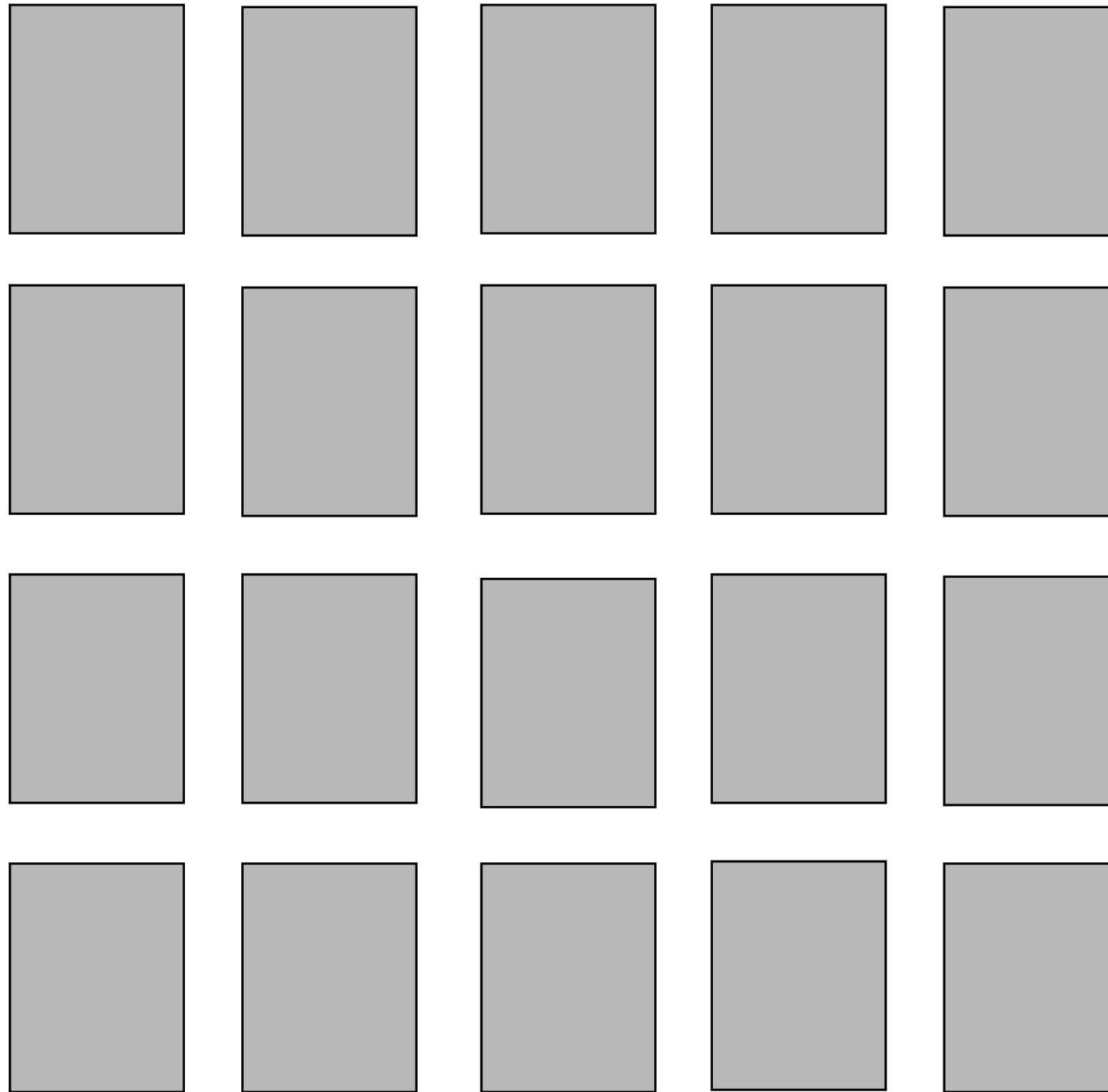
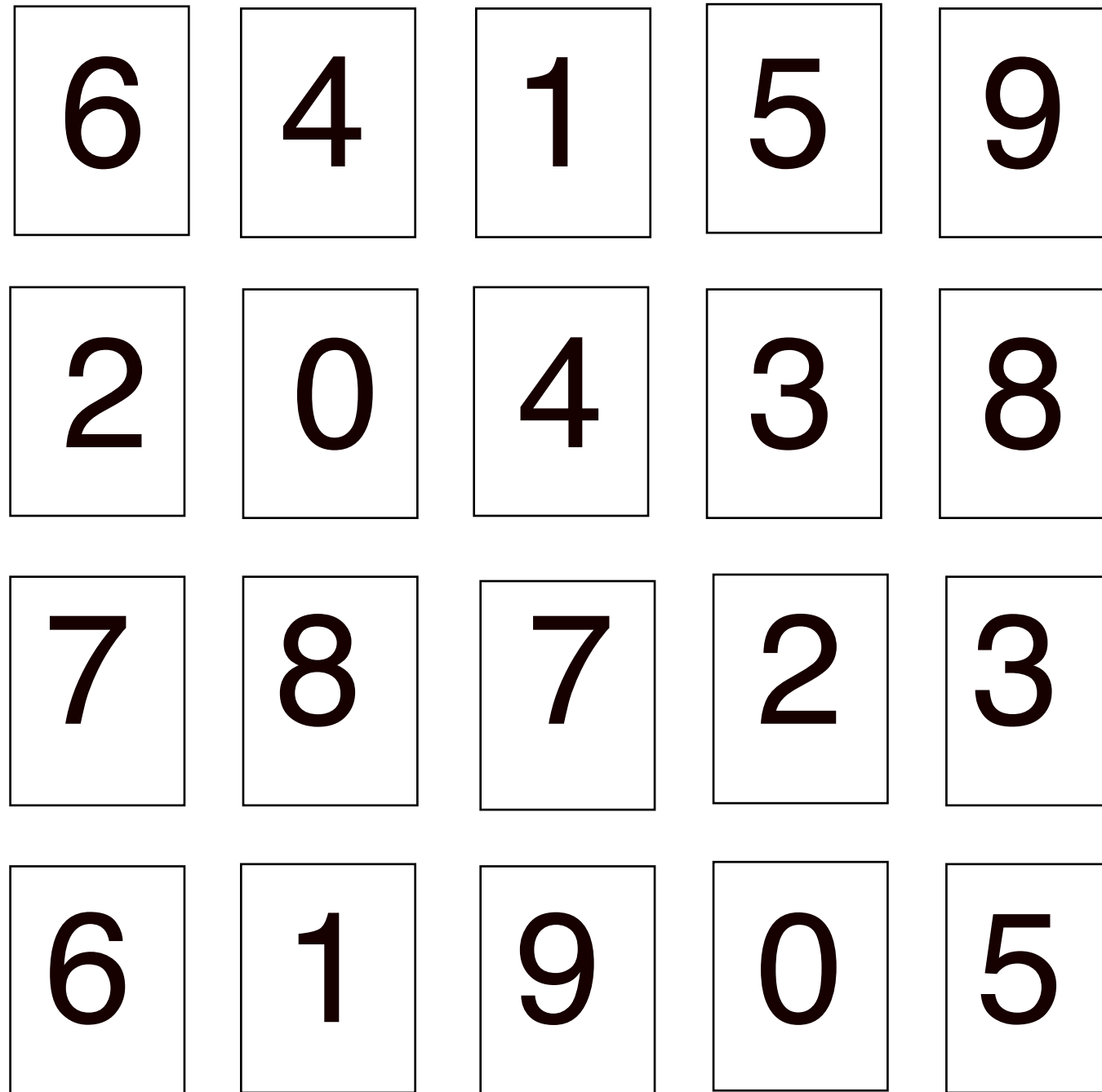


Gordon's Games: Example, 17/11/07  
Most of the games are played with  
20 cards, placed face down, in 4 rows of 5 cards.



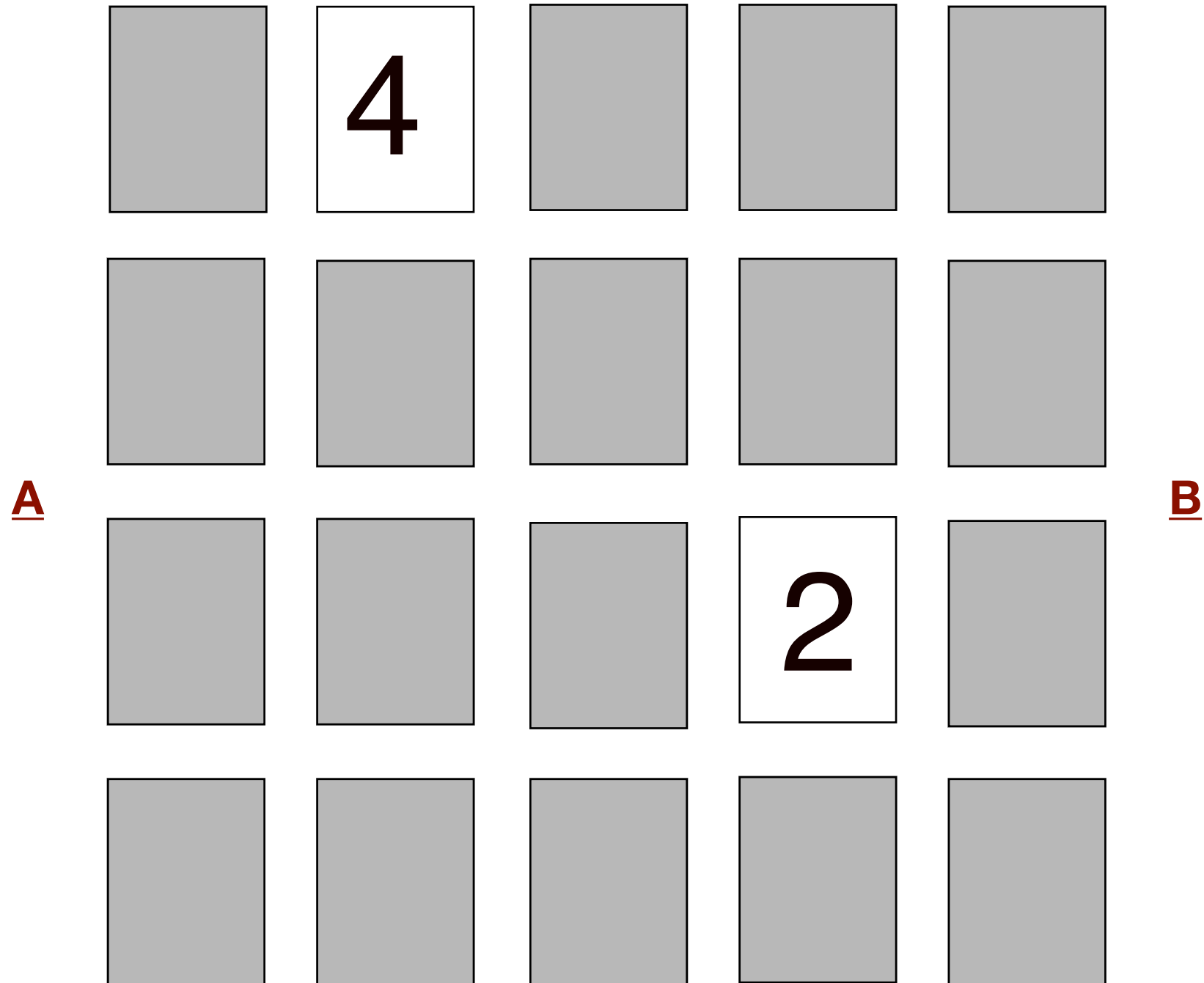
The cards are usually made up of two of each of the numerals 0 to 9, in random order. They have to be shuffled first, then laid face down.



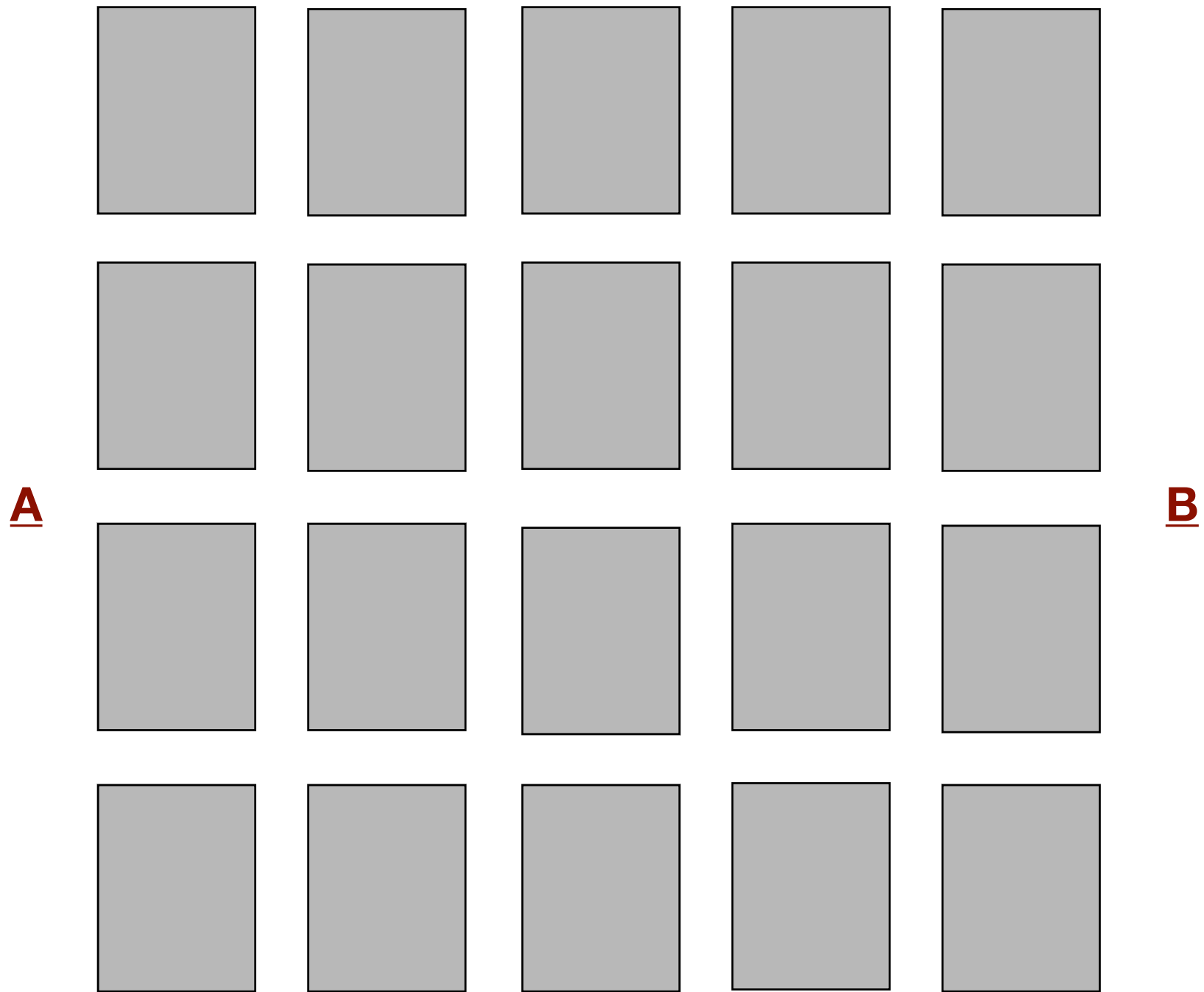
Players decide who sets the cards out. (Usually the one who didn't shuffle.)

The other starts. We'll use the MATCHING GAME as an example.

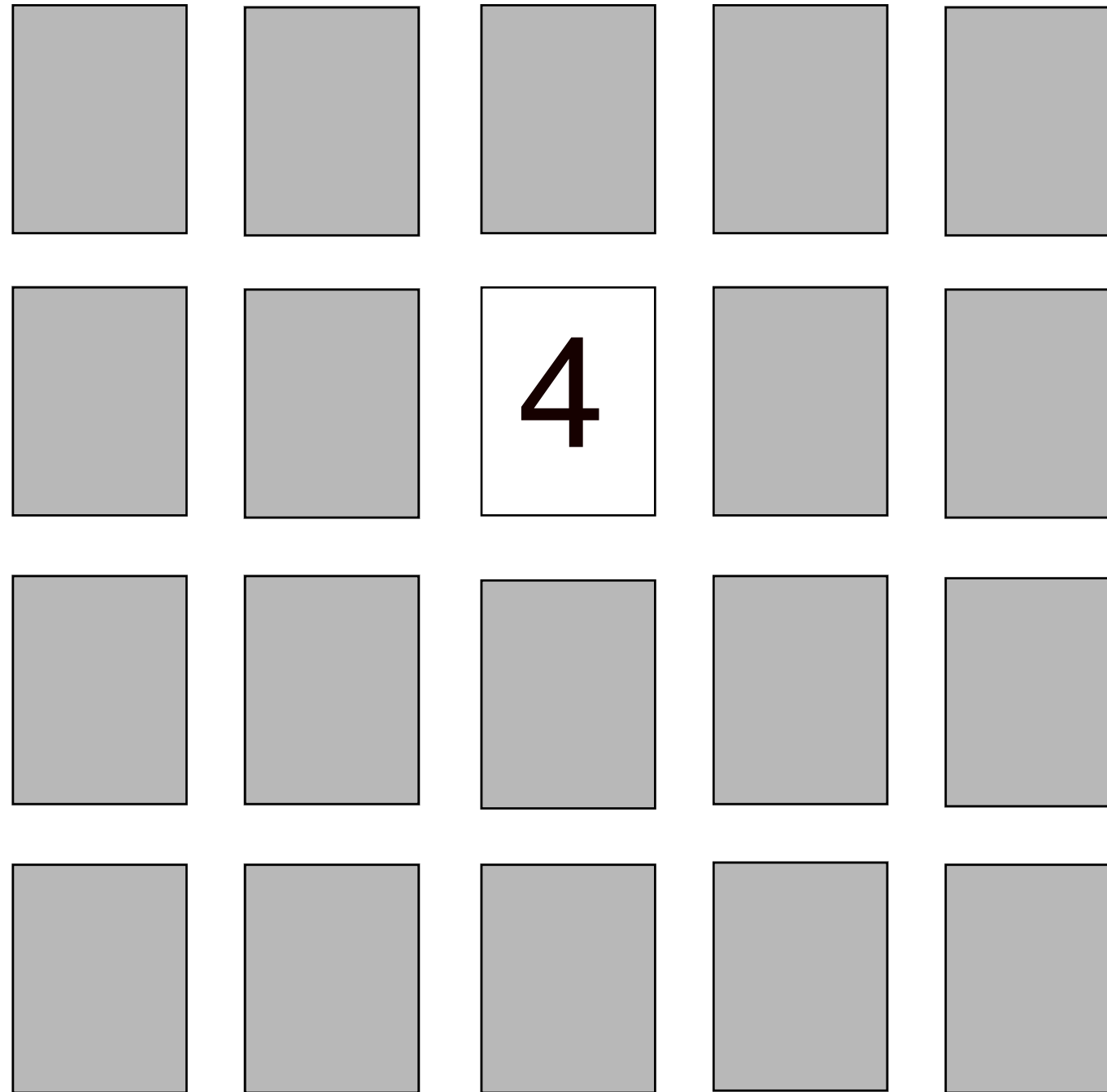
Player A turns over any two cards and leaves them in their original place.



If the two match then A takes them.  
They don't match, so they are turned back over in their original place.



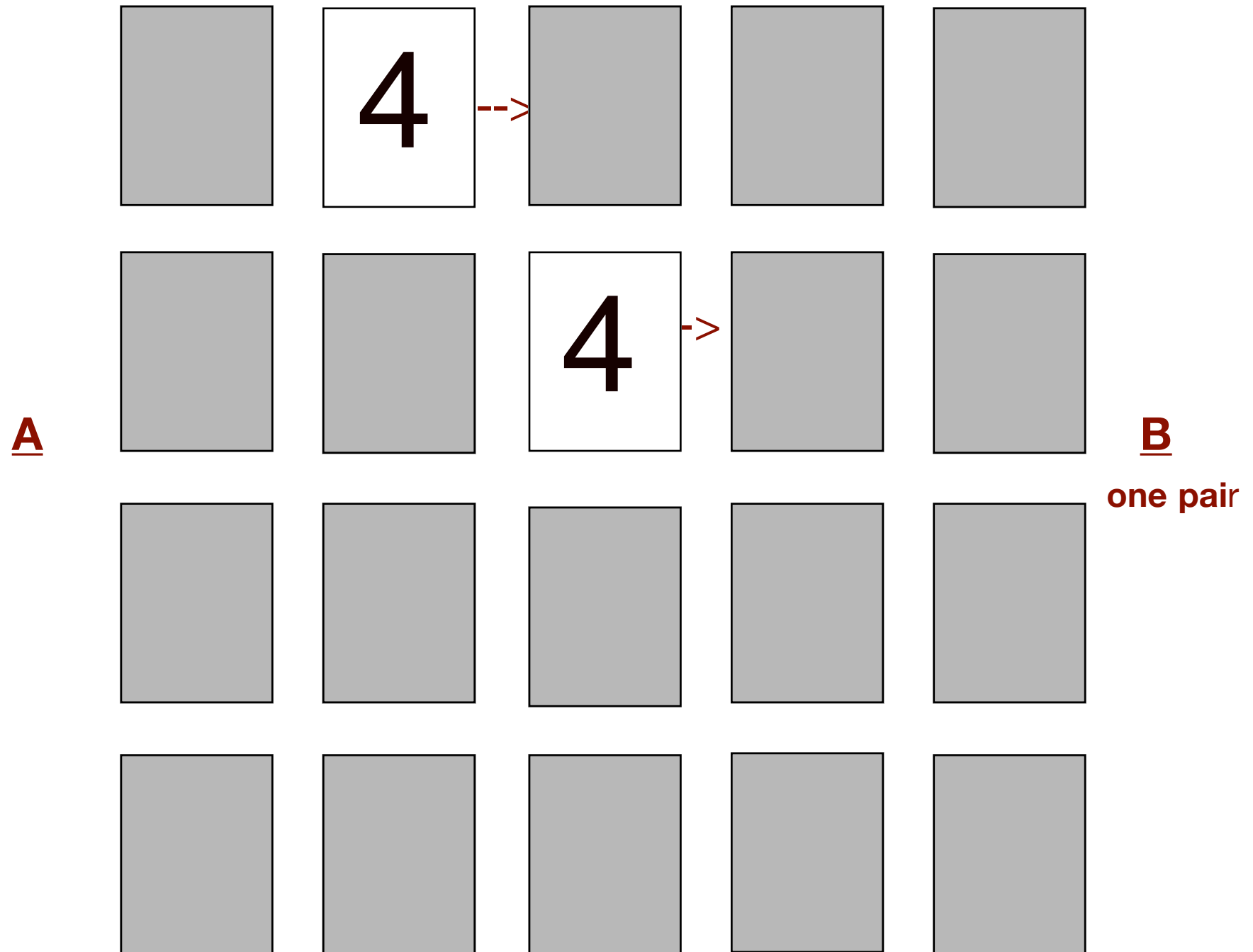
Now it is B's turn. B tries to remember the numbers turned up, and their position. B turns up any card (or any two cards) to see if they match. B wisely turns over one card, and luckily it's a 4.



A

B

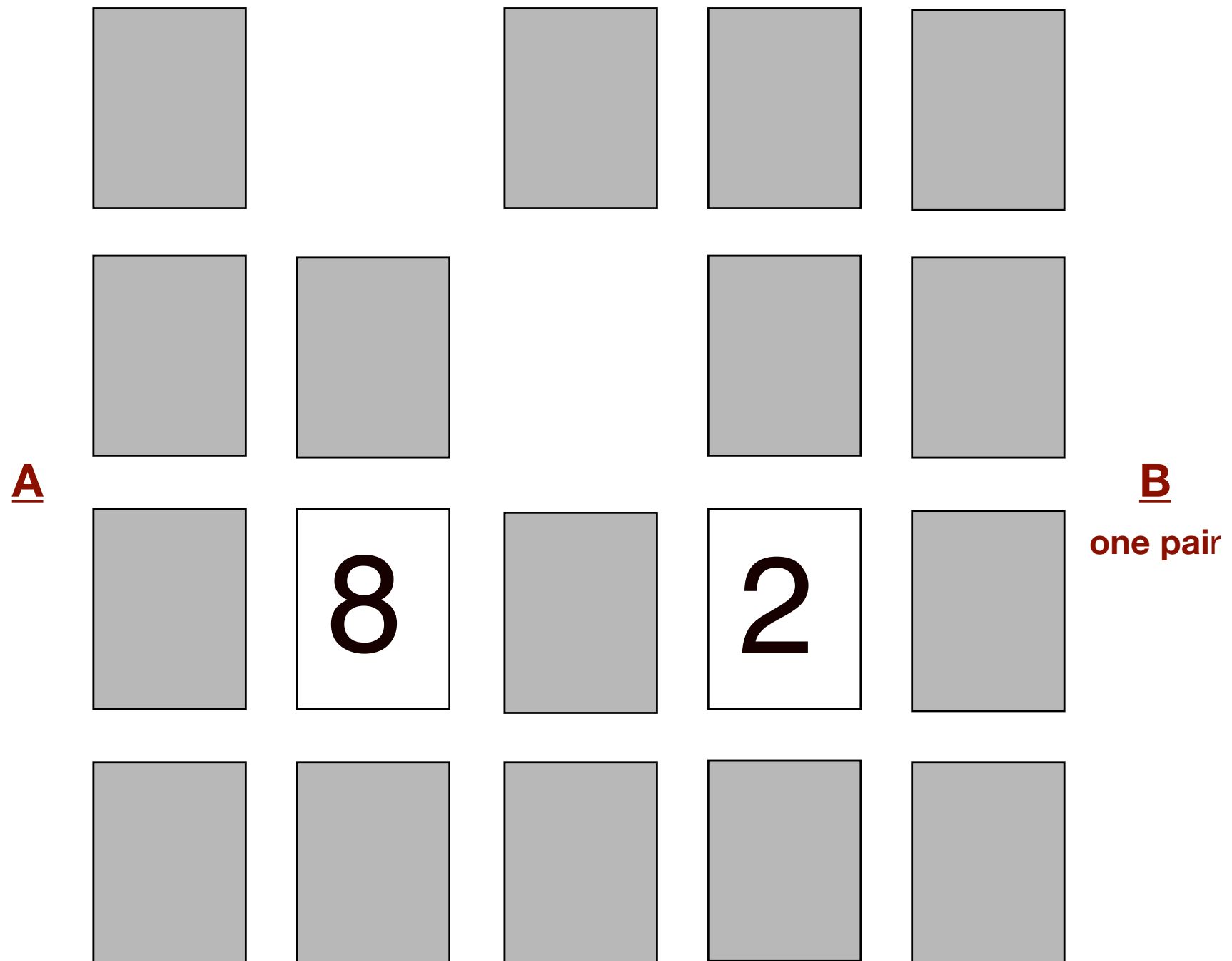
B remembers where A turned up a 4 and uses it to make a pair.  
B can then take the two 4's.



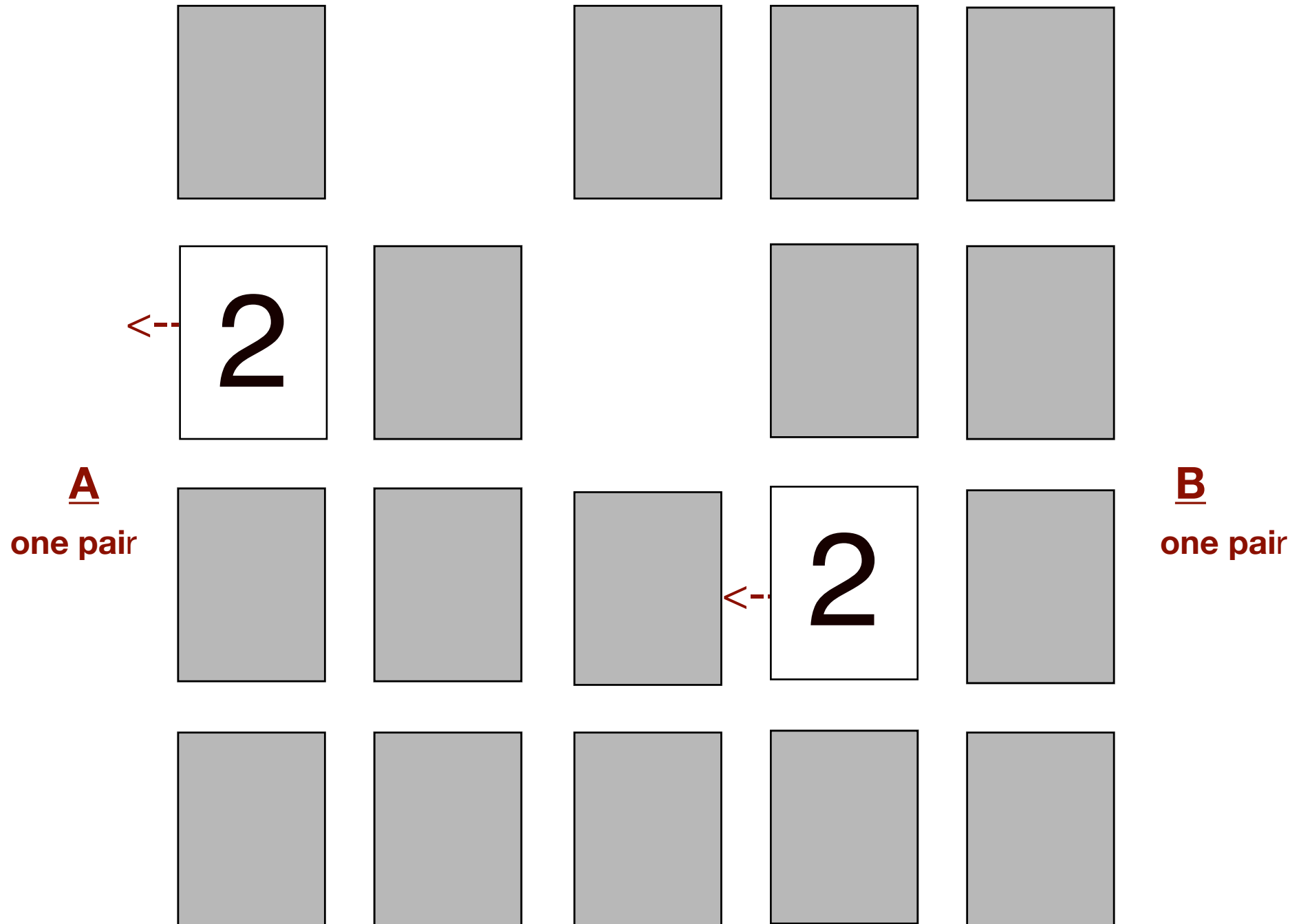
B now can take another turn (if the game permits it).

B turns up a 2, but can't find the 2 that A turned up.

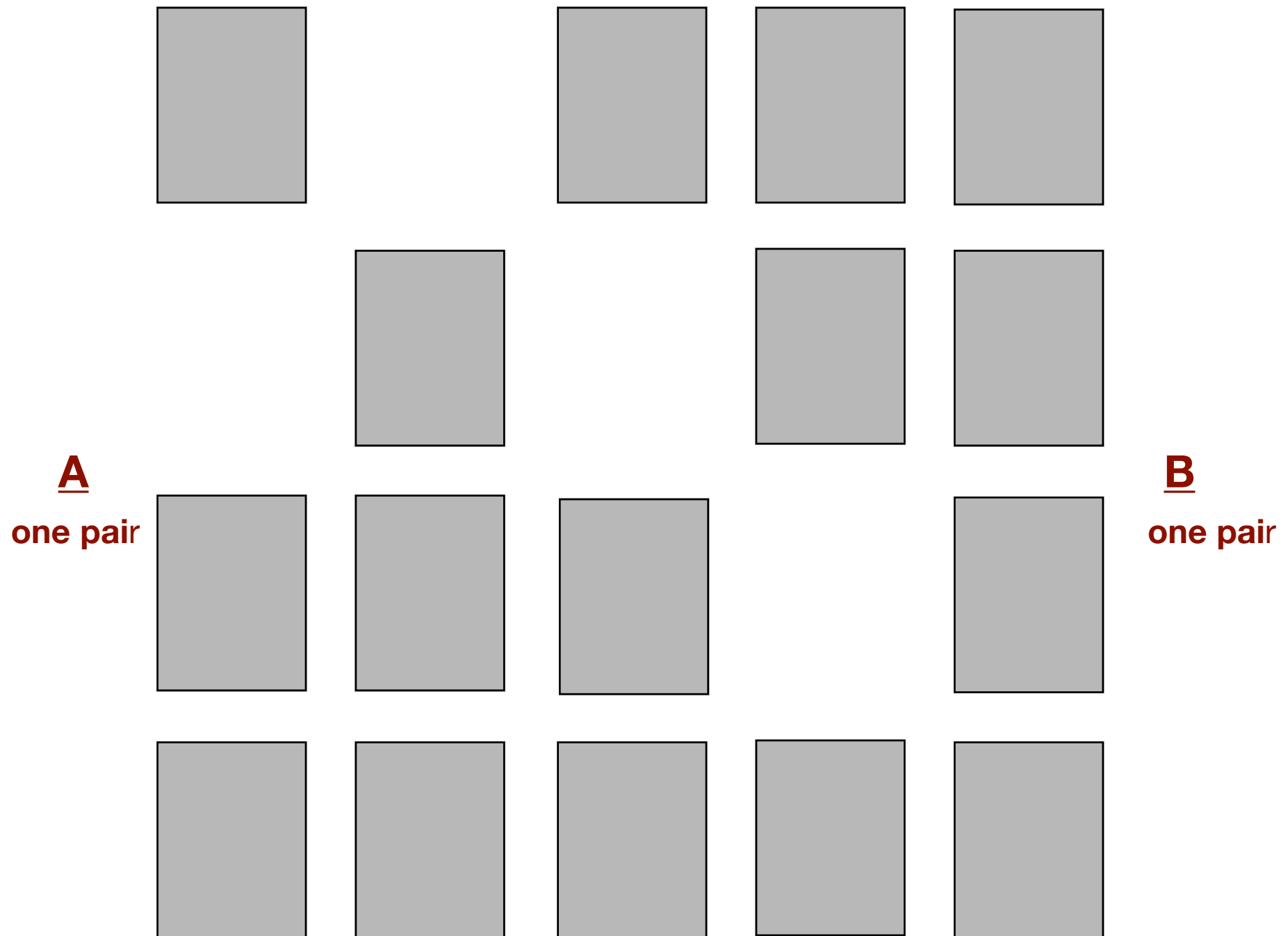
B turns the two cards over in their original places and B's turn is over.



Now it is A's turn again. A remembers the 2 that B turned up, and the 2 A first turned up. A finds them both and takes the pair.



Now it is A's turn again. The game goes on like this until one player picks up the last pair. The player with the most pairs is the winner. Players must try to remember numbers turned up, and their position, which is why cards must be returned to their original place.



Some games require more cards, but I like this layout of rows and columns since I believe it practises skills that will be used in later years.

The games obviously grew out of the old card game of MEMORY but I've only seen it played with more cards and they are scattered about.

