

# DIRECTIONS

## Strong Learning® Card Games

Play up to 15 games with every *Strong Learning* card deck.

**Matches:** Most games call for players to find matches. For most games, matches are two cards with the same text at the top.

**Non-Playing Cards:** Before play, remove non-playing cards, such as: the Directions card, List card and Sample card. Note: Some decks contain fun facts or pictures in the center of the playing cards. Those are not part of the game; they are for information only.

**Wild Cards & Monster Cards:** Use the Monster card when playing Monster game. Use Wild cards when playing Crazy 8s.

## Go Fish

<b>Players:</b> 2-6	<b>Object:</b> to be first to discard all cards	<b>Use:</b> class, home
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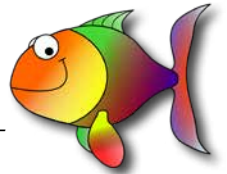
**Remove:** non-playing cards.

**Deal:** Dealer shuffles, deals five cards to each player and places the rest of the cards face down in the center as a draw pile. All players put down any matches in their hand.

**To Play:** Player to the left of dealer shows a card from his hand and asks all other players for a match by saying, "Does anyone have [matching letter, word or phrase]?" and show the card.

- **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 a match, players 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.

**Winner:** The first to match and discard all cards is the winner. If the draw pile is depleted before this, the player with the most matches is the winner.



## Memory

<b>Players:</b> 2-6, or more players as teams	<b>Object:</b> to get the most matches	<b>Use:</b> class, home, remote learning
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**Remove:** non-playing cards.

**Lay Out Cards:** Shuffle and place all playing cards face down in rows in the center of the table. For young players, play with fewer cards by removing matching pairs before shuffling. (For remote learning, the teacher lays out the cards on a table, and shows the cards for all players to see.)

**To Play:** The first player turns over two cards in place.

- **Match:** If the cards match, the player reads aloud the text at the top, takes the cards and goes again.
- **No Match:** If the cards don't match, they are returned face down in place, and the turn moves to the player to the left.

**Winner:** After all cards are removed from the center, the winner is the player or team with the most matches.



## Monster

<b>Players:</b> 2-6	<b>Object:</b> to avoid being the last player to have the Monster card	<b>Use:</b> class, home
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**Remove:** non-playing cards.

**Deal:** Dealer shuffles and deals until all playing cards are dealt. (It's okay if some players have one extra card.)

**Remove Matches:** Players remove all matches, saying the letter, word or phrase as they put them in the center of the table. Young players may find it easier to spread their cards face-up on the table to remove matches.

**To Play:** The dealer 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 (saying the letter, word or phrase) and then offers her hand to the player to her left, who draws one card and follows the same process. Play continues clockwise until only the Monster card is left.

**Winners:** The player who has the Monster card is the MONSTER! All other players are the winners.



# War

<b>Players:</b> 2	<b>Object:</b> to get the most matches	<b>Use:</b> class, home
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**Remove:** non-playing cards.

**Deal:** Dealer shuffles and deals half the deck to each player face down.

**To Play:** Both players turn their top card face up, and each reads the text or numbers at the top of their card. The player whose card has the *higher value* takes the pair, and places them at the bottom of their stack.

**Higher Value:** The higher value refers to the text at the top of the cards alphabetically, where Z is the highest and A is the lowest. In the illustration, the player on the right takes the cards because “rid” is alphabetically higher than “dime.”

**War:** If two overturned cards match, war begins. Each player then places three cards face down and a fourth card face up. Each reads the text or numbers at the top of their card. The player whose card has the higher value takes all 10 cards. Occasionally, there are multiple wars.

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



From Long Vowels VCE Words deck

# Showdown

**Ideal for Team Competition**

<b>Players:</b> 2–12+	<b>Object:</b> to be the team with the most points	<b>Use:</b> class, home
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**Remove:** non-playing cards.

**Separate the Deck:** Separate matches from the deck into two piles, creating two identical half-decks. Shuffle both half-decks.

**Teams:** Divide class into 2 teams. (If only two players, each player is considered a team.) Each team gets one half-deck, which they place face-up in front of them in any arrangement they choose.

**To Play:** Using the List card or printed Word List (download at [StrongLearning.com/directions](http://StrongLearning.com/directions)), the Caller (teacher or assistant) selects a letter, word or phrase randomly, and says it out loud. The first team to have a player place his or her hand on the matching card and say, “GOT IT!” is the potential winner. The Judge (teacher or assistant) then checks. If *correct*, the team earns a point. If *not correct*, play continues from where they left off.



From Long Vowel Digraph Words deck

**Next:** Caller calls out another item from the list, and the above process is repeated.

**Winner:** The team with the most points at the end of a set time is the winner.

# Gin Rummy

<b>Players:</b> 2–4	<b>Object:</b> to be first to get three pairs—Gin Rummy!	<b>Use:</b> class, home
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**Remove:** non-playing cards.

**Deal:** Dealer shuffles and deals six cards to each player, placing the rest of the cards face-down in the center to be the *draw pile*. Dealer turns the top card over to start the *discard pile*.

**To Play:**

- Player to the dealer’s left either takes the top discarded card (for example, if it makes a match) or the top card from the draw pile.
- He discards one card face-up on the discard pile and reads aloud the text at the top of that card to end his turn.
- Play continues clockwise, picking up and discarding cards, reading them as they are discarded.
- If the draw pile is depleted, the dealer removes all cards except the top card from the discard pile. The removed cards are shuffled and are placed face-down to become the new draw pile.
- Play resumes.



From Multiplication Facts deck

**Winner:** The winner is the first player to get 3 pairs. Winner calls, “GIN RUMMY!,” and reads aloud their 3 pairs while placing them face-up on the table.

# Crazy 8s for decks containing Wild cards

**Players:** 2-6

**Object:** to be first to discard all cards

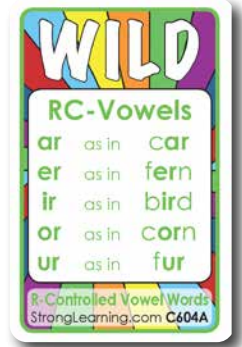
**Use:** class, home

**Remove:** non-playing cards. Wild cards are needed for this game, so keep them in the deck.

**Deal:** Dealer shuffles and deals five cards to each player. The rest of the cards are placed face-down in the center to be the *draw* pile. All players put down any matches in their hand now *and throughout the game*. Top card of the draw pile is turned face-up beside the draw pile to start a *discard* pile.

**To Play:** The player to the dealer's left starts play by *seeing* if he has a card belonging to the same *category* as the top card of the discard pile. (Note that categories are listed on the Wild cards. For example, the five Vowels are the categories on the Wild Card shown at the right.)

- If the player **has** a card from that category, he places it face up on the discard pile.
- If the player **does not have** a card from that category, she picks cards from the draw pile, placing them in her hand until she draws a card from that category. She places the card face-up on the discard pile.
- If the player **has a Wild card** in his hand, or **picks up a Wild card** during his turn, he can choose to change the category to one he has in his hand. The player then discards the Wild card *and* one card from that category.



From R-Controlled Vowels deck

In each case, players read the text at the top when they place a card on the discard pile, and play continues to the next player. If the draw pile becomes depleted, the dealer removes all but the top card from the discard pile. Those cards are shuffled and are placed face-down to become the new draw pile. Play resumes.

**Winner:** The first player to discard all their cards is the winner.

## Line-Up for decks that have content in a sequential order

**Players:** 2-24

**Object:** to be the first team to put cards in correct order

**Use:** class, home

**Deck Suggestions:** Use decks with content that has a sequential order, such as *Alphabet for Pre-Readers* deck, or *any* deck using alphabetical order.

**Remove:** non-playing cards.

**Separate the Deck:** Separate matches from the deck into two piles, creating two identical half-decks. Shuffle both half-decks.

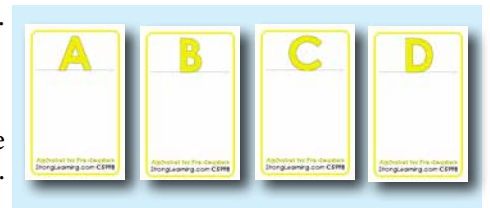
**Teams:** Divide class into 2 teams. If only two players, each player is considered a team.

**To Play:** Each team gets one half-deck. Teams place cards face-up in front of them.

When caller says "GO," each team assembles their cards in the correct order.

When a team says "GOT IT," the other team halts play while the results are checked. The teacher (or assistant) does not move cards. If they are not in correct order, play resumes.

**Winner:** The first team to put the cards in the correct order is the winner.



From Alphabet for Pre-Readers deck

## Reading Race

**Players:** Teacher (or assistant) and 1 player

**Object:** to earn 100 points

**Use:** class, home, remote learning

**Remote Learning**

**Remove:** non-playing cards.

**To Play:** The teacher shuffles the deck and places three cards face-up in front of the player. The teacher times the player using a timer. The player gets points for reading all three cards according to this chart.

After recording the time, the teacher puts out three new cards, and so forth. (**For remote learning**, the teacher lays out the cards on a table, and shows the cards to the player.)

### Reading Race - Point Chart

0-5 seconds	20 points
6-10 seconds	15 points
11-15 seconds	10 points

- Because reading fluency is the goal, it is okay for the player to practice prior to being timed if he or she wishes.
- The point chart is only a suggestion. Modify it as appropriate, including playing with four or more cards. Prizes can be anything, including stars, stickers, candy pieces, etc.
- If the child is anxious about being timed, use fewer cards, or consider playing a different game.

**Winner:** Play continues until the player accumulates 100 points. If the player wants to continue playing after going through all the cards, re-shuffle the deck and continue.



# 9-Square Bingo

Remote Learning

**Players:** 2-30+

**Object:** to be first to get Bingo!

**Use:** class, home, remote learning

**Before Play:** Have enough blank 9-Square Bingo sheets and a copy of the List card or *Word List* for every player. The list contains all items from one deck. (Download both at [StrongLearning.com/directions](http://StrongLearning.com/directions).)

**Remove:** non-playing cards.

**Separate the Deck:** Separate matches from the deck into two piles, creating two identical half-decks. Place one half-deck aside. Shuffle the other half-deck to be the *calling deck*.

**Bingo Cards:** Each player makes their own Bingo card by *randomly* filling in every box on their blank 9-Square Bingo sheet, using a different letter, word or phrase from the list provided.

**To Play:** Caller, who can be a player, turns over one card at a time, calls out the text at the top of the card, shows the card, and places it face-up on the table. Players mark any match by crossing off the box or covering the box with a marker (e.g., button, penny, bottle cap). (**For remote learning**, the caller holds up the cards for all players to see as they are picked.)

**Winner:** Player(s) with matches of three in a row in any direction, or a full card, or all four corners calls "Bingo!" Teacher (or assistant) verifies the winning card(s). If it isn't a winning card, play resumes until there is a winner.



# 25-Square Bingo

Remote Learning

**Players:** 2-30+

**Object:** to be first to get Bingo!

**Use:** class, home, remote learning

**Before Play:** Have enough blank 25-Square Bingo sheets and a copy of the List card or *Word List* for every player. The list contains all items from one deck. (Download both at [StrongLearning.com/directions](http://StrongLearning.com/directions).)

**Remove:** non-playing cards.

**Separate the Deck:** Separate matches in the card deck into two identical half-decks. Place one half-deck aside. Shuffle the other half-deck to be the *calling deck*.

**Bingo Cards:** Each player makes their own Bingo card by *randomly* filling in every available box on their blank, 25-Square Bingo sheets, using a different letter, word, or phrase from the list provided.

If the list has fewer than 24 items, players write *FREE* on any empty squares on their Bingo sheets. For example, if there are 22 items on the list, players write *FREE* in 2 additional squares. In this version, a Bingo requires getting two sets of 5 in a row.

**To Play:** Caller, who can be a player, turns over one card at a time, calls out the text at the top of the card, shows the card, and places it face-up on the table. Players mark any match by crossing off the box or covering the box with a marker (e.g., button, penny, bottle cap). (**For remote learning**, the caller holds up the cards for all players to see as they are picked.)

**Winner:** Player(s) with five in a row in any direction (or two sets of five in any direction) calls Bingo! Teacher verifies the winning card(s). If no winning card(s), play resumes until there is a winner.



# Card-Deck Lotto

Ideal for Team Competition

**Players:** 2-5, or more in teams

**Object:** to be first to match all cards on the Lotto sheet(s)

**Use:** class, home

**Before Play:** Have enough blank Card-Deck Lotto sheets for every player or team (download at [StrongLearning.com/directions](http://StrongLearning.com/directions)). Usually Teacher (or assistant) is the Caller. However, it's okay for players to take turns calling.

**Remove:** non-playing cards.

**Separate the Deck:** Separate matches in the card deck into two identical half-decks. Shuffle both half-decks.

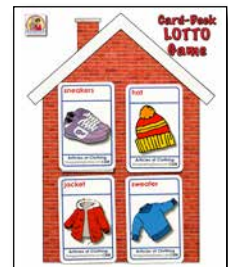
**Hand Out:** Hand out one or more blank Card-Deck Lotto sheets to every player.

**To Play:** Place one half-deck face down on the table. This is the draw pile.

Use the other half-deck to place 4 cards face-up on each player's Card-Deck Lotto sheet(s). Put any extra cards aside.

Caller selects one card at a time from the draw pile and reads the text at the top. The student with the match also reads the text, and the card is placed on top of its match on the Lotto sheet. If no matching card was used, place it on a discard pile.

**Winner:** The first to match all cards on one (or all) of their Lotto sheets is the winner. Optional: Continue play to see who finishes second, third, etc.



# Stickman

Ideal for Team Competition

**Players:** 2–12+, or teams

**Object:** to guess a word or letter

**Use:** class, home, remote learning

Remote Learning

**Remove:** non-playing cards.

**Separate the Deck:** Separate matches in the card deck into two identical half-decks. Set one aside and shuffle the other.

**Teams:** Set up two teams. If only two players, each player is considered a team. Choose to see which team goes first. Team-1 gets the half-deck.

**To Play:** A player from Team-1 turns over one card and draws on paper or whiteboard as many underlines \_ \_ \_ as there are letters in the word(s), or a single \_ if playing with the *Alphabet* decks.

Players from Team-2 guess one letter at a time.

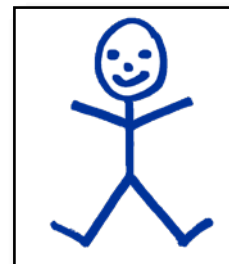
- If the letter **is** in the word(s), a player from Team-1 writes it on the proper underline(s).
- If the letter **is not** in the word(s), a player from Team-1 writes the letter for all to see and draws one part of the Stickman on paper or on the board. One body part is drawn for each incorrect guess.

(For remote learning, the letters and Stickman drawing should be visible for all players to see.)

**How to Draw the Stickman:** Draw body parts in this order: head, body, right leg, left leg, right arm, left arm, right foot, left foot, right eye, left eye, nose, mouth.

Team-2 wins the round if they guess the word before the Stickman is complete. Teams switch roles, and play continues.

**Winner:** is the team that wins the most rounds by a pre-determined time. (Both teams should play the same number of rounds.)



# Treasure Hunt

Ideal for Team Competition

**Players:** 2–24+

**Object:** to find hidden treasure (cards previously hidden by the Teacher)

**Use:** class, home

**Remove:** non-playing cards.

**Separate the Deck:** Separate matches in the card deck into two identical half-decks.

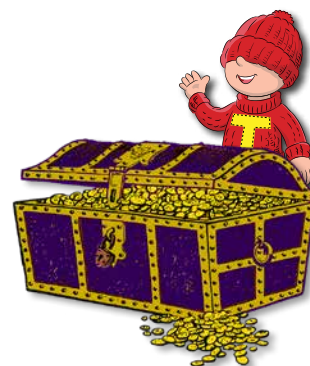
**Teacher Sets up Treasure Hunt:** In advance, the teacher (or assistant) hides all cards from one half-deck around the room(s). Teacher places all cards from the other half-deck face up on a table.

**Teams:** Set up two teams. If only two players, each player is considered a team. Each team writes their team name on a box or paper bag, which are placed on opposite sides of the room.

**Hints:** Teacher provides hints, such as: specifying a room or rooms where cards are hidden; which places are off limits; that cards are hidden in plain sight so nothing has to be opened or moved.

**To Play:** When the teacher says “Go,” students look for hidden treasure (cards). Upon finding a card, the player picks up the matching card, reads the text at the top aloud to the teacher, and places the pair into the team’s box or bag. The player rejoins the others and continues searching until all cards are located.

**Winner:** The team that finds the most hidden treasure in the allotted time is the winner.



# In-the-Doghouse

Ideal for Team Competition

**Players:** 2–5, or more in teams

**Object:** to be first to get their cards out of the doghouse

**Use:** class, home

**Before Play:** Have enough blank In-the-Doghouse sheets for every player (download at [StrongLearning.com/directions](http://StrongLearning.com/directions).) **Remove:** non-playing cards.

**Separate the Deck:** Separate matches in the card deck into two identical half-decks. Shuffle both.

**Hand Out:** Hand out one or more blank In-the-Doghouse sheets to every player.

**To Play:** Place one half-deck face down on the table. This is the *draw* pile.

Use the other half-deck to place 4 cards face-up on each player’s In-the-Doghouse sheets. Put any extra cards aside.

The Caller (or player on his/her turn) selects one card at a time from the draw pile and reads the text written at the top. The player who has the matching card removes it from the Doghouse and both are set aside.

**Winner:** The first to get all of their cards out of their doghouse(s) is the winner. **Optional:** Continue play to see who finishes second, third, etc.





# 9-Square BINGO Game

**Make your own Bingo card.** Fill in all 9 squares using the letters, words, or phrases that appear on the List card or Word List. Be sure to fill in the squares *randomly*. Get any 3 in a row, column, or diagonal, to win BINGO!




# 25-Square BINGO Game

**Make your own Bingo card.** Fill in all 24 squares using the letters, words, or phrases that appear on the List card or Word List. Be sure to fill in the squares *randomly*. The center box is FREE. Get any 3 in a row, column, or diagonal, to win BINGO!

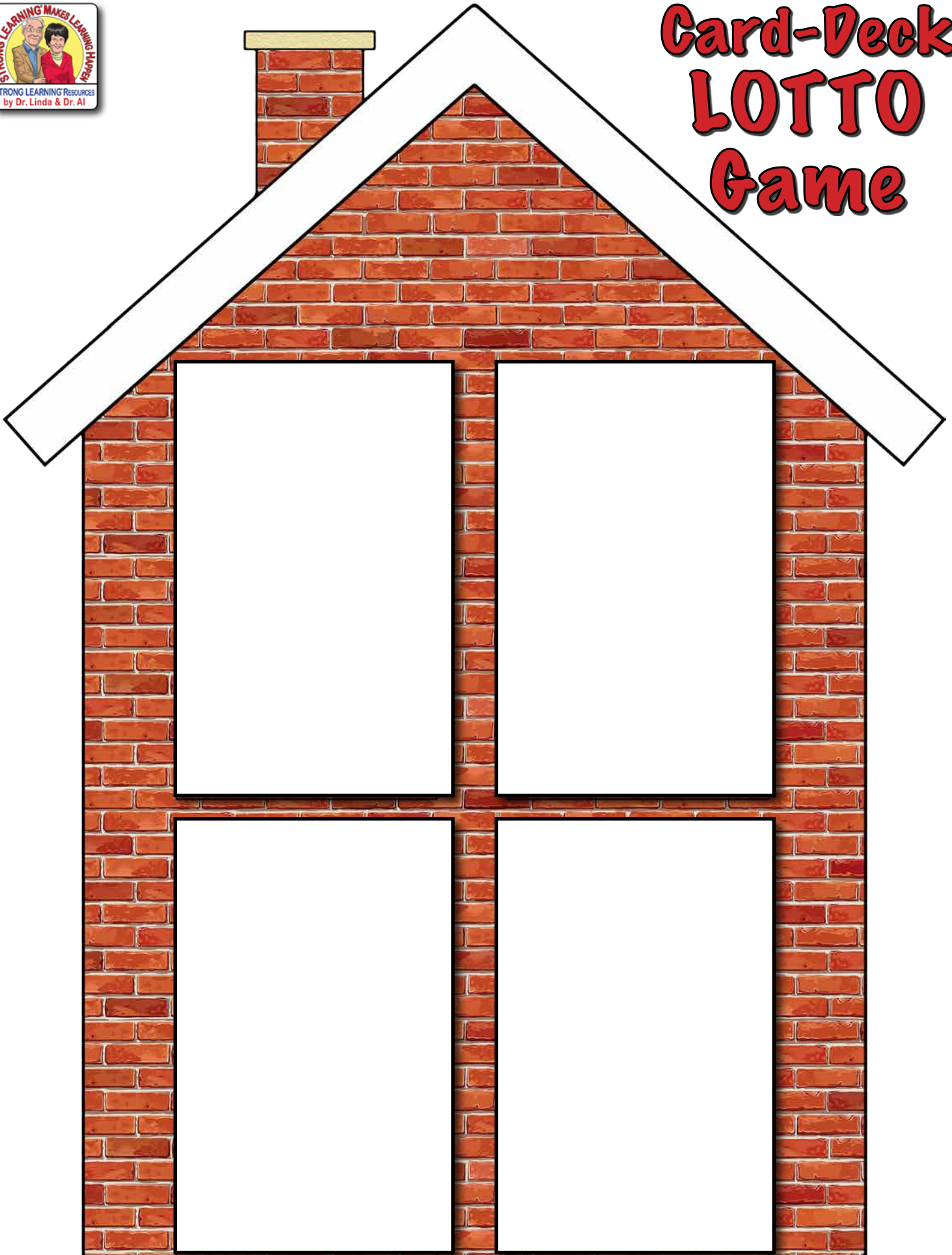
If the Word List has fewer than 24 items, players write FREE on any empty squares on their Bingo sheets. For example, if there are 22 items on the Word List, players write FREE in 2 additional squares. In this version, a BINGO requires getting two sets of 5 in a row.

		<b>FREE</b>		





# Card-Deck LOTTO Game







# In-the-Doghouse Game

