

Crazy O's

Materials:

Deck of 44 cards, 0-10, in each of four designs or colors

Rules:

1. Deal six cards to each player. Place the remaining cards in a stack face down. This is the DRAW pile. Turn the top card face up and place it to the side. This is the DISCARD pile.
2. Decide who goes first. Players take turns placing a card face up on top of the DISCARD pile. The card played must match the top card in either number or design/color. For example, if a red three (3) is on the top of the DISCARD pile, the player must play either a three (3) or a red card of any number.
3. If the player does not have a match, he or she can do one of two things:
 - a. Draw from the DRAW pile. If the player draws a match, he or she can play that card. Otherwise, play moves to the next person.
 - b. Play a *Crazy 0*. All zeros (0's) in the game are considered crazy and can be played at any time. The player can decide what design/color he or she wants the zero to represent. This means, for example, that if the player announces "Green," the next player must play a green card.
4. The first player to play all his or her cards is the winner.

Note: If more than four or five children play, more cards can be added to the deck. Also, if children cannot hold six cards without difficulty, then the number of cards dealt can be reduced.

Goals:

1. Number recognition (0-10)
2. Comparison (same and different)
3. Classification (number, color/design)
4. Decentering to consider two classificatory systems simultaneously (number and color/design)
5. Strategy (deciding which card to play, when to play a zero, what color to call, etc.)
6. Turn taking