



War—Card Game

Object: Players try to end up with all the 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 Players - Reading and Math Games

1. Set aside the “Old Maid” card. Place other non-playing cards face up on the table to be referred to as needed.
2. The dealer shuffles the deck and deals out all cards face down into two piles, one pile for each player.
3. Play begins with both players turning their top card face up, placing them side-by-side on the table.
For reading games, the player with the highest card (alphabetically, where “z” is highest) reads aloud the word(s) on each card and places them at the bottom of their packet.
For math games, the player with the highest card value takes both cards and places them at the bottom of their packet. For example, in the Addition game, “4 + 9” (“13”) is greater than “5.” In the Multiplication game, “56” wins over “4x4.”
4. As before, each player puts down another card, and so forth.
5. If the two overturned cards match, “WAR” begins. Each player puts three more cards face down and one more card face up, forming two piles of five cards.
For reading games, the player with the highest card (alphabetically, where z is highest) reads aloud the word(s) on the top card of both piles, and takes all the cards in both piles, placing them face down at the bottom of their packet.
For math games, the player whose card has the highest value of the last two cards played takes all cards in both piles. Players place any card(s) they take face down at the bottom of their packet.
6. As before, each player puts down another card, and so forth. The game continues until one player has no more cards. The player with all of the cards wins.

Matches

In some games, the same words are a match. In other games, different cards are a match. (Refer to the Word List Card to see all matches for that deck).

Examples of matches:

- In most games, the same word or phrase on both cards
- In the VCE game, “hop” and “hope”
- In the Compound Words game “cup” and “cake”
- In the Homophones game “beet” and “beat”
- In math games, cards with equal values, e.g., “6x6” and “36” or “12 inches” and “1 foot”