



Fluency Cards: Games to Play

For all games, cards 'match' if they represent the same number, regardless of color.

When a player makes a match they must say the number sentence out loud (ie. $8 \times 7 = 56$).

Concentration (2-3 players)

Use 2, 4 or 6 colors of cards. Deal them out face down. Each player turns over two cards at a time allowing everyone to see them both. If they match, the player keeps them. If not, the player turns them back over in the same place.

Power Play (2-3 players)

Use all of the cards. Deal all of the cards out to the players. Each player stacks their cards face down. Each player then turns over the top card. The player with the highest value wins the cards from that round and puts them under their stack. If the cards have the same value, each turns over the next card and the higher value gets all of them. If a tie continues, keep turning over cards, each player one at a time until there is a higher value. (For 3 players, only the 'tied' players keep turning over cards)

Rummy (2-3 players)

Deal each player six cards to form their 'hand'. The remaining cards are stacked face down in the center. Players take turns taking the top card. If the card matches a card in the hand in value, play the pair and the turn ends. If it doesn't match, continue drawing cards until a match is found. Once a match is played, discard any one card onto the discard pile to finish the turn. First player to run out of cards ends the game. The player with the most pairs wins (regardless of how many cards are left in the hand). Discard pile may be shuffled to continue the game as needed.

Trio (2 players)

Same set up as for Rummy. The first player takes two cards and may make a trio (3 cards with the same value) or may discard one card, ending the turn. The next player may take the top card from the discard pile or two cards from the draw pile. A card from the discard pile may only be taken if it completes a trio. If all cards end up in players' hands (no stack or discard pile), players take turns drawing from each other, one at a time, until someone's hand is gone. Note: if a player is dealt a trio, it may be played *in place* of that player's first turn.

Opportunity Knocks (2-4 players)

Shuffle all the cards together and place in a stack facedown. Each player draws 5 cards. Player 1 turns over the top card from the stack. If that player can match its value, they take the card to make a pair and set it aside. If that player cannot make a match, the next player may make a match with that card before turning over a card to start their turn. If no one can make a match, the card goes into the discard pile. If the draw pile runs out, the discard pile is shuffled then turned over to make a new draw pile. Play continues until a player goes out (runs out of cards) to win.

