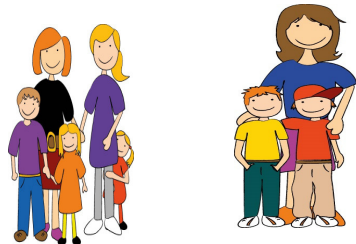


# DIFFERENT FAMILIES SAME LOVE—CARD GAME INSTRUCTIONS

**Print 4 copies of each of the nine cards (best if they are laminated) giving 36 cards per pack. Ideally make up 6 packs for the games depending on class / group size**



## SNAP—2 or more players

The dealer deals out the whole deck of cards face-down, one card at a time to each player. Starting with the player to the left of the dealer, each player takes a turn turning over the top card of their pile and putting it face-up on the central pile.

This continues until one player turns over a card with the same family as the top card. The first person to call out “Snap!” and put their hand over the cards takes the central pile and adds them to their own cards.

Keep going until only one person has any cards. They then place one card after another on the central pile. Again, when 2 of the same families appear someone shouts “Snap!” and puts their hand over the cards and takes them. Play until just one person has all the cards.

## MATCHING PAIRS 2 or more players

Lay the cards face down on a table. Take it in turns to pick up 2 cards. If they match keep them, if not put them back, trying to remember where they were. The winner is the player with the most cards at the end.

## FIND MY FAMILY—Whole Class

Each person in the class is given a card and has to find their “family” (i.e. people with the same family card) as quickly as possible.

Encourage the players to describe the members of the family they are seeking.

The winning group is the first to complete their family group (Depending on the class size you could have 3 family cards instead of 4)



## SPOONS—3 or more players—1 fewer spoon than the number of players

Arrange the spoons in a small circle in the centre of the table and deal 4 cards to each player. Each player tries to make four of a kind.

The dealer takes a card off the top of the deck to have five cards in their hand, discards one and passes it facedown to the left. Each player discards to the person on their left. The last player places their discard into a trash pile. Cards are picked up and passed quickly around the table until someone gets four of a kind and takes a spoon from the centre. Once the player with four of a kind takes a spoon, anyone can take a spoon.

The player left without a spoon is out. (if at anytime the draw car run out, pause to reshuffle the trash pile and keep going)

## What else can you do?

You can use the cards to make up your own game, adapt them to play your favourite card game, make them into jigsaw puzzles, be creative.

We hope you have fun and remember how special and unique our families are.

