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## Blink [4 years-Grade 2]

Regents' Center for Early Developmental Education

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## Notes Concerning *Blink*

**Level:** Intermediate

**Recommended # of players:** 2-5

**Materials:** Deck of *Blink*\* cards

**Relationships:** Classification



### Notes:

The official rules of *Blink* are not suitable for young children. As the rules are written, children play at the same time, trying to get rid of their cards by placing them on top of other matching cards in two stacks in a free-for-all. The potential for conflicts is great as children try to place their matching cards on stacks before the other player plays a different card.

The version of the game resembles the game *Uno*, with a few slight differences. The primary difference between *Blink* and *Uno* is that while *Uno* cards differ on two dimensions (color and number), *Blink* cards differ on three dimensions (color, shape, and number). Therefore, when children play *Blink*, they have the added challenge of coordinating 3 dimensions. Other differences between *Blink* and *Uno* are that in *Blink*, the numbers are represented by a quantity of objects while *Uno* cards use numerals only, and there are no special cards in *Blink* that correspond to the Skip, Reverse, and Wild cards in *Uno*.

The added difficulty of having to track 3 dimensions is appropriately challenging for most kindergarten-aged children. Many children this age focus on only 2 dimensions, and ignore the third (usually number or shape). Teachers can easily notice this when children fail to notice a match in their hand and instead draw a card.

It should be noted that children in the age range 4-6 years tend not to hide their cards when they play. This is because they are not aware of how to use the information gained from seeing another player's cards to play strategically. Therefore, it does not occur to them to hide their cards from the other players. When children figure out that knowing what cards the next player is holding can help them decide which card to play, they will also figure out that other players can do the same, and they will begin to hide their cards. Until that time, urging them to hide their cards will not lead them to do so.

\**Blink* is made by Out of the Box Publishing, LLC.

# BLINK

**Materials:** Deck of 60 BLINK cards

**Objective:** To be the first player to discard all of your cards.

**To Play:**

1. Players decide who will be the dealer. Dealer deals four cards to each player and places the rest of the cards face down in a pile in the middle of the table. This is the DRAW pile. The dealer turns up the top card and places it to the side of the pile. This is the DISCARD pile.
2. Players decide who goes first.
3. Players take turns placing one matching card on top of the DISCARD pile. The card discarded must match the card on top of the DISCARD pile in one of three ways. It must have:
  - a. the same number of objects, or
  - b. the same shape objects, or
  - c. the same color objects.
4. If players do not have a matching card, they can draw a card from the DRAW pile. If the card matches, the player can play that card on the DISCARD pile. Otherwise, the player can draw a second card. If that card also does not match, the player's turn is over.
5. The first player to discard all of his or her cards is the winner.