

# Games with cards

## Head's up / Guess who I am



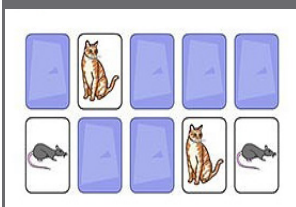
In this classic, rapid-action guessing game, players are given a card which they place on their forehead. To find out which flower you have been given you can ask any questions to the group but their replies can only be 'YES' or 'NO'.

## Snap



Another classic, rapid-action game. It is best played with 2 decks of cards but alternatives can be played. A variation using classification works well i.e. flowers from the same family. On their turn, each player turns over the top card from their face-down pile. When someone turns over a card that matches a card already face-up on another player's pile, players race to be the first to call "Snap!" The player who calls "Snap!" first wins both piles and adds them to the bottom of their face-down pile.

## Pelmanism / Matching pairs



A memory card game in which matching pairs must be selected from memory from cards laid face down. The player who gets the most matched pairs wins. Best played with 2 sets of cards although alternatives can be created. Gather a range of flowers that you have the cards for. Place all flowers and cards under separate paper plates. Players reveal one card at a time and try to find a matching flower card.

## Find someone with...



A grouping game. Hand out a card to each person. The group then arrange themselves into groupings. For instance all people with yellow flowers group together or all flowers with 5 petals group together. Come up with a series of groupings to mix the group up.

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## Poker hands



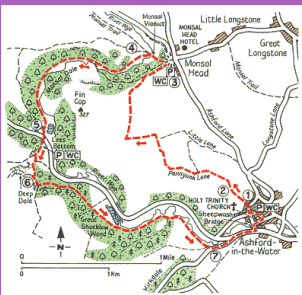
A variation on a classic card game. Cards are dealt out with each person receiving 5 cards. 2 cards can be swapped from your 'hand' from the remaining deck until you're happy with your hand. Hands are ranked highest to lowest. A suggested order: 1 - 'Royal flush' All cards from same flower family / same colour / habitat, 2 - 'Four of a kind', 3 - 'Full house' 3 of a kind & a pair, 4 - 'Three of a kind', 5 - 'Two pair' & 6 - 'One pair'.

## Pile 'em high



This is a learning activity where you sort the cards into piles. once you've done this there are extension ideas to develop your knowledge and informatin about all the flowers in the pack Arrange the into those you know and those you don't know. Separate the ones you know into those you've seen and those you haven't. Divide all piles into those you know facts about and those you don't. If there are any facts or informaiton you know about each flower write this down on the cards.

## Random walk



Each group is given 5 cards. They then have to plan a walk that encompasses where each of these are found. You could limit the length of the walk, duration or even the elevation allowed. Would work well with DofE or ML groups

This bit is blank for you to write your suggested activity (or why not book on a workshop!)