

CLASSIC CARD GAMES FOR THE MENTORING HOUR



Memory

Number of Players: 2+ **Age Range:** 3+

Cards: One standard deck of cards, adapted as appropriate for age and ability .

Instructions: Select a number of pairs of cards appropriate to your child. Older children can use the whole pack of 52.

Shuffle, and spread all the cards out face down on the table between the players (you can either choose a random arrangement, or lay the cards out in grid form; the latter makes it easier to remember where cards are placed).

The object of the game is to find matching pairs. Players take it in turns to turn over 2 cards. Let all the players see them and study them. If they are not a matching pair, try to remember what and where they are, then turn them back over. Play then passes to the next player. If they *are* a matching pair, that player removes them from the table and keeps them, and then has another turn.

When all cards have been removed from the table, each player counts up the number of cards they have collected. The player with the most cards is the winner.

Old Maid

Number of Players: 3+ **Age Range:** 5+

Cards: A standard deck of 52 cards is used, but with one of the Queens removed. This leaves a pair of Queens in one color and a single Queen (the old maid) in the other.

Instructions: All the cards are dealt, face down. It doesn't matter if some players end up with more cards than others.

The players then sort their cards, keeping them hidden from all other players. Anyone holding pairs of matching cards, with the same number or picture, should put them down face up. If anyone has three matching cards, he only puts down one pair and keeps the spare card. If anyone has *four* matching cards, he puts down two pairs.

The player to the left of the dealer then fans his cards in his hand so he can see them all, although he keeps them hidden from the other players. He offers them to the player on his left, who cannot see them, but takes a random card from the fan. If the card he picks matches any he already has, he puts down the pair. If not, he keeps it in his hand. Then, he, in turn, fans his cards and offers them to the player on his left.

This continues until all the cards have been put down in pairs, except the Old Maid, which is left alone and cannot be paired. The person left holding this card is the Old Maid, and loses the game.

Slap Jack

Number of players: 2 to 5

Age Range: 4+

Cards: Standard deck

Instructions: Deal the cards out completely, face-down. The player to the left of the dealer starts by turning the card on the top of his pack face-up in the center of the table. Play continues with each player adding a card to the face-up pile, until somebody turns up a Jack (Knave), as which point all players try to be the first to "slap" their hand over the stack. Whoever gets their hand there first take the pack and adds it to the bottom of their pile.

The player to their left starts a new face-up pile, and play continues.

If you lose all your cards you have one more chance to stay in the game, by slapping the next Jack that appears. If you miss that one, you are out for good!

The last person in is the winner