

SHAPE CARD GAME

Practice Identifying Matching Shapes

Below are three card games that can be played with the matching shapes deck. These games foster learners' ability to identify matching shapes. It is recommended that learners can play these games in groups of 2-4.

When determining which learner should go first, consider using shapes as the criteria. For example, choose the learner who is wearing the most circles.

GO FISH

- 1) One learner shuffles the deck and deals out 5 cards to each player. The rest of the deck is placed face-down in the center of the table.
- 2) All players look at their hand and reorganize the cards so that matching cards are next to each other.
- 3) The first player picks another player and asks if they have a certain shape (ex: do you have any squares?). They must already have a card with this shape in the hand in order to ask another player for the same type of card.
If the second player has any cards with that shape on them, he/she must give all of those cards to the first player. The first player gets to go again.
If the second player does not have any of the cards asked for, they say "Go Fish!". The first player picks up a card from the deck and their turn ends.
- 4) Once a player has collected all four cards of the same shape, they immediately lay them down in a pile in front of them.
- 5) If a player runs out of cards in their hand, they immediately draw 5 more from the deck in the center. When the center deck runs out of cards, players continue asking each other for cards until all cards have been laid down. If a player runs out of cards, he/she waits for the others to finish the game.
- 6) Each player counts how many four-of-a-kinds they collected. The player with the most wins the game.

SNIP, SNAP, SNORUM

- 1) One learner shuffles the cards and deals them out to the players until none are left.
- 2) All players look at their hand and reorganize the cards so that matching cards are next to each other.
- 3) The first player places one of their cards in the center of the table and names that shape. Moving clockwise, learners place any cards in their hand that match. If they have none they pass their turn. If they have more than one card that matches they play all of them.
When they play the first matching card, the player calls out "Snip!"
When they play the second matching card, the player calls out "Snap!"
When they play the third and final matching card, the player calls out "Snorum!"
This ends the round.

- 4) The player that placed the last card (snorum) starts the next round by choosing a new shape and playing any of their cards that match the shape.
- 5) The game continues until one player gets rid of all of their cards. That learner wins.

SNAP!

- 1) One learner shuffles the cards and deals them out to the players (as equally as possible). Learners keep their deck face-down in front of them.
- 2) Select a learner to go first, who will draw their top card and place it next to their deck.
- 3) Moving clockwise, learners take turns drawing cards, until two of the faceup cards match (i.e. congruent shapes of each other).
- 4) Anyone who notices the match should say "Snap!".
The first learner to say snap takes both matching piles and places them at the bottom of their face-down deck.
If someone says snap when there is no match, they put their face-up deck in the center of the table. It is now a *snap pool*. If there already is a snap pool in the center, this deck is added as a separate pile.
If two or more learners say snap at the same time, their face-up decks are combined and placed in the center of the table as a snap pool.
- 5) Learners continue to take turns drawing cards. If a top card matches the top card of a snap pool, the learners should say "snap pool" instead.
- 6) If a learner runs out of cards, they are out of the game. The game continues until one player has won all of the cards.

Tip: These games focus on recognizing and matching shapes, but the cards can also be used for colour identification. Each colour was used four times (for example, light blue appears on two square cards, one pentagon card, and one semi-circle card). These games can be tweaked so that instead of matching shapes, learners are asked to pair colours.















