

abound

Sanity-in-Place **Ideas**

Game ideas (all)-

game playing provides lots of skill-
building opportunities, so have at it!



games

SO many skills are learned while playing games -- both cognitive, and social & emotional. Once children get in the habit of playing games according to the rules, there is no end to the kinds of game-playing fun you can have at home. The rule-following can take some time, however, and there should be opportunities for them to play without rules, especially when they are little. But challenging them to play by big-kid rules is worth doing, assuming everyone has the energy to be positive and patient! Below are the daily game ideas from S-I-P scheduled, aggregated.

- Try any board game or card game to start the week. Before you begin, describe someone you know who is a graceful winner.
- Try **Crazy Eights** today. Use only as many cards as he can hold to start!
- Try **Go Fish**, making sure to use a real deck (not a set of Go Fish cards)! Explain what a face card is and a 1-eyed jack!
- Show your child how to play **solitaire**. Talk about how the face cards rank, King, Queen, Jack (descending). This card game will be too hard for her to play alone for a while, but it's a great game to work on together!
- Play **PIG!** With only 4 cards to hold, this is a good one logistically for little hands. Lots of learning about controlling emotions, too. Play with 2 adults and one child to start, or an older sibling with patience to go slowly.
 - <https://bicyclecards.com/how-to-play/pig/>
- Try **Crazy Eights** today, but make another card "wild," too. Explain that a "wild" card has a super power -- you can make it into whatever is most helpful to you.
- Try **Go Fish**, making sure to use a real deck (not a set of Go Fish cards)! Explain what a face card is and a 1-eyed jack!
- Play **solitaire** together again. See if your child remembers the order of face cards - King, Queen, Jack (descending).

- Play a game of **concentration** by putting out half of the cards in a deck on the floor (making sure there are pairs of each). Talk about how you remember where cards are in the grid of cards, and that's why it's important to keep cards where they were originally placed.
- Try **Crazy Eights** again today. Before you begin, describe someone you know who is a graceful winner, and someone who isn't such a great loser. Ask why he thinks people play this game with eights as the star...
- Explain **Slap Jack**.. <https://bicyclecards.com/how-to-play/slapjack/>
 - Before you play, talk about what makes this game hard and sometimes frustrating. Ask her if she thinks it will be a good game for her or if another card game would be less stressful.
- Try **Go Fish**, making sure to use a real deck (not a set of Go Fish cards)! Talk about cards more generally, including how in some card games the suits have value, and that the most valuable suit is spades (and then hearts, diamonds, clubs). Talk about how to remember what is worth more.
- Try to get a number of people to play **PIG** on this Friday afternoon. Let your child find the sets of 4 matching cards from within the deck, and tell her that she needs one set for each person playing.
 - Deal out all the cards and play SNAP. Talk about the letters and sounds for J, Q &K as jacks, queens & kings are play. Discuss how hard it is to play poorly and not complain!
 - Play SNAP again today. Talk about the name of this game, too. Go through other card game names and how they seem to apply more to the actual game (Crazy Eights, Go Fish, Slapjack). What other names does your child think would be better for this game?
 - Play Slapjack and compare it to Snap. Talk about how in one game you use your voice to show you notice, and the other you use your hand. Which way is more satisfying? Which is easier? Could either way be an option for both games?
 - Play Slapjack again today, and change it to be Slapqueen or Slapking. Talk about whether it's hard to adjust to slapping a new letter!
 - Have your child choose a card game to play on this Friday, and if he chooses Snap or Slapjack, ask how he thinks you should indicate that you notice a jack or a pair -- by hitting your hand on the pile or by saying a word aloud? See if he can deal the cards!
 - Play Old Maid using a deck of cards. Take out half of the cards so there aren't as many to hold, and this time make the unpaired card a king and change the name to Old Man. (If the spirit moves you, talk about how Old Maid was a derogatory term for women who didn't marry!) <https://bicyclecards.com/how-to-play/old-maid/>

- Play Go Fish using only hearts and spades. Talk about how the heart and the spade shapes look similar. Explain the saying, "in spades," meaning a big quantity -- a lot of something. Think together of things you have "in spades." Explain that it comes from the fact that spades are the suit with the highest value in the game of bridge.
- Play Go Fish with only face cards and aces. It will be a quick game and you can use the time well by comparing the pictures and talking about the 1-eyed jack, and what a jack is anyway (jack was a commoner's word for what was called the knave, the male servant of royalty).
- Play Old Maid, but this time see if he would want to choose a random card to be the Old Maid. Talk about whether it's harder if it's not a face card. Talk about how any card could be the Old Maid/ the card no one wants, as long as it's decided ahead of time and agreed upon by everyone playing.
- Have your child choose a card game to play on this Friday. If *you* don't have time to play, have her put each suit in ascending order, 2 through Ace - and call it a game... You might want to do one suit together so she has a model. Tell her it will be a good way to make sure you have all the cards in the deck for the next time you play, too!