



V.I.S. BOX DOWNLOADABLE RESOURCES

ACTIVITIES: CARD GAMES

RESOURCE SHEET: VIS/ACG/1.1

PUBLISHED: 01/09/2008

Use this favourite children's card game to demonstrate the effect alcohol impairment has on concentration, spatial awareness and mental agility. A simple game of snap, for example, wearing V.I.S. Goggles can be fun but can also be used to clearly demonstrate how judgement can be impaired when out drinking and gambling in a casino for instance.

BEGGER MY NEIGHBOUR

BEGGAR MY NEIGHBOUR

This is a game of luck often played against a time limit. Two or three players with one deck of cards. Four to six players with two decks.

Instructions:

The cards must be dealt around the group until there are none left. Each player collects their cards face-down and doesn't look at them.

The person to the left of the dealer starts by placing their card first face-up in the centre. The game continues with each player adding a card to the centre pile until an Ace, Jack, Queen or King is placed down. The player who turns up one of these cards has to demand 'point-cards' from the next player: (These are additional cards; values shown below)

These additional cards are placed on the centre pile. If another Ace or Court card is placed face-up then the next player to the left is required to pay more point-cards. This continues until point-cards are added without an Ace or Court card. The last player who placed an Ace or Court card to the centre pile has to collect that pile, adding it to the bottom of his or her own. He starts the next round and the game continues.

The winner is the first player to use up all of their own cards. If playing to a time limit the winner is the player with the least remaining cards when the time runs out.

Ace = 4 cards

King = 3 cards

Queen = 2 cards

Jack = 1 card

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CONCENTRATION

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This card game is widely used for improving memory skills and, of course, concentration. It can be played by all ages with one standard deck of cards and needs only two or more players.

Instructions:

Shuffle the cards (very difficult when wearing D&Wp V.I.S. goggles) and arrange them face-down on a table between the players, either randomly or in a grid form.

The object of Concentration is to locate matching pairs. The players are to take it in turns to turn over two cards. Giving all players the chance to see and remember the position of each card. If it is not a pair,

turn them back over. It is now the next players turn. When a matching pair is found, that player removes them from the centre and keeps them, they are then allowed another turn. Once all the cards have been removed, each player counts the number of pairs they have collected. The player with the most cards is the winner.

Remember you can make the game a little harder by leaving in one or more cards without its pair.

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GO FISH

GO FISH

This is a game of luck and skill for two or more players of any age using a standard deck.

Instructions:

The dealing of the cards depends on the amount of players, if there are two or three, each is dealt seven cards, if there are more players they are only dealt five each. The remaining cards are placed face down in the middle to form the 'fish' pile.

Players then sort their cards into groups of the same number or picture (i.e. a group of Queens or a group of Sevens) while making sure not to let other players see their cards.

The game begins with the player to the left of the dealer asking any other player for cards matching the groups that they hold (i.e. if they held two Kings they may wish to ask another player for Kings.) If the player asked has any of the

requested cards they must hand them over. The 'requester' can continue asking the same player for more cards until that player does not have the cards they want.

A player who doesn't have the cards they are being asked for tells the requester to "Go Fish!" The requester then takes one card from the 'fish' pile and the player who told him to "Go Fish" becomes the new requester.

A player who collects all four cards of a set lays them face down in front of themselves. The winner is the first to have nothing left but their collection of complete sets. If two players run out of card simultaneously, the player with the most sets wins the game.

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PIG

PIG

This game is successful due to the silliness of it. It can be played with three or more players (up to 13 using one pack of cards.)

Instructions:

For every player take four cards of a kind out of the deck (i.e. all the Kings.) Shuffle and deal these cards so that each player has four each (not necessarily all the same.) Players can now look at their cards.

To collect cards, choose a card you want to discard and place it face-down on the table in front of yourself. When everyone has placed a card on the table,

simultaneously pass your card to the player to your left and then pick up the card that has been passed to you.

The objective of the game is to collect four of a kind, when you have these quickly and discreetly put your finger on your nose. If you see another player with a finger on their nose you must immediately do the same. The last player to put a finger on their nose gets a letter – firstly P, then I and finally G.

The first player to reach P-I-G is the loser.

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ROLLING STONE

ROLLING STONE

This fun game can be frustrating at times; you might find yourself close to winning only to find yourself having to start again! It suits four to six players and can be played by almost any age.

For a group of six players we recommend one deck of cards with the 2s removed, for a group of five player remove 2s, 3s and 4s, and if a group of four plays remove 2s, 3s, 4s, 5s and 6s.

Instructions:

The players take turns cutting the deck; the player with the highest card deals eight cards from the deck to each player. Then each player sorts their cards by suit,

the player to the left of the dealer lays one card face-up. The next player has to match that card with one from the same suit. This continues until a player cannot place a card, they must then add all the face-up cards to their hand. They then start the game again laying a single card face-up in the centre, however this card must be of a different suit then the previous.

The winner is the player who runs out of cards first.

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SEQUENCE

SEQUENCE

This is an easy game for children of all ages that requires concentration, patience, two to six players and a standard deck of playing cards.

Instructions:

Cards are ranked numerically (2 to 10, Jack, Queen, King, Ace) while cards of identical suit make up a sequence.

To begin the entire deck is dealt face-down clockwise around the group. The player to the left of the dealer lays down their lowest card in the centre, the player with the next card or cards in the sequence lays them down. This continues until the entire sequence is completed, 2 to Ace.

The player who laid the last card begins the next sequence. The winner is the first player to use up of all their cards.

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SEVENS

SEVENS

This simple, easy to learn game is perfect for two or more players of any age.

Instructions:

All the cards are dealt clockwise and face-down around the group. Players then have to sort their cards into sequence and separate suits. Whoever holds the 7 of Diamonds starts by laying it in the centre. Play continues clockwise, each player adding a diamond card to the sequence, if they can. They can either go up or down in sequence, adding cards either side of the Seven, to form a row.

Players can also start new sequences by adding any other Seven from a different

suit to the game, forming its own row. When a player cannot do either they must skip a turn.

The winner is the first player who uses up all their cards.

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SLAPJACK

SLAPJACK

This is another easy to learn game which can be played by any age group of two to five players.

Instructions:

Deal the entire deck of cards face-down around the group. The player to the left of the dealer starts the game by turning the top card on his pack over and placing it in the centre.

The game continues with each player adding a card to the face-up pile, until a Jack is laid, then all players must try to be the first to "slap" their hand over the pack. Whoever is first adds the pack to the bottom of their pile.

The player to their left starts the game again with a new card placed face-up in the centre. The player with all the cards is the winner.

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SNAP

Snap is a quick game that can be played by the whole family (two or more players.) All you need are the quickest reflexes and a keen observation.

A standard deck of cards is all you need to play snap; however specially intended decks are available. It is also recommended that you use more than two decks when playing in a group of four or more.

Instructions:

Firstly shuffle and deal the cards to all members of the group until there are no more left. It is important not to look at the cards, instead hold them face down, in a stack.

Begin with the player to the left of the dealer. They take their top card, turn it over and place it, face-up, next to their own pile.

The next player does the same, starting their own pile. When a player runs out of face-down cards they simply turn over their face-up pile and start again.

SNAP

This continues until a player notices that two cards on top of any of the face-up piles are the same, for example two Queens. When a player notices this they must shout, "SNAP!" Whoever shouts this first is rewarded with all the cards in both of the matching piles, adding them to the bottom of their own face-down pile. Play starts again with the player left of the winner continuing.

If two or more players call "SNAP!" at the same time they must form a snap pool, with their matching piles of cards placed together in the centre. Play continues as normal until someone turns over a card which matches the top card in the snap pool. The first to call "SNAP POOL!" takes the whole snap pool pile.

If a player incorrectly calls "SNAP!" at any time they can either pay each player with one card or have their entire face-down pile placed into the centre as a new snap pool.

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STEALING BUNDLES

STEALING BUNDLES

This is an unpredictable game, which proves popular with all ages. To be played by two to four players.

Instructions:

Each player is dealt only four cards from a standard deck. Each card is kept separate and face-down. Then another row of four cards is put face-up into the centre. The remaining deck is put to one side.

To begin the player to the left of the dealer looks to see whether they have a card of the same rank (i.e. Kings, Eights) as those in the centre. If they do they can 'steal' this centre card and place it face-up with their card. This is called a 'bundle.'

When a player has a card which is of the same rank as more than one centre card, he can steal them all at the same time and put them in a stack, on top of the other. The game continues clockwise.

When a player has a card of the same rank as the top card in a bundle, they can steal the entire bundle. When a player has no cards that match the centre cards, they 'trail', by placing one of their own cards face-up in the centre instead.

Once all players have used all four of their original cards, they are dealt four new cards. When all the cards have been dealt and played, the winner is the player with the most cards in their bundle.

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