Notes for *Crazy O’s*

**Level:** Grades 1-3

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

**Materials:** *Crazy O’s* cards (numbered 0-10 in 4-5 colors of the same shape)

**Math Skills:** Classification

**Mathematical benefits**

*Crazy O’s* resembles the traditional game of *Crazy Eights*, played with a deck of standard playing cards. In traditional Crazy Eights, players can play eight cards of one suit (say, spades) and call it hearts. However, the problem is that many young children have difficulty imagining that a can be something it is not. By using this deck that includes zeros, the problem is avoided and children can see how a colorless zero can be anything. This game allows children to classify objects and to see that an object can belong to two classes at once (for example, the class of all reds and the class of all threes).

This game can be made more difficult by allowing students to classify cards by three categories (color, number, and shape).