

Instructions

Preparing the Game:

To play the Wild West Counting Fun Card Game, first decide if you'd like to print the jail building cards in color or in black and white. Both versions are included. Students can color the black and white set to make their own set of jail cards if they wish. These are the base cards that let each player know what they need to collect. Also print the number cards and cut them apart on the lines. They are provided in black and white only.

There are 20 jail cards and 80 number cards. The cards will last longer if they are printed on cardstock and laminated, but they can be used just as easily if they are printed on copy paper and laminated or just printed on paper. You can use all 20 sets of number cards to play or choose to use fewer sets if you want a shorter game or a game for younger children who are not comfortable counting through 20.

Playing the Game:

Give each player one jail card. There are four spaces for number cards on each jail card. Shuffle or mix the number cards together well that are being used. Put the cards in a pile in the center of the table. Choose a player to go first, usually the youngest player. Each player, on their turn, draws a card from the pile. The player looks at the card drawn to find out if it is a card that can be played on his jail card. If the card drawn does not match the word, ten frame, number, or tally marks shown on his jail card, the player shows the number card to the other players and places it back in the pile of cards, ending his turn. If the card drawn matches the word, ten frame, number, or tally marks shown on the jail card, the player places the card in the correct place on his jail card. The player can then take one more turn. If the card drawn on the second turn does not match one of the needed cards on the jail card, the player shows the number card to the other players and places it back in the pile of cards, ending his turn. If the card drawn on the second turn matches one of the needed cards on the jail card, the player places it in the correct place on his jail card. The player cannot play again after this turn. Play passes to the player on his left. The object of the game is to get all the number cards needed to match the spaces on the jail card.

Winning the Game:

There are different options for determining the winner once a player has filled his jail card.

1. The first player to fill his jail card can be declared the winner. This method works well with very young children when only a few jail cards and the number cards to fill them are used. It makes the game short so it is easier to hold a younger child's attention.

2. Another way to continue the game is to allow the player who has filled their jail card to get another jail card and continue playing to try to fill it. In this version, the player with the most filled jail cards when all number cards have been used is the winner.

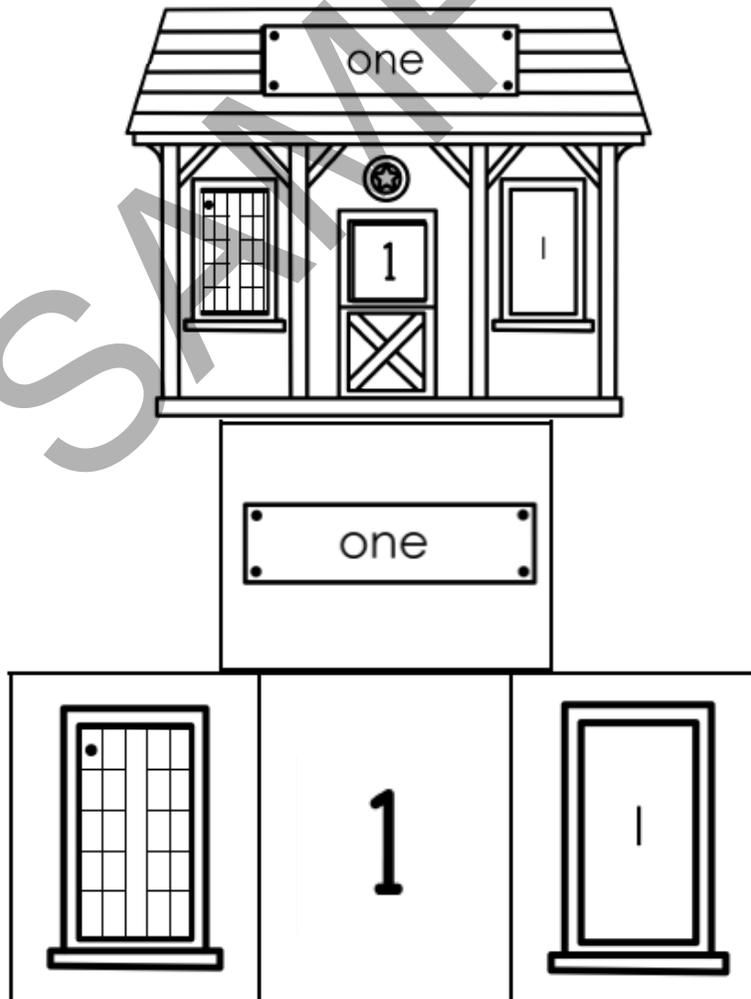
Instructions (continued)

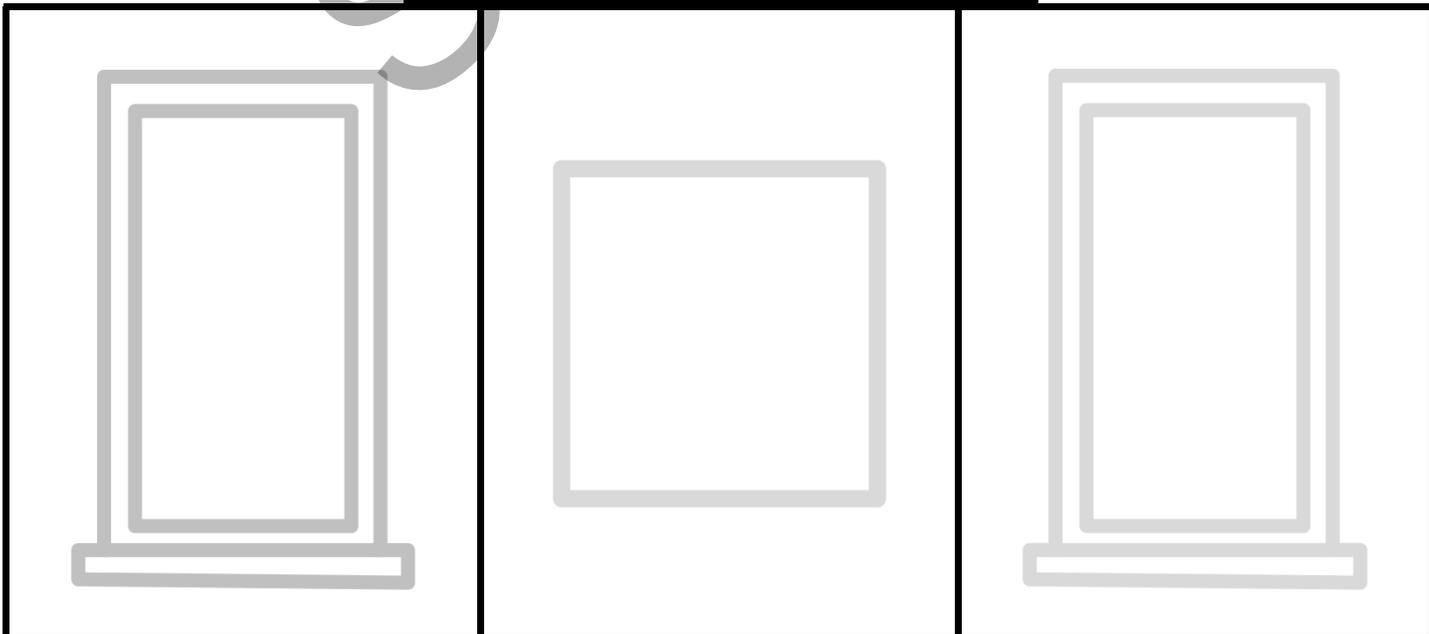
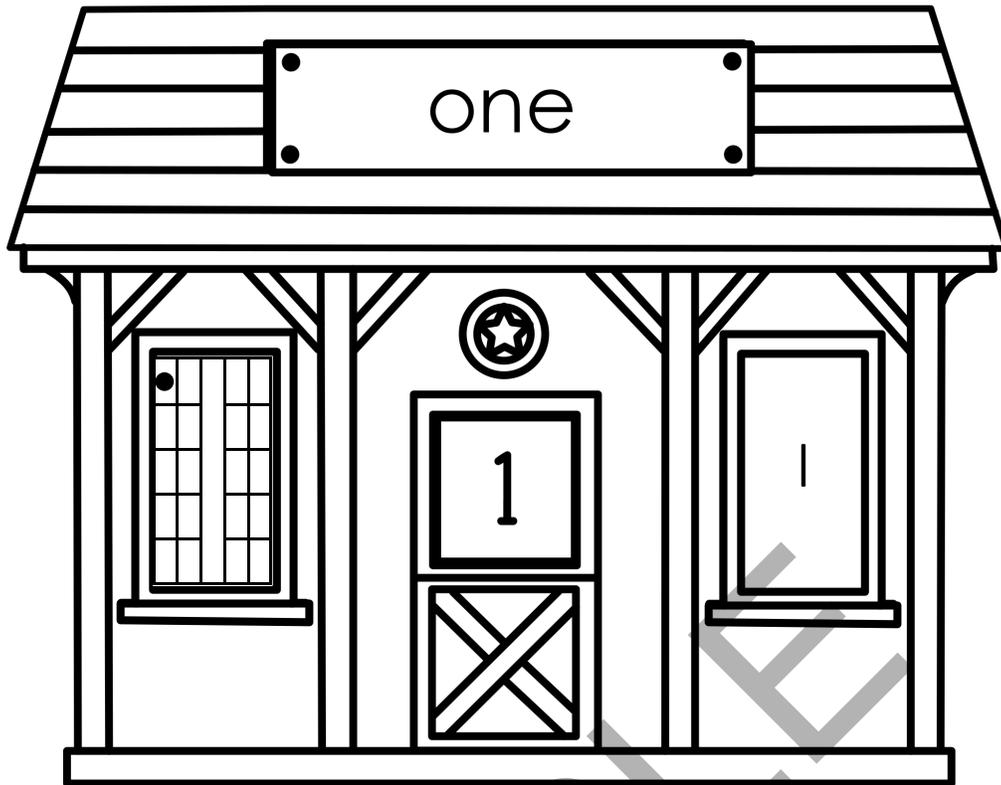
Variations:

1. When playing the game with younger students using fewer number cards, it can be helpful to lay them out in rows on the playing surface instead of putting them in a pile. In this way, the students can play the game similar to a memory game. They can try to remember which cards have been tried and which ones might be the cards they need.

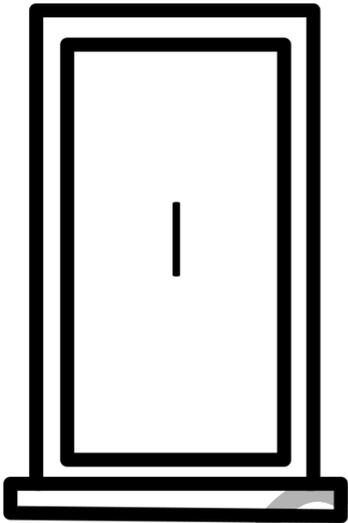
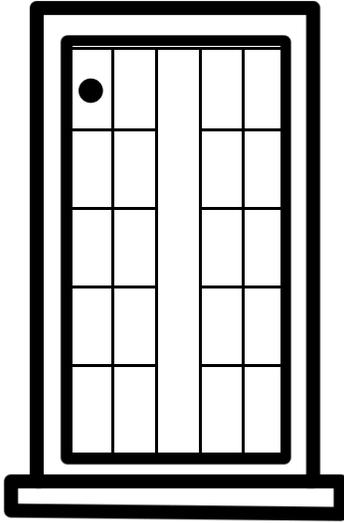
2. When playing the game with students who are able to keep several cards organized, the game could start with each player having two, three, or more jail cards and, on each turn, checking to see if what they have drawn will play on any of them. As a jail card is filled, it can be replaced by another one until the game is completed. The player with the most cards filled is the winner. In this type of game, it may be helpful to allow each player to draw two cards on their turn instead of only one. All other rules stay the same.

Completed Card:

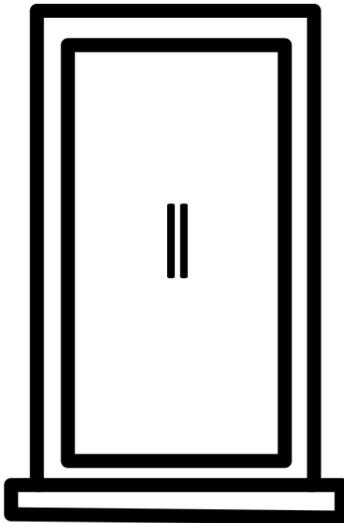
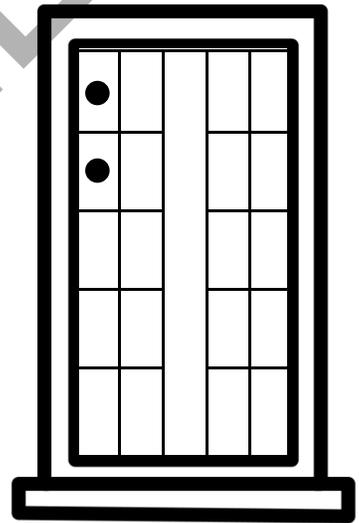




one



two



three

