



Play it Forward

PLAY
THE HIGHEST
FORM OF RESEARCH.
Albert Einstein



Thank you for attending our Success Night!

*“At play, children are empowered to learn on their own terms, in their own ways, and in their own time; this freedom is what distinguishes play from other activities. Play allows children **to take the initiative, to test their physical and mental limits, and to explore positions of power and questions about good and evil.** In play, children use words and symbols to transform the world around them, creating worlds where they can act ‘as if’ rather than ‘as is.’ Play is a pleasurable and highly motivating context in which children can **explore possibilities and solve problems that are beyond their reach in ordinary life.**” (Source: *Play, Participation, and Possibilities*)*

The Robert Rundle Success Night was an opportunity to celebrate a successful year of learning and growth. We hope you enjoyed the games and food! Learning—and learning through play—is important to us at Robert Rundle. Therefore, we intend to “**play** it forward” by challenging families to host their own Family Game Nights. Play one of the new games you learned and take a picture of your family playing together. If you haven’t yet done so, follow us on Twitter @RRSchool. Then, post your family gaming photo to Twitter and tag it with #RRFamilyGameNight. (Or send the picture to us at school.) You will be entered to win a Rundle Family Game Night prize.

Featured Games

Alphabet Farm Game	3
Alphabet Toss.....	3
Concentration.....	4
Connect 4	4
Cow Counting	5
Crazy Eights	5
Dice Bingo.....	6
Flip It	6
Friendly Concentration.....	7
Go Fish.....	7
Hi Low.....	8
High Rollers.....	9
Multiplication Mania	9
Roll a Story.....	10
Snap	10
Spelling Battleship	11
Vocabulary Cubes	12
War	12
Yahtzee	13
Zap.....	14

Alphabet Farm Game

Number of Players: 2–3 players

Skills: alphabet recognition, turn taking, working collaboratively

Equipment: “Alphabet Farm” game board, alphabet cards, bingo dabbers or markers

How to Play:

1. Players take turns selecting an alphabet card and naming the letter.
2. Each player finds the corresponding letter on their game board and marks it with a bingo dabber or marker.
3. Continue playing until all letters are covered.

Goal: To identify and stamp all the alphabet letters by working together.

Alphabet Toss

Number of Players: 1–2 players

Skills: alphabet recognition

Equipment: alphabet strip, alphabet dice, counters or chips

How to Play:

1. Lay the alphabet strip on a flat surface.
2. Take turns rolling the alphabet dice, then finding the letter on the strip and cover with a chip.
3. If the letter is already covered, you lose a turn. (Another version would be to take your opponent’s chip and replace it with your own.)
4. Play until all letters are covered.

Goal: To see who can cover the most letters. Count how many chips you each have after all the letters are covered.

Concentration

Number of Players: 2–4 players

Skills: memory skills

Equipment: deck of 52 playing cards

How to Play:

1. Shuffle and spread cards face down on a table between two to four players.
2. Players take turns turning over two cards and letting other players see them and study them.
3. If they are not a matching pair, try to remember what and where they are, then turn them back over.
4. The next player turns over two cards. If they are a matching pair, that player removes them from the table and keeps them and has another turn.
5. When all cards have been removed from the table, each player counts up the number of cards they have collected.
6. The player with the most cards wins.

Goal: The object of the game is to find matching pairs.

Connect 4

Number of Players: 2 players

Skills: strategy/planning, logic, divided attention, geometric thinking, pattern recognition

Equipment: 21 yellow checkers, 21 red checkers, Connect 4 game base

How to Play:

1. Decide who plays first. Players will alternate turns after playing a checker.
2. On your turn, drop one of your checkers down ANY of the slots in the top of the grid.
3. Play alternates until one player gets 4 checkers of his/her colour in a row. The 4-in-a-row can be horizontal, vertical, or diagonal.

Goal: The player that connects 4 of his/her pieces in a row wins. This can be done horizontally, vertically, or diagonally.

Cow Counting

Number of Players: 2 players

Skills: turn taking, comparing numbers, subitizing

Equipment: cow game board, dice, chips or markers (pompoms)

How to Play:

1. Each player takes turns to roll a die and place corresponding number of spots (markers) on the cow.
2. Players compare the number of spots on each cow.
3. The player with the most spots says “Moo!”
4. Players remove the spots to start again.

Goal: Compare numbers to see which player has more spots on the cow.

Crazy Eights

Number of Players: 2–4 players

Skills: strategy, turn-taking, concentration

Equipment: standard deck of 52 cards

How to Play:

1. In a two-player game, each player is dealt seven cards. In a game with three or four players, each player is dealt five cards. The rest of the deck goes facedown in a pile, with the top card turned up beside it. This is the discard pile.
2. The player to the left of the dealer discards a card from his hand that matches either the number or suit of the top card in the discard pile. For example, if the card is a five of hearts, he/she could play any heart or any five. If the player does not have a matching card, he/she picks up a card from the deck and sees if he/she can play it.

3. Eights are wild and can be put down on any suit. For example, an eight could be played to match a heart. The next player must match their card to the number or suit that the eight was meant to cover.
4. Play continues with players matching the card at the top of the discard pile.
5. If a Jack is laid the next player misses a turn. If a player discards a two, the player to their immediate left is required to pick up two cards from the stockpile.
6. If the deck runs out before the game is over, the discard pile can be used, shuffle them first.

Goal: The first player to use up all his/her cards wins.

Dice Bingo

Number of Players: 1–20 players

Skills: subitizing

Equipment: bingo game card, dice, marker

How to Play:

1. Roll the die.
2. State the number of dots without counting.
3. Mark off the square whenever a number appears.
4. When the squares are all coloured in BINGO!

Goal: The player with a blacked out card wins! BINGO!

Flip It

Number of Players: 2 players

Skills: graphing, more/less

Equipment: game board, counters or coloured chips

How to Play:

1. Each player chooses a colour of chips.

2. Spill the chips and separate into colours.
3. Place the number of counters on the squares in the graph.
4. Who has more? Less? How many more? Less?

Goal: To see who has more chips in the graph.

Friendly Concentration

Number of Players: 2, 3, or 4 players

Skills: addition, recalling “friendly pairs” of numbers that equal ten

Equipment: one deck of “Power of Ten” playing cards (or number cards, A=1–9, from a deck of playing cards)

How to Play:

1. Remove the two 10 cards from the Power of a Ten deck of cards. Shuffle the remaining 18 cards and spread them face down on a table or on the floor. Arrange the cards in equal rows (3 x 6 or 2 x 9, if you’re using “Power of Ten” cards; 4 x 9 or 6 x 6, if you’re using number cards A=1–9 from a deck of cards).
2. Player #1 flips over two cards, one at a time, while pronouncing the value of each. Where the two cards add to equal ten, the player retains both cards and continues to take another turn. Where the two cards upturned are dissimilar, the cards are then returned face down to the spread of cards.
3. Player #2 then takes his/her turn and flips over two cards, stating the value of each.
4. The game continues until all cards have been claimed.
5. The winner is the person who retains the most cards.

Goal: To obtain as many friendly pairs (two cards adding to equal ten) as possible. The player with the most cards at the end of the game wins.

Go Fish

Number of Players: 2+ players

Skills: number recognition, turn taking, hand-eye coordination

Equipment: standard deck of 52 cards

How to Play:

1. Choose a “dealer” to hand out cards. If there are two or three players, each player is dealt seven cards. If there are more people taking part, each player is dealt five cards. The remaining cards are placed face down in a pile. This is the “fish pond.”
2. Each player sorts their cards into groups of the same number or suit (i.e., pair of threes or pair of kings), making sure not to show anyone. Each person lays down their pairs when it is their turn.
3. The “requester” (person to the left of the dealer) starts the game by asking another player for cards that will match his hand. For example, if the requester has a king, he/she will ask the other player for a king. If the other player has this card, he/she must hand it over.
4. The requester continues asking the same player for more cards until the player does not have the cards he/she wants. If the player does not have the right cards, he/she can tell the requester to “Go fish.”
5. The requester then has to take one card from the “fish pond.” The player who told him to “Go fish” becomes the new requester.

Goal: The winner is the first person to have no single cards left, only complete sets. If two people run out of cards together, the player with the most sets wins the game.

Hi Low

Number of Players: 2 players

Skills: adding, subtracting

Equipment: deck of playing cards

How to Play:

1. Shuffle the playing cards.
2. Deal the entire deck of playing cards to each person.
3. Players keep their pile of playing cards face down.
4. Each player turns over 2 cards and adds or subtracts them, calling out the answer.
5. The player with the higher answer wins all the cards.

Goal: The player with the most cards wins!

High Rollers

Number of Players: 2+ players

Skills: place value, numeracy

Equipment: 9-sided or regular die, “High Rollers” page, pencil

How to Play:

1. Each player takes turns rolling the die and recording that number into a place value on the High Rollers handout trying to build the largest number.
2. Continue until all place values are filled. Each player reads their number.

Extension: Play “Low Rollers.”

Goal: The player with the largest number wins.

Multiplication Mania

Number of Players: 2–3 players

Skills: multiplication by 5s

Equipment: game board, 1 set of blue game cards, 1 set of white game cards

How to Play:

1. Player 1:
 - Flip over a white card and multiple that number by 5.
 - Flip over a blue answer card.
 - If the card has the answer you need, put the card face down in front of you and you receive a point.
 - If the card is not the answer you need, put the card face up in front of you for others to steal.
2. Player 2

- Flip over a white card and multiple that number by 5.
- If the answer you need is face up in front of another player you can steal that card, put it face down in front of you and you receive a point.
- If the card you need is not there, flip over a blue answer card.
- If the card has the answer you need, put the card face down in front of you and you receive a point.
- If the card is not the answer you need, put the card face up in front of you for others to steal.

3. Continue taking turns until all of the blue cards are gone.

Goal: The player with the most cards face down in front of them at the end of the game wins!

Roll a Story

Number of Players: 1–2 players

Skills: story telling and sequencing

Equipment: “Roll a Story” game board (included at the end of this book), dice, pencil, paper

How to Play:

1. Roll a dice and read what character will be in your story.
2. Roll again for the setting, and then again for the problem.
3. Tell your story to a friend, or write down a story that matches what you rolled!

Goal: To tell a story that includes the character, setting, problem that you rolled.

Snap

Number of Players: 1–4 players

Skills: matching skills

Equipment: deck of cards

How to Play:

1. Choose a card dealer. Deals cards face down. Players do not look at cards.
2. Player to left turns card over. Next player does the same. This continues until a player notices that two cards on top are the same.
3. The first player to yell “snap” receives all cards in both matched piles and adds them to the bottom of his/her face down pile.
4. If two players yell at same time, they form a “snap pool.” Play continues until someone turns up a card that matches the snap pool.
5. First player to yell “snap” wins the “snap pool.”
6. If a player mistakenly yells “snap” he/she must give each player one card from his/her face down pile

Goal: The winner of the game is the one with all of the cards.

Spelling Battleship

Number of Players: 2 players

Skills: using coordinates, spelling

Equipment: battleship grid, pencil, spelling list

How to Play:

1. Both players secretly choose 5 spelling words and write them under their “My Word List” and on their “My Words” grid. Words may be written horizontally, vertically or diagonally. Words may touch but can not overlap.
2. Players take turns calling out coordinates. If a player’s opponent has a letter in the corresponding box, the opponent says “hit” and tells the other player what letter is in the box. If the box is empty, the opponent says “miss”. If it was a hit, the player who made the shot writes the letter on their “Opponent’s Words” grid at the correct coordinate. If it was a miss, the player marks the box with a dot.
3. At the same time, the opponent marks his/her grid. If it was a hit, the opponent circles the letter in the “My Words” grid. If it was a miss, the opponent marks the box with a dot.
4. If the shot was a hit, the player player goes again.

5. The player may guess the word, but it must be spelled correctly otherwise it counts as a miss.

Goal: To be the first person to sink his/her opponent's spelling words.

Vocabulary Cubes

Number of Players: 2 players

Skills: word definitions, synonyms, antonyms, drawing, connecting, drama

Equipment: dice, "Vocabulary Cube" game template, spelling list, pencil

How to Play:

1. Both partners decide on the same 6 words to practice.
2. Write the words on each line but partners should not know the order in which they are written.
3. The first player rolls the first dice to know which word to use. He/she then rolls the second dice to see which strategy to use. Second Dice Strategies are:
 - 1 = Make a connection to another word
 - 2 = Give the definition of your word
 - 3 = Draw the word
 - 4 = Act it out
 - 5 = Give a synonym or antonym
 - 6 = Use the word in a sentence
4. Continue taking turns until all words have been used.

Goal: To figure out and correctly spell words based on your partner's strategy.

War

Number of Players: 2 players

Skills: multiplication

Equipment: deck of cards

How to Play:

1. Divide the deck of cards evenly among both players.

2. Each player flips over 2 cards at the same time.
3. Each player multiplies their 2 cards together to get a product. For example, player one flips over a 2 and a 10, multiplied together is 20. Player 2 flips over a 3 and a 7 to produce 21.
4. The winner of each round collects the other players cards.
5. Face cards are considered 10.
6. If the product is the same, then the players flip over 2 more cards and multiply them together. The winner of that round collects all the cards.

Goal: To collect all 52 cards.

Yahtzee

Number of Players: 2–6 players

Skills: mental math, practicing multiplication and addition, recognizing basic facts

Equipment: cup, 5 dice, scorecards

How to Play:

1. On each turn, roll the dice up to 3 times to get the highest scoring combination for one of the 13 categories (you can find the different categories on your scorecard).
2. After you finish rolling you must place a score on the scorecard in one of the categories. If you can't enter a score, then you must fill in a 0.
3. Keeping playing until all categories have been filled out with either a number or a 0. Once all 13 categories have been completed, add up the total. The player with the highest score wins!
4. Here is how to score the lower section:
3 of a kind = Total of all 5 dice
4 of a kind = Total of all 5 dice
Full House (ex. 2 dice-4's, 3 dice-5's) = 25 points
Small straight (ex. 2,3,4,5) = 30 points
Large straight (ex. 1,2,3,4,5) = 40 points
YAHTZEE (5 of a kind) = 50 points
Chance = Total of all 5 dice rolled

Goal: The player with the highest score at the end of the round wins!

Zap

Number of Players: 2–5 players

Skills: adding, counting on, risk-taking

Equipment: this is a commercial card game, but could easily be played with a regular deck of cards

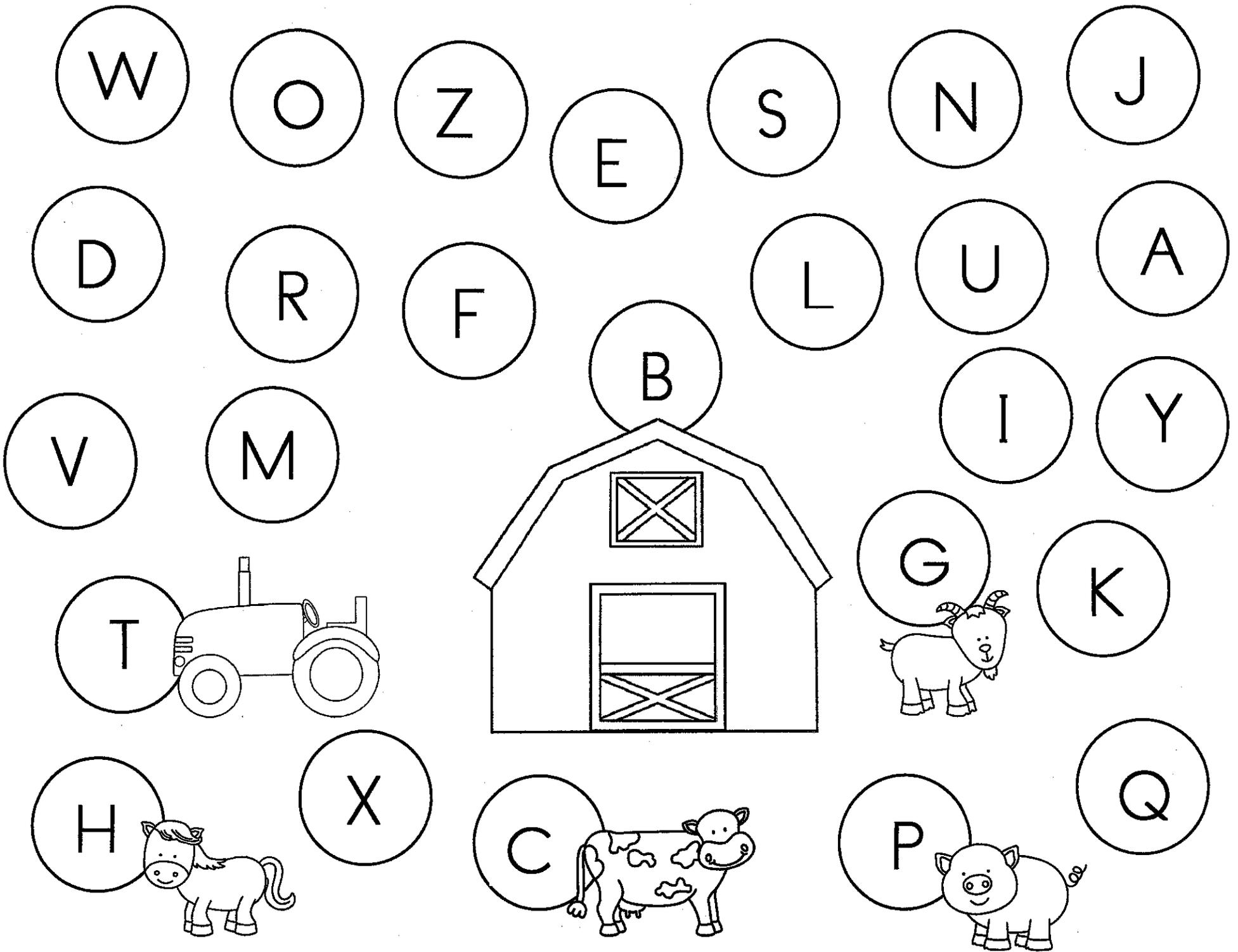
How to Play:

1. Get a paper and pencil to keep score.
2. Shuffle the cards and place the stack face down.
3. Choose a player to start.
4. Draw cards from the stack one at a time. Add up the points on the cards. Get as many points as possible without drawing a green ZAP card or a blue DOUBLE ZAP card.
5. You can stop drawing at anytime. Take the total points for that turn as your score.
GREEN ZAP — gives you a score of 0 for that turn
BLUE DOUBLE ZAP — you have to go back to 0 and start building points again
6. Keep taking turns.
7. The first player to get to 50 wins!

For more challenging play: Play backwards! Start with a score of 50 points and subtract the numbers as you draw cards. the first player to reach 0 wins!

If using a regular deck of cards: Depending on the level of adding you want to do, use cards A–5. ZAP and DOUBLE Zap cards can be face cards. (Use as many as you want!)

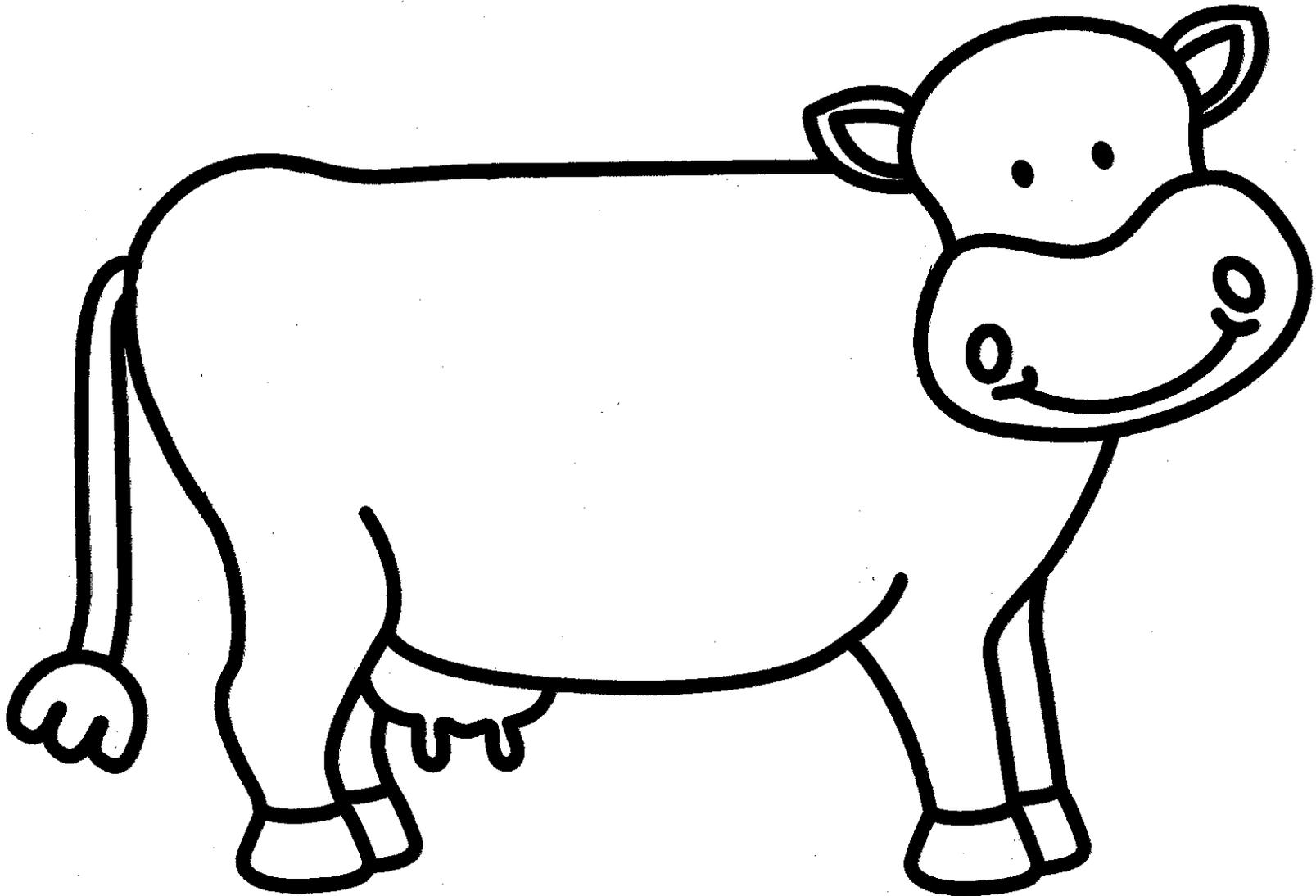
Goal: To be the player to get to the set points limit (i.e., 50 points).



A	B	C	D	E
F	G	H	I	J
K	L	M	N	O
P	Q	R	S	T
U	V	W	X	Y
Z				

a	b	c	d	e
f	g	h	i	j
k	l	m	n	o
p	q	r	s	t
u	v	w	x	y
z				

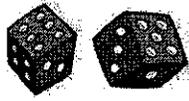
Cow Game



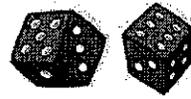
Flip It

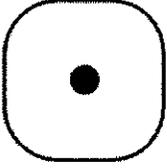
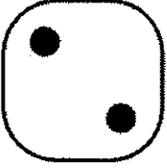
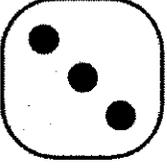
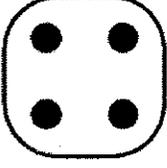
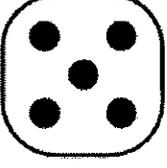
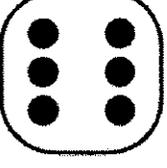
--

--



Roll-a-Story!



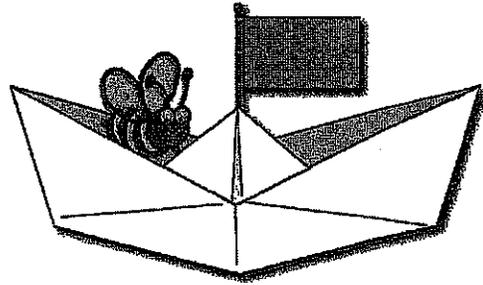
Rolled #	Character	Setting	Problem
	a two-headed monster	inside a hidden cave	found an unlucky penny
	a fire-breathing dragon	at a farm	was chased by a tornado
	a beautiful princess	by a lake	got lost in space
	an ugly toad	in a hot desert	got separated from his/her friend
	a handsome knight	in a dark forest	ate a poisoned berry
	a grumpy bear	at a magical castle	lost his/her memory

Directions: Roll the dice THREE times, once for each column, to mix-and-match different story elements. Record each story element on the graphic organizer, along with any additional story ideas!

Spelling Battleship

My Words

A										
B										
C										
D										
E										
F										
G										
H										
I										
J										
	1	2	3	4	5	6	7	8	9	10



My Word List

Opponent's Words

A										
B										
C										
D										
E										
F										
G										
H										
I										
J										
	1	2	3	4	5	6	7	8	9	10



On Your Turn

If your shot is a hit, write the letter on your Opponent's Words grid at the proper coordinates. If your shot is a miss, mark your opponent's grid with a dot.

On Your Opponent's Turn

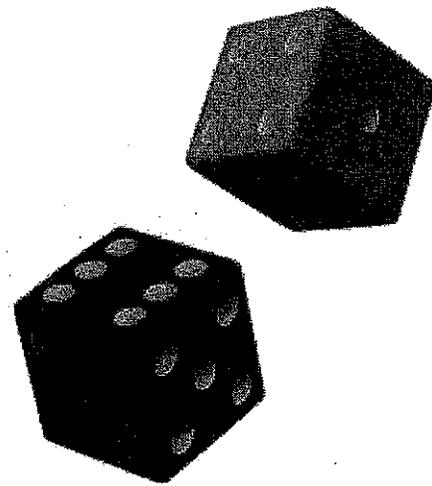
If your opponent's shot is a hit, circle the letter on your My Words grid. If your opponent's shot is a miss, mark your grid with a dot.

Vocabulary Cubes

First Dice Words

Both partners choose the same 6 words to practice, then write a word on each line. Do not let your partner see the order of your words. Your partner should figure out your word from the strategy you use.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____



Second Dice Strategies

- 1 = Make a connection to another word
- 2 = Give your definition of the word
- 3 = Draw the word
- 4 = Act it out
- 5 = Give a synonym or antonym
- 6 = Use the word in a sentence