

Literacy This Week



Yukon Literacy Coalition

We are a society of people dedicated to improving the quality of life of all Yukoners. We do this by building the foundational skills required for lifelong learning; acknowledging that we are all adapting to an everchanging world.



Did You Know? Card games are not just fun to play, they're educational! Sorting, counting, taking turns, and identifying numbers helps develop basic math skills; logic and critical thinking; social skills; and so much more.

Here's a list of simple, engaging games that you can play as a family to support everyone's growth and learning at home.



MEMORY

Age 3+, Players: 2-4

- 1 Lay out all of the cards face down on the table in rows, for example 4 rows of 13 cards each. The rows should form a big rectangle.
- 2 The first player flips over 2 cards. If the 2 cards "match," they become a pair. The player wins that pair, places it aside, and goes again. If the two cards do not match, the next player takes their turn.
- 3 Players continue taking turns flipping over cards in groups of 2 until all of the cards have been matched and collected.
- 4 At the end each player counts their pairs. The player with the most pairs wins.

SNAP

Age: 3+, Players: 2-6 (best with 3 or more)

- 1 One player deals the entire deck to all of the players, so each player has an equal pile of cards. For example, if your game has 4 players, each will have 13 cards. Each player places their pile of cards face down in front of them.
- 2 The first player flips over their top card and places it in the centre of the group.
- 3 The person to their left flips over their top card and places it on top of the card in the centre. The players take turns like this until the card placed on the centre pile matches the one underneath it.
- 4 When two cards match, the first player to yell 'SNAP' wins the cards in the middle and adds them to their pile. It does not have to be your turn for you to yell 'SNAP.'
- 5 When a player has no cards left, they are out of the game.
- 6 The game ends when only one player has cards left. This player is the winner!

TWENTY-ONE

Age: 8+, Players: 2-10



The aim is to have your hand of cards add up to 21 points, or as close to 21 points as you can. The player with the hand worth closest to 21 at the end of each round wins.

Cards are worth the following points:

2 = 2 | 3 = 3 | 4 = 4 | 5 = 5 | 6 = 6 | 7 = 7 | 8 = 8 | 9 = 9

10 = 10 | Jack = 10 | Queen = 10 | King = 10 | Ace = 11

- 1 Before the game begins, choose 1 person to be the DEALER. The dealer shuffles the cards and deals 2 cards to each player.
- 2 Each player looks at their hand and counts their points.
- 3 If a player's points are already 21, or close enough to 21 that they think they can win the round, they tell the dealer they want to 'STAY' and do not ask for more cards. Players that 'STAY' wait until the end of the game to reveal their cards.
- 4 The remaining players take turns asking the dealer for another card until they too want to 'STAY'.
- 5 If at any point a player's hand adds up to more than 21, that player 'FOLDS' and is out of the round.
- 6 After all players have either 'STAYED' or 'FOLDED', the players left in the round must show their hand. The player whose points add up to the closest to 21 wins!

No cards at home? No problem! Drop by our office at suite #207, Horwoods Mall, and pick up a free deck of travel cards!



Yukon Literacy Coalition

Suite 207, 100 Main Street, Whitehorse, Yukon Y1A 2A8

Ph: 867-668-6535 **Web:** www.yukonliteracy.com

Email: yukonliteracy@yukonliteracy.com