

January 2020

Sorry! [Grades K-3]

Regents' Center for Early Developmental Education

Let us know how access to this document benefits you

Copyright ©2020 Regents' Center for Early Developmental Education

Follow this and additional works at: <https://scholarworks.uni.edu/mathgames>

Recommended Citation

Regents' Center for Early Developmental Education, "Sorry! [Grades K-3]" (2020). *Sharing STEM: Math Games*. 57.

<https://scholarworks.uni.edu/mathgames/57>

This Games is brought to you for free and open access by the Open Education Resources at UNI ScholarWorks. It has been accepted for inclusion in Sharing STEM: Math Games by an authorized administrator of UNI ScholarWorks. For more information, please contact scholarworks@uni.edu.

Offensive Materials Statement: Materials located in UNI ScholarWorks come from a broad range of sources and time periods. Some of these materials may contain offensive stereotypes, ideas, visuals, or language.

Notes Concerning Sorry

	Sorry (standard version)	Sorry (simplified version)
Level:	Advanced	Intermediate
# of players:	2-4	2-4
Materials:	Sorry gameboard; 16 markers (4 each of red, yellow, green, and blue); deck of <i>Sorry</i> cards	Sorry gameboard; 16 markers (4 each of red, yellow, green, and blue); deck of 40 number cards (1-10)
Relationships:	Counting; comparing numbers; decomposing number (7 only); spatial reasoning; reading	Counting; comparing numbers; spatial reasoning

Notes:

Because *Sorry* has so many rules, it also offers many possibilities for variations. However, many other variations could be used successfully, depending on the needs of the children.

The version called simply *Sorry* reflects (mostly) the standard rules that are included with the game, but shorter and in slightly simpler language. Playing the standard version of *Sorry* requires that players be able to read. Almost all of the *Sorry* number cards contain additional instructions (such as the 10 card giving the choice of moving forward 10 spaces or backward 1 space, or the 11 card giving the choice of moving forward 11 spaces or trading spaces with any other marker on the board). Although the written instructions could be ignored and the cards used as simply number cards, this could cause confusion for children who are beginning to read.

The simplified version using number cards instead of the standard *Sorry* cards is appropriate for non-readers. It also eliminates the rule that players can only move their markers out of start with a 1 or 2. The time it takes for children to draw 1s or 2s can seem too long for many young children who then become frustrated and discouraged. The simplified version also eliminates the *Sorry* card, which states that a player can take one marker out of start, place it where another player's marker is on the board, and send that marker back to its start space.

Both games retain the possibility of players having up to 4 markers on the board at once. Players have the opportunity (if not the actual need) to evaluate every possible move before deciding which marker to move.

If the game lasts too long when played with all of the markers, the number of markers can be reduced.

Sorry! is produced by Parker Brothers.

Sorry!

(2-4 players)

Materials: *Sorry!* Game board; 16 markers (4 each of red, yellow, green, and blue); *Sorry!* cards

Objective: To be the first player to move all of your markers around the board and into your home spaces.

To play:

1. Players decide which color they will use. Players place their 4 markers in the START space that is the same color as their markers.
2. Players decide who will be the shuffler. The shuffler shuffles the cards and places them face down in the middle of the board. This is called the STACK.
3. Players decide who will go first.
4. Players take turns drawing the top card from the STACK, moving any one of their markers that has been released from START as the card says, and then placing the card, face up, in the DISCARD pile in the center across from the STACK. If players use all of the cards in the STACK, the shuffler shuffles the cards in the DISCARD pile and places them face down in the STACK.
5. Markers can only move around the board if they have first been released from START. Markers can leave START only with a 1 or 2 card or a Sorry card.
6. If a player lands on a space that is already occupied, the marker that was there first is sent back to its START space.
7. If a player's marker lands on a triangle (SLIDE) space that is not the same color as the marker, the marker can slide to the circle at the end of the slide. If any other players' markers are on any of the slide spaces, those markers are sent back to their START.
8. Once markers are in their SAFETY ZONE, they cannot be sent back to START or exchange places with another marker. Markers must move into HOME with an exact number. For example, if a marker is on the space closest to HOME, it can only move into HOME with a 1 card.
9. The first player to get all of his or her markers into HOME is the winner.

Sorry!

(Simplified version)

2-4 players

Materials: Sorry! Game board; 16 markers (4 each of red, yellow, green, and blue); deck of number cards (1-10)

Objective: To be the first player to move all of your markers around the board and into your home spaces.

To play:

1. Players decide which color they will use. Players place their markers in the START space that is the same color as their markers.
2. Players decide who will be the shuffler. The shuffler shuffles the cards and places them face down in the middle of the board. This is called the STACK.
3. Players decide who will go first.
4. Players take turns drawing the top card from the STACK and moving one of their markers that number of spaces. Then players place the card face up in the DISCARD pile across from the STACK. If players use all of the cards in the STACK, the shuffler shuffles the cards in the DISCARD pile and places them in the STACK.
5. If a player lands on a space that is already occupied by a marker of a different color, the marker that was there first is sent back to its START space. If the marker is the same color, both markers can stay on the space.
6. If a player's marker lands on a triangle (SLIDE) space that is not the same color as the marker, the marker can slide to the circle at the end of the slide. If any other players' markers are on any of the slide spaces, those markers are sent back to their START.
7. Once markers are in their SAFETY ZONE, they cannot be sent back to START. Markers must move into HOME with an exact number. For example, if a marker is on the space closest to HOME, it can only move into HOME with a 1 card.
8. The first player to get all of his or her markers into HOME is the winner.