Strong Learning® SuperDeck Card Games

Choose from these games to play with any SuperDeck for unlimited practice!

GENERAL DIRECTIONS: SuperDeck™ Card Games make learning engaging, low-stress, and effective through fun, *purposeful* play. Focus increases, anxiety decreases, and unlimited practice ensures mastery.

1. **Choose a Leader:** The leader may be a teacher, another adult, or any player who can read the List card. (Note: Images or text in the center of the playing cards are for information only and are not part of the gameplay.)
2. **Select a Deck:** For *Phonics* and *Fluency* SuperDecks, the leader chooses the deck that best matches students' learning needs. To identify these needs, use the free Phonics Assessment at www.StrongLearning.com ("Assessment Tools"). To reinforce learning, aim to play at least one round daily, revisiting decks you've used before. For other SuperDecks, the leader and players can select decks together.
3. **Select a Game:** Each SuperDeck can be used to play up to 15 different games. The leader and players decide together which game to play (see below). We recommend starting with "Memory" and, when ready, adding "Go Fish."
4. **Offer Help When Needed:** If a player asks for help or accepts the leader's offer of assistance, the leader reads the text aloud. The player then repeats the word(s) and receives credit as if they had read it independently. Over time, players will need less assistance.

GAME	AGES	Number of PLAYERS	IDEAL TO PLAY			
			IN SCHOOL	WITH TEAMS	AT HOME	REMOTELY
Memory	5+	2–6+	✓	✓	✓	✓
Go Fish	6+	2–6	✓		✓	
Crazy 8s (for decks with Wild Cards)	7+	2–6	✓		✓	
9-Square Write-in Bingo	6+	2–30+	✓		✓	✓
25-Square Write-in Bingo	8+	2–30+	✓		✓	✓
Showdown	8+	2–12+	✓	✓	✓	

The above games are the most popular. Below are additional game variations to select from for even more variety.

War	6+	2	✓		✓	
Gin Rummy	8+	2–4	✓		✓	
Monster	6+	2–6+	✓		✓	
Line-Up	4+	2–24	✓	✓	✓	
Reading Race	6+	2	✓		✓	✓
Card-Deck Lotto	4+	2–5+	✓	✓	✓	
In-the-Doghouse	4+	2–5+	✓	✓	✓	
Stickman	7+	2–12+	✓	✓	✓	✓
Treasure Hunt	4+	2–24+	✓	✓	✓	

SuperDeck Card Games Q&A

Q: What are SuperDecks?

A: SuperDecks are specialized card decks built around key phonemes, word patterns, or educational topics. Each deck offers up to 15 engaging games—such as Go Fish, Memory, and Bingo—that foster interactive learning.

Q: Where can I find directions for the SuperDeck games?

A: Each deck includes a Directions card with instructions specific to that deck. You can also find detailed print and video directions on the following pages or at StrongLearning.com in the Free Resources section.

Q: Do I have to learn to play all 15 games?

A: No. While you're welcome to try all 15 games, most people find two or three favorites. The specific games don't matter—what's important is that students are practicing.

Q: What games do you recommend for different age groups?

A: Memory is ideal for the youngest students, as it doesn't require holding cards. Go Fish is the most popular and encourages lots of reading. Bingo involves both reading and writing, and works for any number of players. See the chart for more details.

Q: I'm a private tutor. Which games are most effective for one-on-one instruction?

A: Go Fish and War work especially well for one-on-one instruction. See the chart for more information.

Q: Is game-based learning effective?

A: Absolutely! Research shows that game-based learning significantly improves both learning and retention.

Q: Is there a teacher's guide available?

A: The included game directions provide all the information needed to guide gameplay effectively, so a separate teacher's guide isn't necessary.

Q: Are Strong Learning SuperDecks aligned with Common Core State Standards?

A: Yes, our phonics SuperDecks are aligned with Common Core State Standards for literacy and follow the Orton-Gillingham approach.

Q: Which ages can benefit from Strong Learning SuperDecks?

A: SuperDecks are suitable for learners of any age. They're equally effective for beginning and struggling readers, as well as adults learning English as a second language.

Q: Do I need to purchase the SuperDeck assortments?

A: No, SuperDecks can be purchased individually. However, the assortments offer an attractive discount.

Q: Are teacher training workshops available?

A: Yes, we offer numerous training workshops, often in conjunction with major organizations such as The Reading League, Everyone Reading, and the International Dyslexia Association (IDA).

Q: What subjects can players learn while playing SuperDeck card games?

A: Our SuperDecks cover many subjects, including phonics (using the Orton-Gillingham approach), fluency, math, general knowledge, and foreign languages.

Directions SuperDeck Memory

Ideal for Team Competition

Players: 2–6, or more players as teams	**Object:** to collect the most matches	**Use:** school, home, remote learning

Setup

1. Remove any non-playing cards from the deck.
2. Shuffle all the playing cards and lay them facedown in rows in the center of the table.
   - **For younger players**, play with fewer cards by removing matching pairs before shuffling.
   - **For remote learning**, the teacher lays the cards on a table and shows the cards for all players to see.

From *Animals We Love* *SuperDeck* C205

Gameplay

The first player takes their turn by turning over two cards of their choice.

- **Match:** If the two cards match, the player reads aloud the text at the top of the cards, takes the matching pair, and continues their turn. They continue their turn until they do not make a match.
- **No Match:** If the two cards do not match, the player returns them facedown to their original positions, and the turn passes to the player on their left.

Winning

The game continues with players taking turns until all the cards have been removed from the center. Once all the cards are collected, the player or team with the most matches is the *winner*.

Video Directions Memory

Directions SuperDeck Go Fish

Players: 2–6	**Object:** to be first to discard all cards in your hand	**Use:** school, home

Setup

1. Remove any non-playing cards from the deck.
2. Shuffle the remaining cards and deal five cards to each player.
3. Place the rest of the cards face down as a *draw* pile in the center.

From *Long Vowel VCE Words* SuperDeck C602A

Gameplay

1. The player to the left of the dealer goes first.
2. On their turn, Player A shows a card from their hand to all the other players and asks if anyone has a matching card by saying, "Does anyone have [read aloud the text at the top of the card]?"
3. If any player has a match, they must give Player A the matching card, who puts down the pair and takes another turn.
4. If no player has a match, they say, "GO FISH!" and Player A takes the top card from the draw pile.
   - **Match:** If the drawn card is a match, Player A puts down the pair, and their turn is over. The play then moves to the player on their left.
   - **No Match:** If the drawn card is not a match, Player A places it in their hand, and their turn is over. The play then moves to the player on their left.

Winning

The game continues until one player *wins* by matching and discarding all the cards from their hand. If the draw pile is depleted before this happens, the player with the most matches at that time is the *winner*.

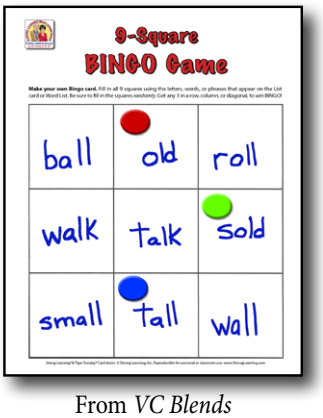
Video Directions Go Fish

Directions SuperDeck BINGO (Two Versions)

Players: 2–30+	**Object:** to be first to get Bingo!	**Use:** school, home, remote learning

9-Square Write-in Bingo

The 9-Square version is ideal for faster games, for playing with young players, or when playing with fluency SuperDecks.



From *VC Blends*
SuperDeck C124

Setup

1. Provide each player with a photocopy of the List Card from the deck (enlarged if desired).
2. Remove any non-playing cards from the deck.
3. Separate the matches from the deck into two piles, creating two identical half-decks. Set one half-deck aside. Shuffle the other half-deck to form the *calling* deck.

Bingo Cards

1. Provide each player with a blank 9-square Bingo card.
2. Each player creates their own Bingo card by *randomly* filling in all nine squares with items from the List Card without duplicating any items.

Gameplay

1. Choose a player to be the *caller*. The caller can be one of the players.
2. The caller turns over one card from the calling deck at a time, reads aloud the text at the top of the card, shows the card to all players, and places it face up on the table. For remote learning, the caller holds up each card for all players to see as it is picked.
3. As the cards are called, players mark any match by crossing off the corresponding box on their Bingo card or covering it with a marker (such as a button or penny).

Winning

Player(s) who get three in a row in any direction (horizontal, vertical, or diagonal) calls out "Bingo!" The teacher or assistant verifies the winning card(s) and declares the *winner(s)*. If the called card is not a winning card, play resumes until there is a valid winner.

Video Directions Bingo

25-Square Write-in Bingo

Setup

The setup is the same as 9-square bingo.

Bingo Cards

1. Provide each player with a blank 25-square Bingo card.
2. Each player creates their own Bingo card by *randomly* filling in all blank squares with items from the List Card without duplicating any items.

Gameplay

Gameplay follows the same rules as 9-square bingo, but now five squares are in each row. If fewer than 24 items are on the List Card, players should write "FREE" in any empty squares on their Bingo cards. For example, if there are only 22 items on the List, players will write "FREE" in 2 additional squares. In this version, a Bingo requires *two sets of 5 in a row*.

From *VC Blends Endings*
SuperDeck C126

Winning

Player(s) who get five in a row in any direction (horizontal, vertical, or diagonal) calls out "Bingo!" The teacher or assistant verifies the winning card(s) and declares the *winner(s)*. If the called card is not a winning card, play resumes until there is a valid winner.

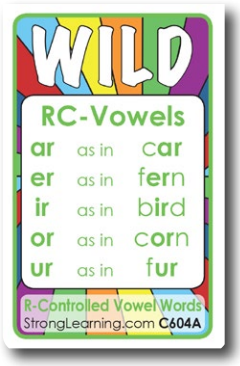
Directions SuperDeck Crazy 8s

for decks containing Wild cards

Players: 2–6	**Object:** to be first to discard all cards	**Use:** school, home

Setup

1. Remove all non-playing cards from the deck. Keep the Wild cards in the playing deck.
2. The dealer shuffles the deck and deals five cards to each player.
3. Place the remaining cards facedown in the center to create the *draw* pile.
4. Each player should lay down any matches in their hands at the beginning and throughout the game.
5. Turn the top card of the draw pile face up beside the draw pile to start the *discard* pile.



From *R-Controlled Vowels* SuperDeck C604A

Gameplay

1. The player to the left of the dealer starts the game.
2. On their turn, the player checks if they have a card that matches the category of the top card on the discard pile (categories are listed on the Wild cards, such as: ar, er, ir, or, ur.)
   - If the player **has** a card in that category, they place it face up on the discard pile.
   - If the player **does not have** a card in that category, they must draw cards from the draw pile one at a time and add them to their hand until they draw a card that matches the required category. They then place that card face up on the discard pile.
   - If the player **has a Wild card** in their hand or **draws a Wild card** during their turn, they can choose to change the category to one they have in their hand. They must discard the Wild card *and* one card from the selected category.
3. Each time a player places a card on the discard pile, they should read the text at the top of the card aloud.
4. Play continues to the next player in a clockwise direction.

Reshuffling the Deck

When the draw pile is empty, the dealer takes all cards from the discard pile except the top card, which remains in the discard pile. The dealer then shuffles the remaining cards and places them facedown to create a new draw pile.

Winning

The game continues until one player has discarded all their cards. That player is the *winner*.

Video Directions Crazy 8's

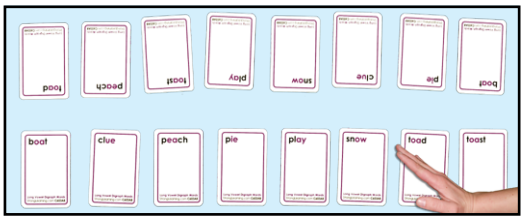
Directions SuperDeck Showdown

Ideal for Team Competition

Players: 2–12+	**Object:** to be the team with the most points	**Use:** school, home

Setup

1. Remove any non-playing cards from the deck.
2. Separate the matches from the deck into two piles, creating two identical half-decks.
3. Shuffle both half-decks.



From *Long Vowel Digraph Words* SuperDeck C603AB

Teams

1. Divide the class into two teams. (If there are only two players, each is considered a team.)
2. Give each team a half-deck, which they should place face up in front of them in any arrangement they choose.

Gameplay

1. Using the List card (enlarged if desired), the caller (teacher or an assistant) randomly selects an item from the list card and reads it aloud.
2. The first team to have a player place their hand on the matching card and shout, "GOT IT!" is the potential winner.
3. The teacher or assistant checks the answer. If it is correct, the team earns a point. If it is incorrect, play resumes with the points unchanged.
4. Play continues with the caller announcing another item from the list, repeating the above process.

Winning

The *winner* is the first team to reach a predetermined number of points or the team with the most points at the end of a set time.

Directions SuperDeck Monster

Players 2–6	**Object:** to avoid being the last player to have the Monster card	**Use:** school, home

Note: Monster follows the same rules as the classic game Old Maid.

Setup

- Remove non-playing cards from the deck, leaving the Monster card in the deck.
- The dealer shuffles the deck and deals *all* the playing cards to the players. It's acceptable if some players have one extra card.

Remove Matches

Players take turns removing all matching cards from their hands. As they do this, they read aloud the text at the top of the cards as they place them in the center of the table. Younger players may find it easier to spread their cards face up on the table while removing matches.

Gameplay

1. The dealer starts the game by offering their hand, spread out facedown, to the player on their left.
2. If the drawn card matches another card in the player's hand, they discard the pair, reading aloud the text on the top of the cards.
3. The player then offers their hand in the same manner to the player on their left, continuing around the table.

Winning

The player who holds the Monster card at the end of the game becomes the MONSTER, while all other players are considered *winners*.

Directions SuperDeck War

Players: 2	**Object:** to get the cards	**Use:** school, home

Setup

1. Remove any non-playing cards from the deck.
2. The dealer shuffles the deck.
3. The dealer deals all playing cards facedown until each player has half of the deck.

Gameplay

1. Both players turn over their top card, placing it face up on the table.
2. Each player reads aloud the text at the top of their card.
3. The player whose card has the higher value (determined alphabetically) takes both cards and places them facedown at the bottom of their stack.
   - The card value is determined alphabetically, with Z being the highest and A the lowest. For example, "rid" has a higher value than "dime."
   - If the two cards are a match (a tie), it triggers a "war" round.

From *Long Vowel VCE Words* *SuperDeck* C202A

War

1. In the event of a tie, *war* begins.
2. Both players place three cards facedown on the playing surface, followed by a fourth card face up as shown.
3. Each player reads the text printed at the top of their card.
4. The player whose card has the higher value (alphabetically) takes all the cards in the current war round, including the cards from the initial tie. For example, in the War round pictured, the player with "rid" takes all the cards.
5. **Another Tie:** If there is another tie during a war, the process is repeated until one player wins the war round and takes all the cards involved.

Winning

The game continues until one player holds *all* the cards, making them the *winner.*

Directions SuperDeck Gin Rummy

Players: 2–4	**Object:** to be first to get three pairs—Gin Rummy!	**Use:** school, home

Setup

1. Remove all non-playing cards from the deck.
2. The dealer shuffles the deck and deals six cards to each player. The dealer places the remaining cards facedown in the center to create the *draw* pile.
3. The dealer turns the top card of the draw pile face up and places it next to the draw pile, forming the *discard* pile.

From *Multiplication Facts* SuperDeck C063

Gameplay

The player to the left of the dealer begins the game.

1. On their turn, the player has two options:
   - They can take the top card from the discard pile if it matches one of their cards.
   - Alternatively, they can draw the top card from the draw pile.
2. After making their choice, the player must discard one card from their hand face up onto the discard pile, reading aloud the text at the top of the discarded card, and their turn ends.
3. Play continues clockwise, with each player repeating steps 1 and 2.
4. If the draw pile is empty, the dealer collects all cards from the discard pile except the top card. The dealer then shuffles the collected cards, places them facedown to create a new draw pile, and plays resumes.

Winning

The *winner* is the first player to collect three pairs. They announce, "GIN RUMMY!" and place their three pairs face up on the table for everyone to see.

Directions SuperDeck Line-Up

Ideal for Team Competition

Players: 2–24	**Object:** to be the first team to put cards in correct order	**Use:** school, home

Deck Selection

Choose decks that contain content that follows a natural sequential order, such as the *Alphabet for Pre-Readers* deck.

From *Alphabet for Pre-Readers* *SuperDeck* C599B

Preparing the Deck

1. Remove non-playing cards from the deck.
2. Split the deck into two identical half-decks by separating the matches.
3. Shuffle both half-decks.

Team Formation

Divide players into two teams. If there are only two players, each is a team.

Gameplay

1. Each team receives one half-deck and places the cards face up in front of them.
2. When the caller says "GO," both teams begin arranging their cards in the correct order.
3. Once a team believes they have arranged their cards correctly, they say, "GOT IT!" The opposing team must pause their gameplay while the results are checked.
4. If the cards are not in the correct order, gameplay resumes.
5. The *winner* is the first team to arrange their cards in the correct order.

Variations For Older Players

Using the Alphabet SuperDeck C599B, you can create exciting variations to enhance spelling skills for older players. Provide each team with a half-deck containing all 26 letters or a complete deck with two sets of 26 letters.

Variation 1: Word Race

In this variation, the caller announces a word, and the objective is for the teams to line up the letters correctly to spell that word. The first team to arrange the letters accurately is the *winner*. If playing with two half-decks, the caller should ensure no duplicate letters in the words to avoid confusion.

Variation 2: Spelling Challenge

This variation challenges the players to use the letters to make words. The caller instructs the teams to spell a three-, four-, or five-letter word *of their choice*. The first team to spell their word correctly is the *winner*.

Directions SuperDeck Reading Race

Players: Teacher (or assistant) and 1 player	**Object:** to earn 100 points	**Use:** school, home, remote learning

Setup

Remove any non-playing cards from the deck and shuffle the remaining cards.

Gameplay

1. The teacher places three cards face up before the player.
2. The teacher uses a timer to measure how long the player takes to read all three cards accurately and awards points according to this chart.
3. After recording the points earned, the teacher places three new cards before the player, and the process continues.
4. The game continues until the player accumulates 100 points and *wins*.

Reading Race – Point Chart	
0-5 seconds	20 points
6-10 seconds	15 points
11-15 seconds	10 points

Notes

- For remote learning, the teacher places the cards on a table and displays them using video conferencing tools.
- It's okay for the player to practice reading the cards before being timed, as the goal is to improve fluency.
- The point chart can be modified, including the option to play with four or more cards.
- Prizes can be awarded based on points earned, such as stars, stickers, candy, or other appropriate rewards.
- If the player feels anxious about being timed, consider using fewer cards or choosing a different game that suits their comfort level.

Directions SuperDeck 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:** school, home

Before Play

1. Make copies of the blank Card-Deck-Lotto sheet and distribute one to each player.
2. Remove non-playing cards from the deck and separate the matching cards into two identical half-decks.
3. Shuffle both half-decks.

Setup

1. Place one half-deck facedown on the table to create the *draw* pile.
2. Use the other half-deck to deal four cards to each player. Set aside any extra cards.
3. Players should place their four cards face up on their Lotto sheet.

From *Articles of Clothing*
SuperDeck C208

Gameplay

1. The caller, or the player whose turn it is, selects one card at a time from the draw pile and reads aloud the text at the top of the card.
   - If any player has the matching card, they read the text and place their card on top of its match on their Lotto sheet.
   - If no player has the matching card, place it facedown to create a *discard* pile.
2. Repeat this process until one player matches all four cards on their Lotto sheet.

Winner

The *winner* is the first player to match all four cards on their Lotto sheet. Optionally, you can continue playing to determine second, third, and subsequent places.

Directions SuperDeck In-the-Doghouse

Ideal for Team Competition

Players: 2–5, or more in teams	**Object:** to be first to remove their cards from the doghouse	**Use:** school, home

Before Play

1. Make copies of the blank In-the-Doghouse sheet and distribute one to each player.
2. Remove non-playing cards from the deck and separate the matching cards into two identical half-decks.
3. Shuffle both half-decks.

Setup

1. Place one half-deck facedown on the table to create the *draw* pile.
2. Use the other half-deck to deal four cards to each player. Set aside any extra cards.
3. Players place their four cards face up in the doghouse.

From *Animals We Love*
SuperDeck C205

Gameplay

1. The caller, or the player on their turn, selects one card at a time from the draw pile, reads aloud the text written at the top, and sets it aside.
   - If any player has the matching card, they should read the text written at the top and remove the card from the doghouse, setting it aside.
   - If no player has the matching card, it should be placed facedown to create a *discard* pile.
2. Repeat this process until one player has removed all four cards from their doghouse.

Winner

The *winner* is the first player to remove all their cards from the doghouse because, as the saying goes, "No one wants to be in the doghouse!" Optionally, you can continue playing to determine second, third, and subsequent places.

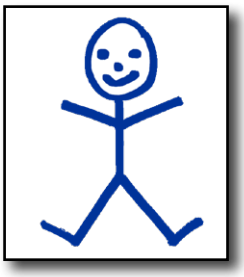
Directions SuperDeck Stickman

Ideal for Team Competition

Players: 2–12+, or teams	**Object:** to guess a word or letter	**Use:** school, home, remote learning

Setup

1. Remove any non-playing cards from the deck.
2. Separate the matches in the deck into two equal piles to create two identical half-decks. Set one half-deck aside and use the other as the playing deck. Shuffle the playing deck.
3. Set up two teams. If there are only two players, each player is a team. Choose to see which is Team 1, the team that goes first. One member of Team 2 picks up the half-deck.



Gameplay

1. One player of Team 2 acts as the "*artist*" and turns over one card to reveal the Stickman word or phrase. The artist then writes a series of underscores "_" on a piece of paper or whiteboard to represent the number of letters in the word or phrase. Be careful that players from Team 1 cannot see the word.
2. **Guessing:** Players from Team 1 try to guess the word by suggesting one letter at a time. They can begin by guessing any letter of the alphabet.
   - **Correct Guesses:** If a guessed letter is in the word, the artist reveals its proper position(s). For example, if the word is "apple" and the letter "p" is guessed, the artist would display the positions of "p" like this: "_ p p _ _".
   - **Incorrect Guesses:** If a guessed letter is not in the word, the artist writes it down as an incorrect guess on the paper or whiteboard and draws one part of the Stickman figure.
3. **Number of Guesses:** The Hangman figure consists of 12 parts, which are drawn in this order: head, body, right leg, left leg, right arm, left arm, right foot, left foot, right eye, left eye, nose, and mouth. The players must guess the word before the complete Stickman figure is drawn. If they do so, they win the round and get a point.
4. **End of Round:** A new round can begin after a round ends—whether by correctly guessing the word or completing the Stickman figure—and the teams switch roles. The artist will turn over another card to see the new Stickman word or phrase.
5. **Winning:** Players can decide on a length of time, a set number of rounds to play, or until a specific score is reached. The team with the most points is declared the overall *winner*.

Directions SuperDeck Treasure Hunt

Ideal for Team Competition

Players: 2–24+	**Object:** to find hidden treasure (cards previously hidden by the Teacher)	**Use:** school, home

Setup

1. Remove non-playing cards from the deck and separate the matches from the deck into two piles, creating two identical half-decks.
2. Before the game starts, the teacher (or assistant) hides all the cards from one half-deck around the room(s).
3. Place the cards from the other half-deck in a line, face up, on a table.

Teams

1. Form two teams. If there are only two players, each player is considered a team.
2. Each team should write its name on a box or paper bag, which they will place on opposite sides of the room.

Hints

The teacher provides hints, such as specifying which room(s) the cards are hidden in, indicating any off-limits areas, and mentioning that the cards are hidden in plain sight and don't require opening or moving anything.

Gameplay

1. When the teacher says "Go," the students search for the hidden cards.
2. Upon finding a card, the player must retrieve its matching card from the table, read the text at the top aloud to the teacher, and place the pair into their team's box or bag.
3. The player then rejoins the group and continues searching until all the cards are found.
4. **Winning:** The team that collects the most hidden cards within the given time frame *wins* the game.

STRONG LEARNING

SuperDeck BINGO

9-Square Write-in Bingo Card

Directions to Make Your Own Bingo Card. Select any nine items from the List card belonging to the deck. Write them *randomly* in the nine squares. Get any 3 in a row, column, or diagonal to win BINGO!

STRONG LEARNING

SuperDeck BINGO

25-Square Write-in Bingo Card

Directions to Make Your Own Bingo Card. Select all 24 items from the List card belonging to the deck. Write them *randomly* in the 24 squares. Get any five in a row, column, or diagonal to win BINGO!

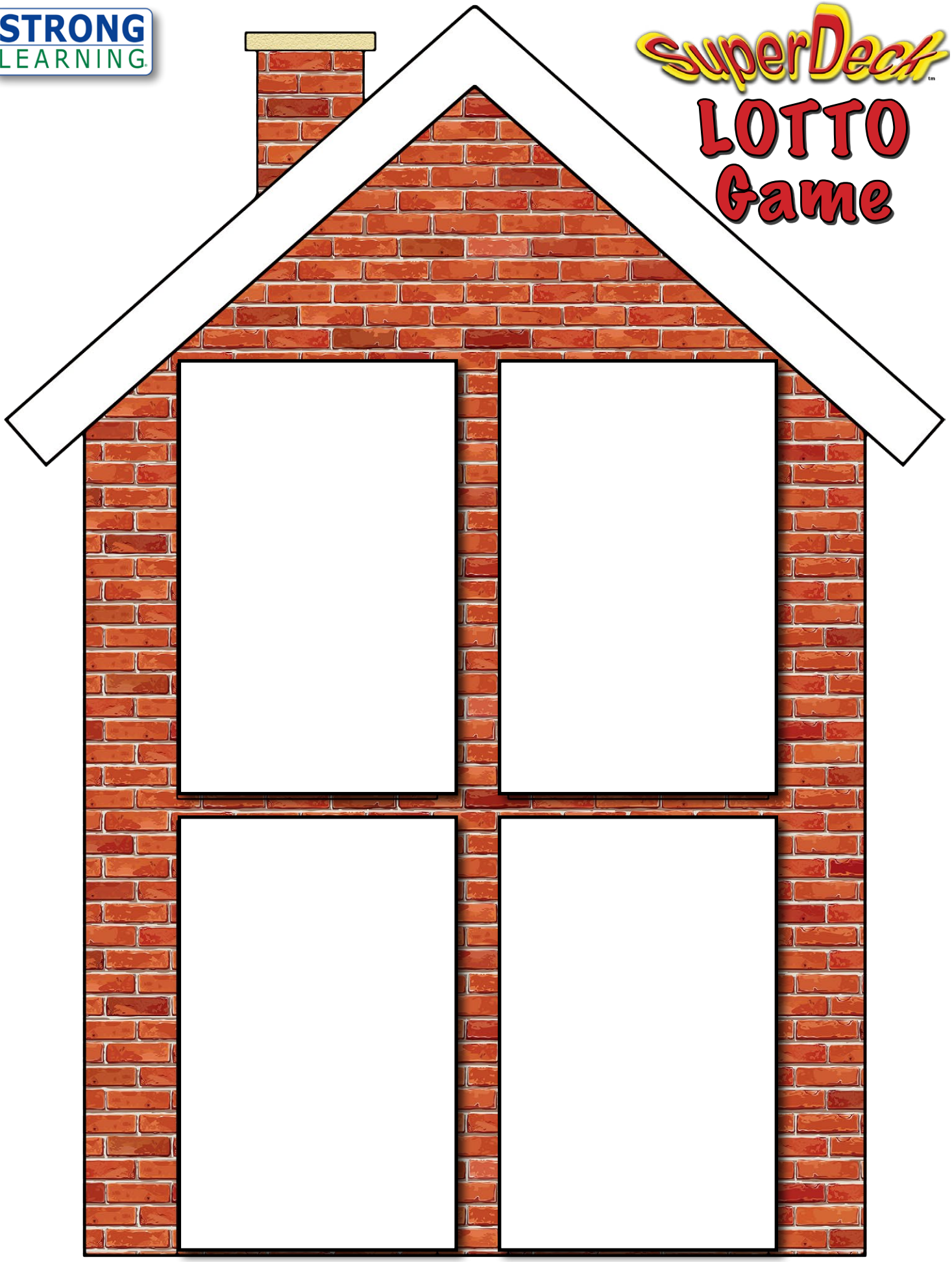
If the List Card has fewer than 24 items, write "FREE" in any empty squares. For example, if there are 22 items on the List Card, write "FREE" in the two open squares. In this version, a BINGO requires *two sets* of 5 in a row, column, or diagonal.

		FREE		

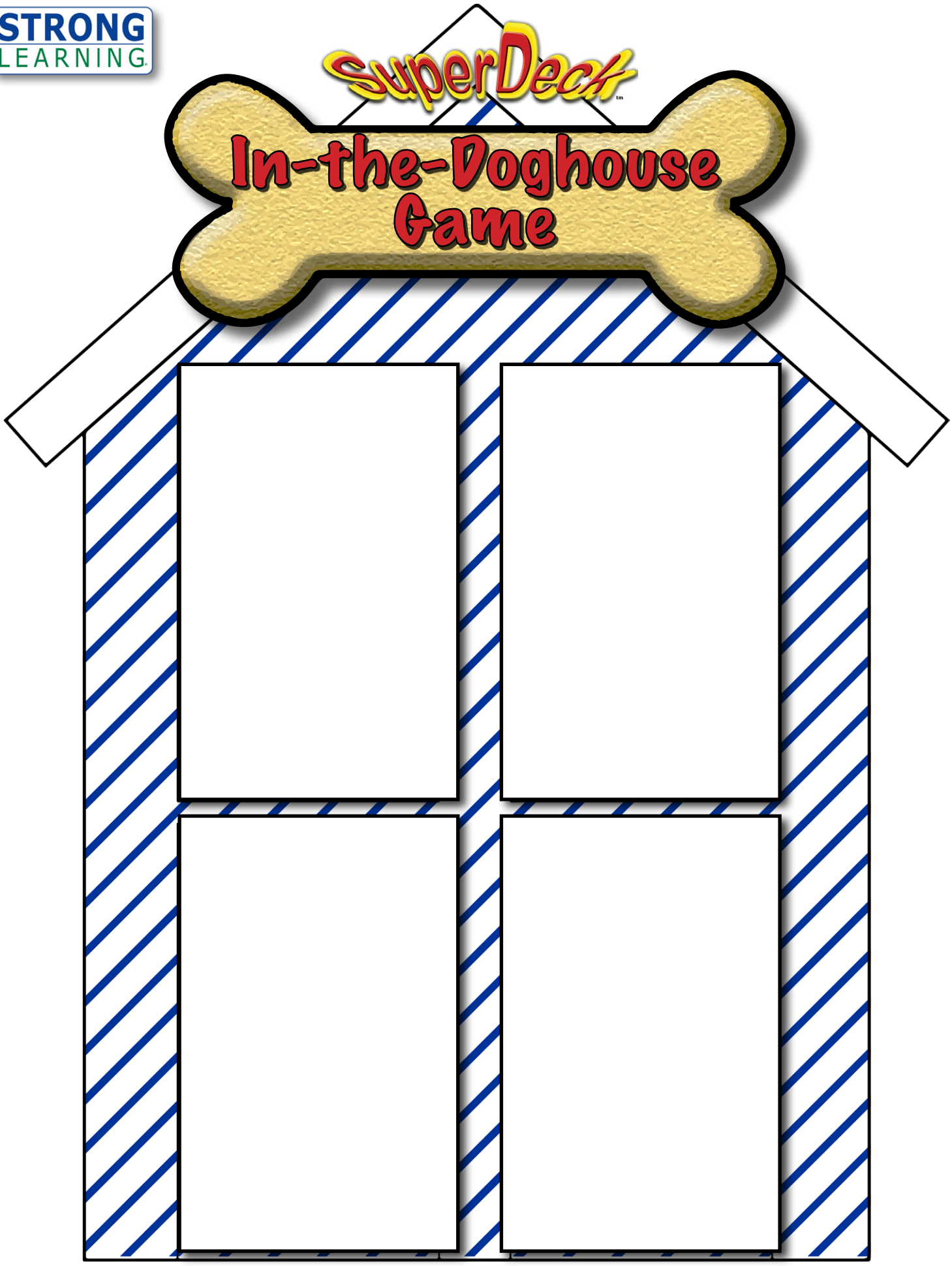
STRONG LEARNING

SuperDeck™

LOTTO Game



STRONG LEARNING

SuperDeck™

In-the-Doghouse Game