





- 1. Space Cards: Place carpet squares or tape box shapes randomly around the floor. Make sure that children can jump from one square to another so they do not need to step outside the boxes. Then place cards randomly around and have the children jump from square to square reaching out to pick up as many cards as they can.
- 2. Call Collect: Use the same set up described above but have the children call off what card they pick up. The child with the most cards called out and collected, wins in 5 minutes is the winner. (You may use a song instead of a timer.)
- 3. War: This is a popular game. Shuffle the deck and split the cards into 2 equal piles face down. One for each player. Then take turns flipping the cards over. Whichever person turns over the highest rank card, gets to take all the cards in that play. If the cards are equal, then repeat the process and the winner takes all the cards in the two back to back plays.
- 4. Discovery: Clip a card to each child's back and have them ask others for clues. The others can answer questions with "yes" or "no" to help reveal which card is clipped to their back.
- 5. Trap A Deck: All cards are placed in 1 pile in the center of playing area. Each child takes 1 card at a time and places it between 2 body parts and no 2 cards can touch each other. For example, you may place cards between fingers, knees, ankles, toes, elbows, elbow & ribs.

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