

MAKE A PAIR CARD GAME

Make a Pair is a simple card game which is sometimes just called Pairs.

The aim is to get as many pairs as you can.

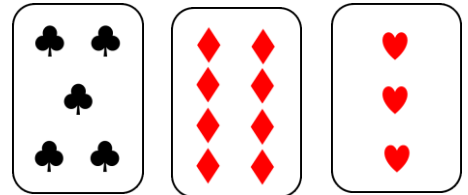
Age range: Kindergarten+

Number of players: up to 4

Learning: counting and recognising an array of symbols as a number; memory

You will need

- A pack of playing cards with the numbers covered up, so only the symbols: clubs, diamonds, hearts and spades remain as shown.



Instructions

- The cards are all shuffled and placed face down in a random arrangement on a table or flat surface.
- When it is their turn, each player chooses two cards and turns them over so all the players can see. The player then counts the symbols and says the number related to each card they turn over.
- If the two numbers match then the player has made a pair and picks the 2 cards up and puts them in their pair pile.
- If the two numbers do not match then the player turns them back over and leaves them in the same place they were originally in.
- Play now passes to the next player and the process is repeated.
- The game finishes when the last pair has been picked up and there are no cards left.
- Players then count up how many pairs they have won and the player(s) with the most pairs is the winner.

Variations (change the rules to make the game more interesting)

- If a player manages to make a pair, then they get another turn.
- When counting up at the end of the game, pairs of Jacks, Queens or Kings score 2 points each. All other pairs score 1 point each. The player with the highest score is the winner.
- Choose your own scoring system for Jacks, Queens and Kings – they could each have a different score.
- If a player counts the symbols incorrectly and says the wrong number then they forfeit their turn and play passes on to the next player.

