

Inside *Evolution of Games for Middle School...*

Lesson 30: Card Games

Essential Question

What do all card games have in common?

Types of Card Games

There are many, many types of card games using the standard 52-card deck. Here are some categories and guidelines about play.

Trick-Taking Games

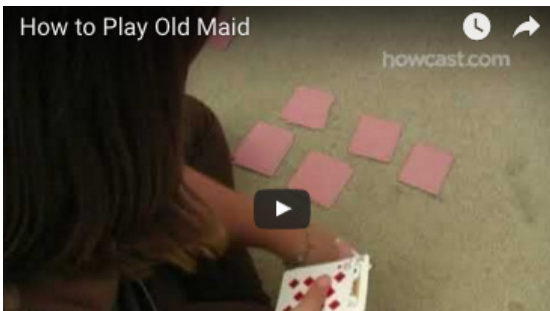
The object of a trick-taking game is to win as many (or, in some games, as few) tricks as possible. A trick is a term for a *round*, where (normally) all players play cards into the center of the table, the cards are compared, one player deemed the winner of that trick, and then the cards moved to the side. Winning the trick is based on the particular rules of the game. Commonly a *trump* is designated. For example, if *spades* is *trump*, then the highest spade played in a round wins that round (trick). Examples of this type of game are **Bridge, Hearts, Five Hundred, Whist, Euchre, Spades, Twenty-eight** and **Twenty-nine**.

Here's a quick tutorial on the game of Hearts.



Shedding Games

In shedding games, players start with a hand. The winner is the first player to empty his or her hand. **Old Maid** falls into this category. Do you have younger brothers or sisters? This is a great game to play when babysitting or just having fun with anyone in kindergarten through grade 5.



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Description

Students compare and contrast a variety of card games.

Lesson Specific College and Career Readiness Standards addressed for your state can be found [here](#).

Materials

Decks of cards

Notes/Lesson Plan

As you discuss the various game types, play a hand or two of each to better explain them.

Flesch-Kincaid Grade Level 6.1

Assignments

[Re-Designing a Game](#) Activity

[Play Card Games](#) Activity

[Add Assignment](#)

[Manage Assets](#)

Re-Designing a Game

Description

Work in teams or individually.

Choose any one of the following games:

- Ur
- Senet
- Tic-Tac-Toe
- Nine-Man-Morris
- Checkers
- Chess
- Backgammon

These games were all created and played at a time when all games were hand-crafted. Re-design the game to include at least one component that required a printing press to distribute. (This can include a mass-produced paper product, such as cards, or a more detailed board). Do not change the playing pieces. Create a prototype of the game and write up the changes to the rules.

Instructor Note

Use the Game Board Rubric to assess student work.

Depth of Knowledge Applied:

- Level 4: Extended Thinking / Reasoning

Question 1:

Upload a JPEG of your game board here.

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Play Card Games

Description

Choose from the large number of card games mentioned in the lesson and play them with classmates or friends.

Try to play games you have not played before.

All these games were very popular. Some retain their distinct "fun factor," while others feel dated.

Record the games you played. Try to think like a game designer when you play—what do you like and dislike about each game? How would you improve the rules or other parts of the game?

Instructor Note

If you have students that play the same game using different (local) rules, you might want to encourage or start a discussion about the differences.

Use applicable rubrics for assessment.

Depth of Knowledge Applied:

- Level 2: Skills and Concepts/Basic Reasoning

Question 1:

Create a list of your top three games. What elements do the games have in common? Upload your response here as a PDF or Word document.

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