

Kindergarten Card Games

1. Snap

Snap is a game that rewards fast reactions. From two to 12 can play. Deal the whole deck of cards. Some players may have an extra card. Players' cards are placed in a stack face down. The player to the dealer's left turns over his first card, starting a face-up pile. The next player turns up a card. When two matching cards are turned up, the first player to call "Snap" gets both face-up stacks, placing them on the bottom of his face-down pile. If there is a tie, the stacks are combined and placed in the middle to form a Snap Pot. If a card is turned up that matches the top card on the Snap Pot, the first to call "Snap Pot" gets both stacks. The object is to win all the cards. Calling "Snap" when there is no match costs a player one card, given to the last player to reveal a card.

2. Numerical Order

Your child's room may not always be orderly, but her number sense will be after learning how to play this card game. Your kindergartener will practice numerical sequencing by placing cards in order by their numbers and suits. It's a wonderful way to help her get a handle on counting, patterns and numerical order.

- **What You Do:**

1. Ask your child to shuffle the cards and distribute them evenly among the players.
2. Request that any players who have 7s in their hands place them in a row in the center of the table.
3. The objective of the game is for all players to place their cards in numerical order, using matching suits. For the first round, players will need to have either a 6 or an 8 to place next to the 7s.
4. Each player should put down as many cards in numerical order as he can on each turn.
5. A player who doesn't have any cards to set down when his turn comes must pass.
6. Whoever gets rid of his cards first wins!

3. War

We use only the numerical cards. Deal them between all players. Each player turns on card. The player with the highest card takes them all. (For a different game, use the lowest number). When 2 cards are turned that are the same, players say, "I declare war." At the same time they are laying 3 cards down face down and turn the fourth card, face up, as they say "war." If you prefer not to use this terminology, you can say,

"These are equal" and then turn the fourth card up to see which player takes them all. Play continues until all cards are taken by one player. You can use more than one deck if you want more cards since you are removing the face cards.

4. Add 'em up

Deal the numerical cards only to the players. Have each player turn a card. The player who correctly adds the cards sum and says the answer takes all the cards. A parent or other older child will need to be the "judge" and ensure the answer given is correct.

5. Number Sense

What You Do:

1. Ask one of the players to be the dealer. Have him give each player 4 cards. You can use only the number cards, or the entire deck. I suggest beginning with numerical cards and adding face cards later.
2. Place the remaining cards face down in the center of the table.
3. Have the first player turn over the top card and set it face up to start a discard pile.
4. Have the other players look at their cards and if they have a matching card, they must also put it face up in the discard pile.
5. Continue playing until only one of the players has cards left, or the deck runs out. Alternatively, the first player to get rid of his cards can be declared the winner

Go Fish!

This is the traditional children's card game. We remove the face cards and play only with number cards. Deal 4 - 6 cards depending on how large your child's hands are. Place the remaining cards in the "pond." Players take turns asking other players for a card they need to make a match. We only make pairs of 2 in kindergarten as 4 is too many cards to hold. If the person that is asked doesn't have that particular card they reply, "Go fish" and the player asking draws a card from the pond. Play continues until 1 player is out of cards.

Old Maid

This is another traditional children's card game that can be played with a regular deck of cards. Remove all face cards except 1 queen. This can be the "Old Maid." 5 cards are dealt to each player. Players take turns drawing cards from each others hands trying to make matches of 2 of the same number. Pairs are laid down on the table until the last person holding the "Old Maid" is declared the winner! We don't have LOSERS in kindergarten!