



This 54 card AGO deck contains: 36 Question cards (colored Aqua, Green, Orange and Purple, and numbered 1-9); 4 Pick up cards; 4 Change direction cards; 4 Jump a player cards & 6 Change color cards.

A Few Tips for Teachers and Parents:

Use the AGO *Award Sheet* to keep players motivated, and on the right path!

The games are listed in order of difficulty. You can further adjust difficulty & content by removing cards from the deck as is appropriate.

Once students are comfortable with the language on the cards, encourage them to improvise questions, and expand answers.

If a player wins Last Card early on, keep them involved by asking them other players' questions from time to time.

Most of all, keep it lively and fun!

Warm Up Activities:

Chit Chat: Spread a selection of cards face up on the table. Students take turns selecting cards and asking each other questions.

Rock Scissors Paper: Choose a selection of question cards relevant to your lesson. After practicing the language, place these cards face down on a table. Players take turns selecting a card, which they ask the next player up. After, both players play rock scissors paper to determine who wins the card. The loser repeats this process, picking up another question card, asking the next player and playing rock scissors paper again.

Quiz Show:

This simple classroom game for 2 or more players is a great way to introduce AGO to lower level students.

The teacher asks a selection of questions using cards from the deck. Players raise their hands to answer (depending on the students level, the teacher may offer some guidance). If a player answers correctly, they get the card. Each card is worth its number value (i.e. a 7 card is worth 7 points). The player with most points at the end, wins.

Optional Rule:

Bonus Rounds: To make it more interesting, include a few bonus rounds as follows:

Place one *action card* for each player face down on the table. After mixing them up, players each select one card, and add the points to their score. (include a 'pick up' card as a booby prize). (check the 'Hunting' rules for the action card point values).

Hunting

The objective in this game for 2-5 players is to score as many points as possible.

How to Play: All cards are spread out face down on the table. Play rock scissors paper to determine a starting player. Players initially take turns in a clockwise order.

On a player's turn, they pick up one of the face down cards. If it is a question card, the question is read out for the next player to answer. If it is an action card, its instruction is followed.

Play continues in this fashion until all cards are picked up, or the teacher calls time. The player with the highest score, wins.

Scoring:

Cards 1-9 are worth their number value.

Pick up cards are worth their pick up value (i.e. pick up 3 = 3 points). The player also gets to pick up the number of cards specified (also

adding these to their score, and following their instruction).

Jump a player and **Change direction** cards are worth 5 points.

Change color cards are worth 10 points.

Last Card

This game works best with 2-5 players. The objective is to get rid of all of the cards in your hand as quickly as possible.

How to Play: A dealer shuffles, then deals seven cards to each player. Remaining cards are placed face down in a draw pile.

Play rock scissors paper to determine a starting player. They may now play any card from their hand onto the table to begin play. Players initially take turns in a clockwise order.

Last Card (continued)

On their turn, a player must play either a 'Change color' card, or a card that is the same color, number or type as the card previously played.

E.g. If a green 8 card is played, the next player must play either a green card, an 8 card or a Change color card.

Players may play several cards of the same number or type together (E.g. two number 7 cards), provided the first card played is of the correct color, number or type.

If a player is unable to play a card on their turn, they instead pick up one card from the draw pile. If this card is playable, they may quickly play it.

Using the Language: Players read out the text on their cards as they play them, filling

in blanks as necessary.

If a question is read out, the next player up must answer it before taking their turn.

Action Cards:

Change color card: Playable on any color. Allows the player to nominate a new color.

Jump a player card: Causes the next player up to miss a turn.

Change direction card: Changes the direction of play e.g. from clockwise to counter clockwise. It acts as a 'Jump a player' card in a 2 player game.

Pick up card: The next player up must pick up the number of cards specified. After picking up, the player takes their turn.

Winning the game:

Calling Last Card(s): After playing a card which puts a player one turn away from finishing, a player must call out 'Last card'

(or 'Last cards' if they have 2 or more cards of the same number or type). Should they forget this, an opponent may call out 'You forgot to say last card', after which the offending player picks up one card as a penalty. A player may play any card(s) except Change color cards as their last card(s). The game ends once 1st 2nd and 3rd places have been decided.

Optional Rule: If a Pick up card is played, the next player may avoid picking up by 'stacking' another Pick up card on top. The following player must now do likewise, or pick up the sum of the Pick up cards played.