

Go Fish – Instruction card

Vocabulary

Do you have a _____?

Go fish.

Numbers 1-9

Ace, King, Queen, Jack

Instructions for teaching Go Fish:

- Using the card deck, review numbers. Either teach *Jack*, *Queen*, *King*, and *Ace* or remove them from the deck.
- Start with a mini-demonstration of the game: Give each student 3 cards to lay face up in front of them.
- Write the question, *Do you have a _____?* on a sentence strip or white board. Practice saying it. Fill in a number and have them point to it if they have one in front of them.
- Write, *Go Fish* on the board. Practice saying it. Teach them if that if they don't have the number, this is what they say.
- Model choosing someone to ask, making a pair, and drawing another card if the person answers, *Go Fish*.
- Continue to play the game with the three cards face up in front of everybody.
- Now tell them you will make it harder. Deal out 5 or 7 cards and play the traditional way.

Uno – Instruction card

<u>Vocabulary</u>		
Numbers 1-9	Draw 2	Uno
Skip	Draw 4	
Reverse	Wild card	

Instructions for teaching UNO:

- Using the card deck, review numbers.
- Show a *Skip* and *Reverse* card. Pass a pencil around the circle. When you hold up a *Reverse* card, reverse the direction of the pencil. Likewise, skip a player when the *Skip* card is shown.
- Show a *Draw 2* and *Draw 4* card. Model. Then show a card randomly to each player and they pick up the correct number of cards.
- Deal three cards to each player. Have them lay them face up in front of them.
- Play a game to model. Show how they must match the color or number.
- Finally, show them a Wild card. Explain that they can play any card and choose a new color if they use this card.
- Continue to play the model game until someone has *UNO*, and then until a player is 'out'.
- Now deal 7 cards to each play and play according to the traditional rules.

Dominoes – Instruction card

Vocabulary

Doubles

Match

Domino

Instructions for teaching Dominoes:

- Lay out domino tiles face up.
- Have students count the dots on several tiles.
- Teach *doubles*. Have students find examples of doubles in the tiles.
- Teach *match*. Have students find two tiles that match.
- Turn the tiles over and have each player choose 7 tiles. They can place these face up in front of them.
- The player with the highest double begins by placing that tile in the center.
- The next student has to match a tile perpendicular to that tile.
- Play continues, with tiles being matched end to end, or perpendicular if it is a double.
- Players take an extra tile if they cannot play.
- Play continues until someone has used all of their tiles.
- Play for points if desired. Rules for a basic domino game can be found here:
<https://www.dominorules.com/straight-dominoes>

Checkers – Instruction card

<u>Vocabulary</u>	
Forward	Dark square
Backward	Light square
Diagonally	King
Jump	

Instructions for teaching Checkers:

- Teach game vocabulary using the Total Physical Response method (TPR).
 - Give each player a checker and together move *forward, backward, & diagonally*.
 - Everyone puts theirs on a *dark square, light square, jumps over another checker, builds a king, etc.*
 - Students say the phrases as you all do them together.
 - Leave the vocabulary card on the table for the reference for the students.
- When students demonstrate confidence with these moves, set up the game and show them the basic rules, i.e, staying on their colored square, how to jump to take an opponent's checker.
- Most rules can be learned as they play, so introduce only the basics. (Some students will already be familiar with this game).

