes (Add all 6's)	● ● ● ● ● ●			
<b>Total</b>				
Did you get 63 or more? Add 35.				
<b>Score from top part</b>				
3 of a kind (add all dice)				
4 of a kind (add all dice)				
Full House 25				
Small Straight 30				
Big Straight 40				
5 of a kind 50				
Chance (add all dice)				
Total from top part				
Score from top part				
<b>Total for game</b>				



## **Activity 32      Rumoli**

Rumoli is a great game for parents and for families. Many adults like to play this game with their friends, so they have fun playing at a slower pace with their kids. Even the youngest child can “help” an older person play the hand. For little kids, play very slowly and kids will learn to count and recognize the suits. When everyone knows the game well, it goes very quickly and develops skills of strategy and memory.

In a family game, make sure that everyone has lots of chips, so no one runs out. Set an end time that’s right for your family—little kids might only play 1 hand, older kids might play 4 hands, or for ½ hour. Adults and young adults might play for an evening.

You need a Rumoli board, a deck of cards, and poker chips.

### ***Start the game***

- Divide the poker chips equally among all the players. Take the jokers out of the deck of cards. Put the Rumoli board on the table. For an easier game, put a bowl of snacks on the section marked “poker” and don’t use that space for playing. If you want to play the poker pot, see the note below.
- Decide who will deal first. Most people cut the cards. Ace is high.
- Each player puts 1 chip in each section of the board, including the middle.
- The dealer deals out all the cards. He deals a hand for every player, including himself, and also deals an extra hand. This extra hand is called the “missy.”
- The dealer looks at his own hand. If it is not a good hand, he can put it away and take the extra hand, the missy. He cannot look at the missy first. If he takes the missy, he cannot go back to his own hand: he must play the missy.

Should I sell the missy?  
Should I buy it? Players should look at the spaces on the Rumoli board to see what pays, and check their own hands to see if they have any paying cards in it.



- If the dealer decides he doesn't want the missy, he can auction it off to the other players, and keep the chips he is paid for it. The player who buys the missy has to play it. He cannot go back to his first hand.
- The hand that is left over is "dead," and no one can look at it during the hand.

### ***Play the game***

- Players sort their hands into suits.
- The player to the left of the dealer picks his lowest card and puts it on the table face up, and calls out the number and suit, for example, "3 of clubs."
- The person who has the next card in that suit plays it in the same way. He puts the card on the table face up and calls out the number and the suit, "4 of clubs." If he has the next 2 cards, he plays them both, and says, "4 and 5 of clubs."
- The person who has the next card in the suit plays it the same way, until you get to the ace of the suit, or until play is broken because nobody has the next card (because it's in the missy).
- The player who played the last card starts again with his lowest card in a suit of a different colour, and plays it in the same way, "6 of hearts." Play continues in the same way. If he does not have a card of a different colour, the next player on the left can play. If no one can play a card of a different colour, the hand is over. Everyone must put 1 chip in the Rumoli pot for every card left in their hand, and the pot stays on the board until the next hand.
- Keep playing until someone plays his last card.
- For the next hand, the deal passes to the next player on the left, and every player puts a chip into every space on the board.

### ***Paying cards***

- In the spaces on the board you will see the names of a card or a set of cards. When a player lays down 1 of those paying cards or sets of cards, he picks up all the chips in that space.
- When a player plays his last card, he calls "Rumoli" and the hand is over. That



player collects all the chips in the middle space. Every other player must give the winner one chip for each card he has left in his hand. Losing hands cannot collect chips for paying cards still in the hand.

- At the end of the hand, there will still be chips in some of the spaces on the board. Leave them there until someone wins them. They will get bigger and bigger because every player will add another chip to every space to start every hand.

### ***Playing the poker space***

After the cards have been dealt and the missy is taken care of, each player takes the 5 cards in his hand that will make the best poker hand and lays the rest aside while poker is being played. There are 2 ways to play the poker pot:

1. The players can have a “showdown” without betting, raising, or folding.  
Everyone puts their poker hands face up, and the best hand wins the pot.

***or***

2. Players can bet and raise and fold as in a regular poker game; all bets are put into the space called “Poker Pot,” and the winner of the hand takes the pot.

