

Directions—Play up to 10 Games with every deck!



Every Strong Learning® SuperDeck™ can be used to play all nine games: Go Fish, Memory, Old Maid, War, Showdown, Reading Race, In-the-Doghouse, Bingo, and Lotto. Decks with wild cards can play Crazy 8s, too.

Matches: Refer to the Directions Card or List Card to see all matches for the deck you are playing with. For most games, the same letter, vowel, word, or phrase is a match.

Note: Some decks contain fun facts or pictures. Those are not part of the game; they are for information only.

GO FISH **Players:** 2–6. **Object:** Players try to get matches and be first to discard all of their cards.

SETUP Set aside the List card, Old Maid card, Wild cards (if any) and other non-playing cards. Shuffle the deck.

DEAL The dealer deals five cards to each player. The remaining cards are placed face down in a “draw” pile. Players remove any matches in their hands and place the cards face up in front of them.

DIRECTIONS The player to the dealer’s left selects a card from his hand and asks other players for the matching card by saying something like, “I have [letter, word or phrase]. Does anyone have [matching letter, word or phrase]?”

MATCH If any player has a match, the asker takes the matching card, puts the pair down, and gets another turn.

NO MATCH If no player has the match, they say, “Go fish!” and the asker takes the top card of the “draw” pile. If that card is a match, he puts down the pair; if it is not a match, he places it in his hand.

In either case, his turn is over and play moves to the player to his left.

Play continues until one player **WINS** by matching and discarding the last card in his hand. If the draw pile is depleted before this, the player with the highest number of matches is the winner.

MEMORY **Players:** 2 or more. **Object:** Players try to collect the most matches from overturned cards.

SETUP Set aside the List card, Old Maid card, Wild cards (if any) and other non-playing cards. Shuffle the deck.

DEAL Place all playing cards face down in rows in the center of the table. (For young players, use fewer cards. Select the matching pairs to be used during play. Set aside unused pairs before shuffling.)

DIRECTIONS The first player turns over two cards in place.

MATCH If the cards match, the player keeps them and goes again.

NO MATCH If the cards do *not* match, they are returned face down in place.

The turn moves to the player to the left. When all cards are matched, the winner is the player with the most matches.

OLD MAID **Players:** 2–6. **Object:** Players try to get matches and be first to discard all of their cards while trying *not* to be the last player holding the Old Maid card.

SETUP Set aside the List card, Wild cards (if any) and other non-playing cards. Keep the Old Maid card in the deck.

DEAL The dealer shuffles the deck and deals until all cards are dealt. It’s okay if player(s) have one extra card.

DIRECTIONS Players remove all pairs from their hands.

The dealer then offers his hand, spread out face down, to the player on his left, who draws one card from it and places it in her hand. If the drawn card makes a match, she discards the pair, and then offers her hand to the player to her left, and so forth.

Play continues moving clockwise until only one card is left. The player who has that card is the Old Maid! (Note: Young players may find it easier to initially spread their cards face down on the table instead of holding them.)

Directions (continued)

WAR **Players:** 2. **Object:** Players try to win all the cards.

SETUP Set aside the List card, Old Maid card and other non-playing cards. Shuffle the deck.

DEAL The dealer gives half the deck to each player face down.

DIRECTIONS Both players turn their top card face up. The player with the card of the highest value takes the pair and places it at the bottom of their stack.

What determines the highest card changes from deck to deck. Refer to “War” on the Directions Card for that deck. However, for the majority of decks, the highest card refers to the text that appears at the top of the card. For these decks, the highest *value* is the highest alphabetically, where “Z” is the highest.

If two overturned cards match, *war* begins. Each player then puts 3 cards face down and turns over the 4th. The player with the highest card takes all 10 cards. Occasionally, there are multiple wars.

A player who runs out of cards during war **loses**. Otherwise, the winner is the one with all the cards at the end.

VARIATION FOR A YOUNG PLAYER AND ADULT: If a young child is learning how to read, and the goal is to improve reading skills, consider allowing the child to read *all* overturned cards. For this variation, the child keeps all cards he can read correctly (top words only) and the adult takes the card(s) he can't read.

Note: We suggest that the adult help the child decode words, and award him with those cards as well. As kids love to succeed, and to win, this will help their reading improve dramatically.

CRAZY 8s (Use only with decks that contain wild cards.) **Players:** 2-6. **Object:** Players try to be first to discard all of their cards.

SETUP Set aside the List card, Old Maid card and other non-playing cards. Keep the Wild cards in the deck and shuffle.

DEAL The dealer 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 beside the draw pile to start a “discard” pile. Each player removes any matching pairs and places them on the table.

DIRECTIONS The player to the dealer's left starts play by looking at his hand to see if he has a card belonging to the same category as the top card of the discard pile.

PLAYER HAS A CARD If the player has one or more cards from that category, he selects one card and places it face up on the discard pile. Play continues with the next player.

PLAYER DOES NOT HAVE A CARD If the player does *not* have a card from that category, the player begins to draw cards from the draw pile, placing them in his hand until he draws a card from that category, which he places face up on the discard pile. Play now continues with the next player. At any time, if the card picked up matches a card in a player's hand, the pair is placed on the table.

WILD CARD During any turn, a Wild Card may be placed on the discard pile face up. The player then says, “I'm changing the category to _____,” to change the play to favor a category he has in his hand. The player then discards one card from that category. Play continues with the next player.

When all cards are drawn from the draw pile, the dealer sets aside the top card, shuffles the discard pile, returns the top card to the discard pile and play resumes.

The game continues until one player has no more cards in his hand, either by discarding his final card or drawing a card matching the last card in his hand. This player is the “winner.”

Directions (continued)

SHOWDOWN **Players:** 2–6. **Object:** Players or teams try to be the first to find the letter, vowel sound, word or phrase said out loud by the caller.

SETUP Divide the number of players into two teams. If two people are playing, each one represents a team. If more than two are playing, divide that number into two teams of approximately the same number. Set aside the List card, Old Maid card, Wild cards and other non-playing cards. Place the remaining cards face up on the table. Create two matching decks by taking one pair at a time and placing one on one pile and the other on a second pile. The goal is for each team to have matching decks.

DEAL The dealer, who is referred to as the Caller, gives each team one of the two half-decks of cards.

DIRECTIONS Each team places the cards face up in front of them in any arrangement they choose. The Caller uses the List Card to select the letter, vowel sound, word or phrase to call out.

The Caller Says: “I’m going to say a letter, vowel sound, word or phrase. Using the letters, vowel sounds, words or phrases on the cards in front of you, find the letter, vowel sound, word or phrase I’m saying. The team yells, “Done!” as soon as they complete the assigned task. The other teams stop what they’re doing until the Caller checks to see if the person or team who called “Done!” is correct. If that team has the correct card, that person or team gets 10 points and the Caller proceeds, calling out the next letter, vowel sound, word or phrase. If the team who called “Done!” is not correct, the Caller says, “Not correct,” and all teams resume where they left off. 100 points wins the game.

Do: Consider rewarding the “winning” team stickers or small prizes when they receive 100 points. It’s a good idea to reward the “losing” team also as it keeps the game fun, even for children who are struggling.

DIRECTIONS - 1 Player

Give the child one of the half-decks of playing cards (see above). She places the cards face up in front of her in any arrangement she chooses.

The Caller Says: I’m going to say a letter, vowel sound, word or phrase. Using the cards in front of you, find what the Caller is asking you to do. If she completes the task in less than 30 seconds she receives 10 points. 100 points wins the game.

Do: Consider giving the child a sticker or small prize when he or she receives 100 points.

READING RACE **Players:** 1 Player and 1 Adult. **Object:** Player races against the clock, correctly reading letters, vowel sounds, words or phrases from a card deck to accumulate points to win small prizes.

SETUP Decide how many points to use as the goal for the child to accumulate in the session. The adult then places 3 cards face up in front of the player, and keeps time with a stopwatch or timer.

DIRECTIONS If the player can read all three cards s/he gets points according to the chart below. The adult tallies the points. The adult now puts out 3 new cards, and so forth. Play continues until the child accumulates the desired number of points. Optionally, if the child wants to continue playing after going through all 48 cards, either re-shuffle the same deck and continue or switch to a set of cards from a different card game.

Note: 1. As improved reading fluency is the desired outcome, it is perfectly okay for the player to practice prior to being timed. 2. It’s okay to help the child. 3. Increase the number of cards from 3 to 4 or more at any time during play. The point chart below is provided as a suggestion. Modify as appropriate for each child. Prizes can be anything reasonable: stars, stickers, M & M’s, jelly beans, etc. If the child shows anxiety at being timed, modify this game using fewer cards, or consider playing a different game.

Reading Race – Point Chart (modify as appropriate)

0-5 seconds	20 points	100 points	1 prize
6-10 seconds	15 points	300 points	3 prizes
11-15 seconds	10 points	500 points	5 prizes
16-20 seconds	5 points	600 points	6 prizes

Directions (continued)

IN-THE-DOGHOUSE! **Players:** 2–6. **Object:** Players (or teams) try to get all of their cards OUT OF THE DOGHOUSE, because nobody wants to be in the doghouse!

SETUP Each player gets one or more In-the-Doghouse house sheets which you print on plain paper. (Find the sheet in this packet.) Remove the non-playing cards. Separate the remaining 48 cards into matching pairs. Then separate the pairs to make two decks of 24 cards (22 for decks containing wild cards). Shuffle both decks separately. Place one deck (the draw pile) face down on the table. Using the other deck, place 4 cards face up on each Doghouse sheet.

DIRECTIONS The Caller (or player on his/her turn) selects one card at a time from the draw pile and reads the words or text on the top of the card. The matching card is then removed from the Doghouse and set aside.

The players who get all their cards out of the doghouse are winners. The last one to have a card in their doghouse is declared to be, “IN THE DOGHOUSE!”

BINGO **Players:** 2 or more, no limit. **Object:** Players try to be the first to get BINGO!

SETUP Each player gets one or more Bingo sheets which you print on plain paper. (Find the sheet in this packet.)

There are two versions: 9 squares for young children and 24 squares for older players. Prior to playing, players make their own Bingo sheets by filling in all squares—randomly—using the letters, words, or numbers that appear on the list card. This part of the setup takes a few minutes of class time, but is educationally valuable.

Remove the non-playing cards. Separate the remaining 48 cards into pairs. Then separate the pairs into two decks with 24 cards each (22 for decks containing wild cards *). Put one deck aside as only one of these will be used as “calling” cards.

DIRECTIONS The dealer, who is referred to as the Caller, shuffles the deck of “calling” cards and proceeds to call one card at a time by reading aloud the words at the top of the card. Players mark their sheets if they have that match.

For the 24 Bingo sheet, the first to get **five** in a row, column, or diagonal, shouts “BINGO!” and is the winner.

For the 9 Bingo sheet, the first to get **three** in a row, column, or diagonal, shouts “BINGO!” and is the winner.

Players may want to reuse the Bingo sheets by using plastic discs or cut paper squares to mark the boxes instead of writing on them.

***NOTE** Decks that can be used to play Crazy-8’s contain wild cards which are set aside, leaving only 22 “calling” cards. During setup (before play begins), have players write “FREE” on any two squares on their sheet. In this version, a “BINGO” requires getting *two* sets of 5 (rows, columns or diagonals).

Fill-the-House LOTTO **Players:** 2–6. **Object:** Players (or teams) try to be the first to complete their Lotto house(s).

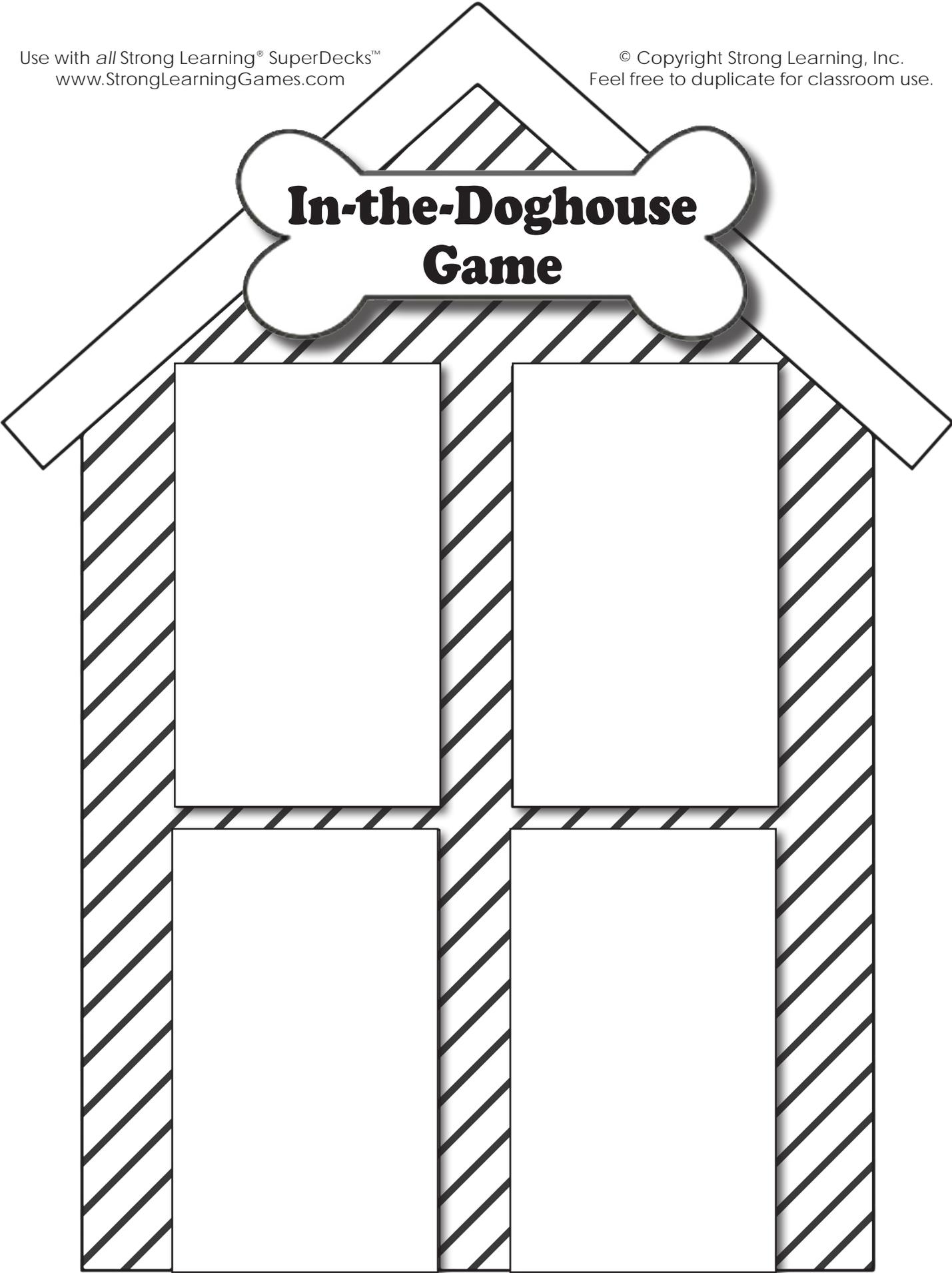
SETUP Each player gets one or more LOTTO house sheets which you print on plain paper. (Find the sheet in this packet.)

Remove the non-playing cards. Separate the remaining 48 cards into matching pairs. Then separate the pairs to make two decks of 24 cards (22 for decks containing wild cards). Shuffle both decks separately. Place one deck (the draw pile) face down on the table. Using the other deck, place 4 cards face up on each lotto house.

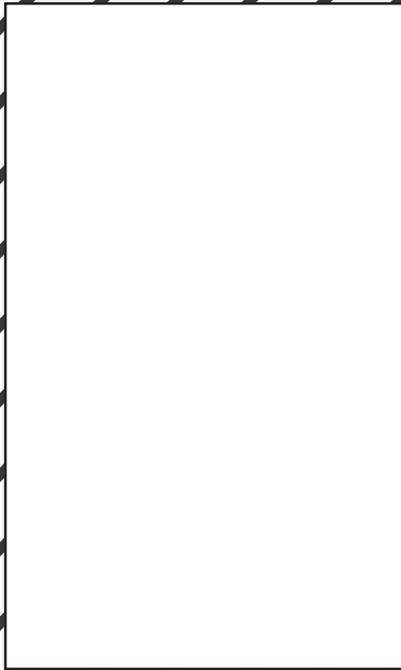
DIRECTIONS The Caller (or player on his/her turn) selects one card at a time from the draw pile and reads the words or text on the top of the card. The matching card is then placed on top of the matching card on the Lotto house.

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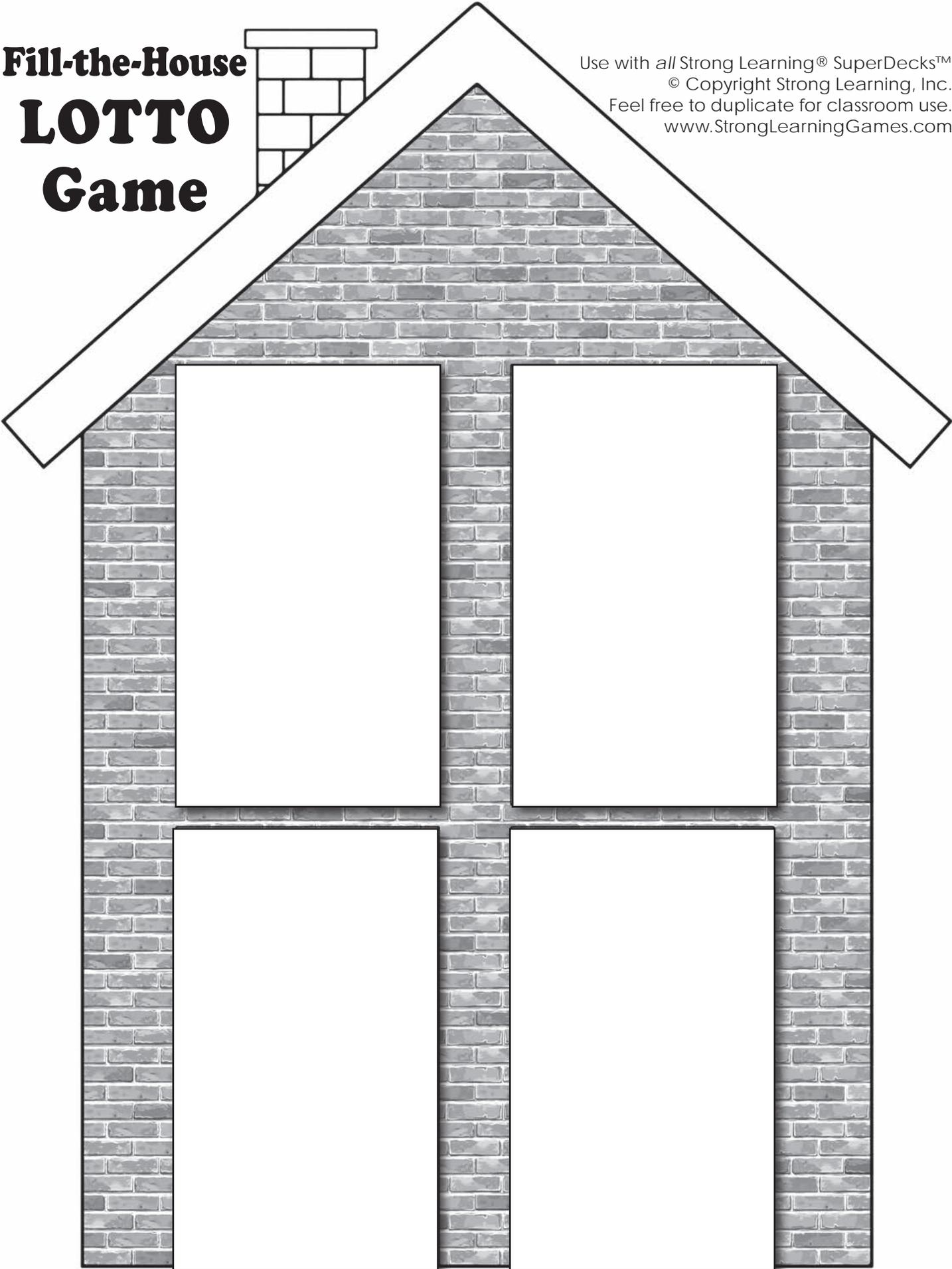


In-the-Doghouse Game



Fill-the-House LOTTO Game

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BINGO

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MAKE YOUR OWN BINGO CARD Fill in all 24 squares using the letters, words, or numbers that appear on the list card. Be sure to fill in the squares randomly. The center box is FREE. Get any 5 in a row, column, or diagonal, to win BINGO!

		FREE		

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BINGO

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MAKE YOUR OWN BINGO CARD Fill in all 9 squares using the letters, words, or numbers that appear on the list card. Be sure to fill in the squares randomly. Get any 3 in a row, column, or diagonal, to win BINGO!
