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Animal Rummy [Grades K-1]

Regents' Center for Early Developmental Education

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Notes for *Animal Rummy*

Level: Grades K-1

Recommended # of Players: 2-4

Materials: One deck of *Animal Rummy* cards (4 each of 9 animals)

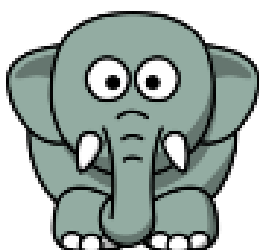
Math Skills: Logic

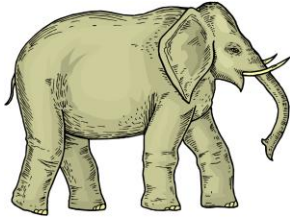
Mathematical benefits

Animal Rummy is a simplified version of the traditional game of rummy and is suitable for children who are just beginning to play games. Also, it is good for children who are learning the mechanics of card games (taking turns, drawing a card, discarding a card). The game also moves relatively quickly because of the small number of sets and the rule that the game ends when one player gets 2 sets.

Logic: This game gives children an opportunity to reason which player is likely to have a certain animal card. For example, if Player A asks Player B for an elephant, Player C will know that Player A has an elephant. Probability is also a key component of this game. If Player A needs a fox and knows that Player B does not have one, it is certain that Players C or D have a fox.

Perspective Taking: This game helps children develop perspective taking. Young children often do not hide their cards from other players when playing card games. This game allows children to figure out that when they can see their opponent's cards, they can use this information to decide what card to discard. It is important to not correct children who show their cards, but to allow children to figure this out for themselves.





Animal Rummy



Materials: Animal Rummy cards

Objective: To be the first player to get 2 sets of 3 or 4 matching animal cards.

To play:

1. Players decide who will deal. The dealer deals seven cards to each player. The rest of the cards are placed face down in the middle. This is the DRAW pile. The top card is turned over and placed next to the DRAW pile. This is the DISCARD pile.
2. Players decide who plays first.
3. To start their turn, players draw one card from either the DRAW pile or the DISCARD pile.
4. If players are holding 3 or 4 matching cards (of the same animal), they can place those cards next to them, face up. These cards are called a SET.
5. Players end their turn by placing a card from their hand on top of the DISCARD pile.
6. If the DRAW pile gets used up before the game ends, the dealer reshuffles the cards and puts them face down for a new DRAW pile. Turn the top card over to start the new DISCARD pile.
7. The game ends when one player has 2 SETS. This player is the winner.



