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Making Families [Grades K-2]

Regents' Center for Early Developmental Education

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Notes for *Making Families*

Level: Kindergarten-2

Recommended # of Players: 4

Materials: *Making Families* cards or other cards consisting of sets of 4 matching cards

Math Skills: Deductive reasoning

Mathematical benefits:

Making Families gives children the opportunity to make deductions about who has which cards. For example, if Child A has a shark, asks Child B for a shark and does not get one, and asks Child C on a subsequent turn for a shark and does get one, Child A can deduce that Child D has the other 2 sharks.

The recommended number of players is 4 so that the cards can be divided up equally with no leftovers. Typically, young children can hold 5-6 cards without too much difficulty. The teacher will need to make sure that the deck is complete and has the correct number of cards before allowing the students to play.

Making Families

4 players

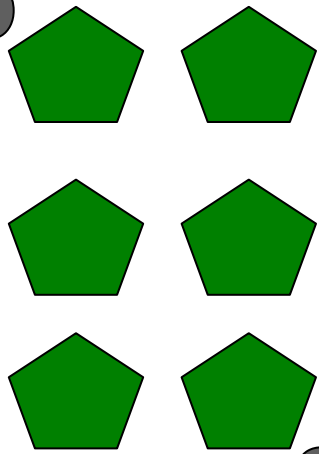
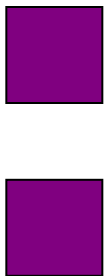

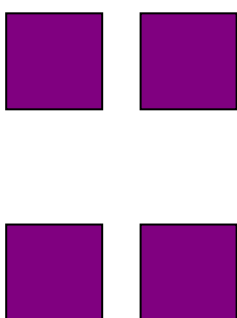
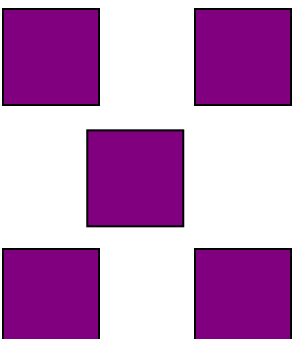
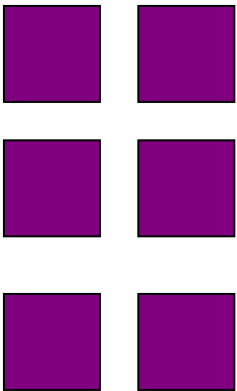

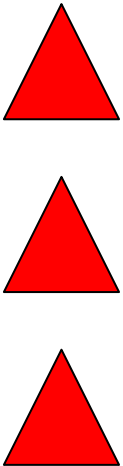
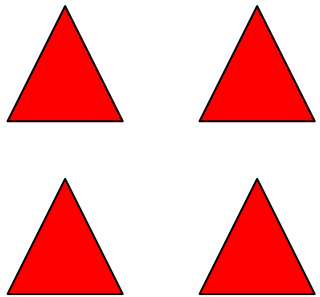
Materials: *Making Families* cards or other cards with sets of 4 matching cards

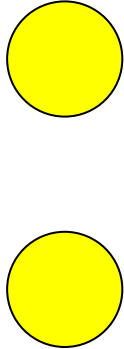
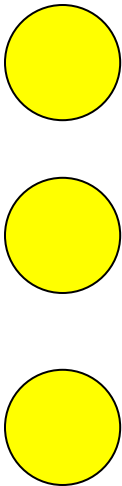
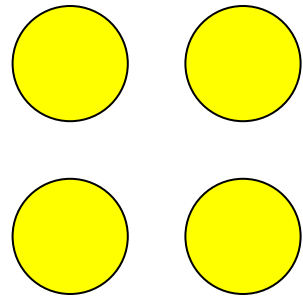
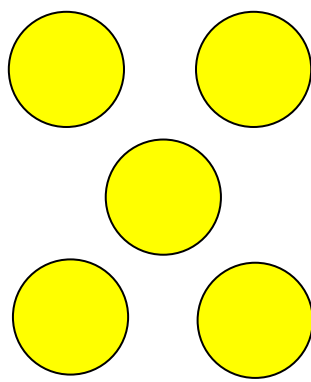
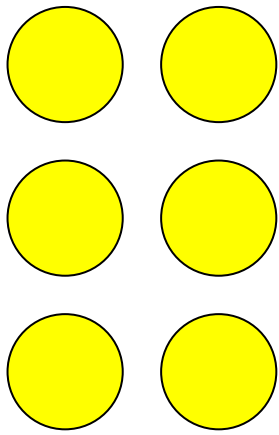
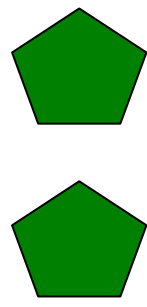
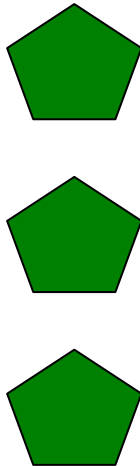
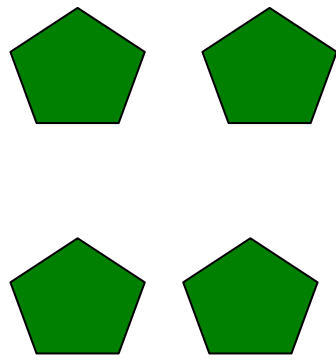
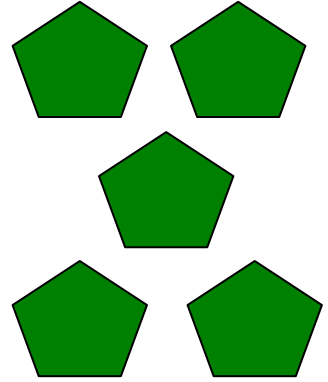
Objectives: To make the most families of 4 cards

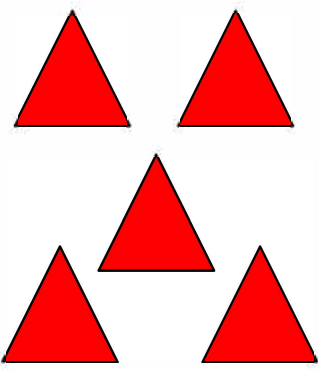
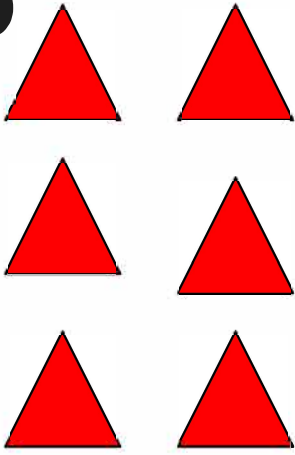
To Play:

1. Players decide who will be the dealer. The dealer shuffles the cards and deals all of them so that all of the players have the same number of cards.
2. Players decide who will go first.
3. The first player asks another player for a specific card (for example, "Sherri, do you have a 2?").
4. If the player has the card that was asked for, he or she gives it to the player who asked. If the player has more than one of the cards, the player gives all of the cards asked for. The player who asked for the card then gets another turn.
5. If the player who was asked does not have the card, it then becomes that player's turn. (Players DO NOT take turns; turns go to the last person asked.)
6. When players collect 4 matching cards, they place the cards in front of them for everyone to see.
7. The game ends when all of the families have been made.
8. The person with the most families is the winner.



<p>6</p>  <p>9</p>	<p>2</p>  <p>2</p>	<p>3</p>  <p>3</p>
<p>4</p>  <p>4</p>	<p>5</p>  <p>5</p>	<p>6</p>  <p>9</p>
<p>2</p>  <p>2</p>	<p>3</p>  <p>3</p>	<p>4</p>  <p>4</p>

<p>2</p>  <p>2</p>	<p>3</p>  <p>3</p>	<p>4</p>  <p>4</p>
<p>5</p>  <p>5</p>	<p>6</p>  <p>6</p>	<p>2</p>  <p>2</p>
<p>3</p>  <p>3</p>	<p>4</p>  <p>4</p>	<p>5</p>  <p>5</p>

5  5	6  9
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