



Crazy Eights—Card Game

(**Object:** Players try to be first to discard all of their cards.)

Message For Parents and Teachers

- Adults or older children should help younger or struggling players as necessary.
- Feel free to use variations or modify rules as appropriate.
- Answers are always available during play and it's okay for players to use them. As they play they'll refer to them less and less, and eventually, not at all.
- Remember, *learning* is the goal. When kids are engaged because they're having fun, learning will happen.

Directions — 2 or More Players - Crazy Eights with Phonemes

1. Set aside the "Old Maid" card. Keep "Wild" cards in the deck.
2. The dealer shuffles the deck and deals 5 cards to each player. The remaining cards are placed face down in a "draw" pile. The top card from the draw pile is turned face up to start a "discard" pile. Each player removes any matching pairs and places them on the table.
3. The player to the dealer's left starts play by looking at his or her hand to see if he or she has a card with a word that includes the phoneme on the top card of the discard pile.

If the player *does*, he or she selects the card, reads the word on the card, and places it face up on the discard pile. Play continues with the next player.

If the player *does not*, the player continues drawing cards from the draw pile and places them in his or her hand until he or she draws a card with the matching phoneme. When the matching phoneme is drawn, the player reads the word on that card and places it face up on the discard pile. In addition, if any of the cards picked up match a word in his or her hand, the word is read and the pair is placed on the table.

4. During any turn, a *Wild Card* may be placed on the discard pile face up. The player then says, "I'm changing the phoneme to _____," to change the play to favor the phonemes in his or her hand. The player then discards one card with that phoneme. Play continues with the next player.
5. When all cards are drawn from the draw pile, reshuffle the discard pile, turn over the top card and continue playing.
6. The game continues until one player has no more cards in their hand, either by discarding his or her final card or drawing a pair of the last card in his or her hand. This player is deemed the "winner."

Note

Crazy Eights can be played with any decks that contain wild cards.

Matches In most games, the same words are a match. In the VCE game, a match is the word and the same word ending with 'e', e.g. hop and hope. (Refer to the Word List Card to see all matches for that deck.)