

## Flash Card Games (2)

Here are 54 cards.

They look like a regular pack of cards from the top

But we have English alphabets on the other side of these cards.

26 capital alphabets and 26 small alphabets.

We can use the remaining two cards as jokers.

Let's play with these cards now.

We can play a lot of games using these flash cards of English alphabets.

The interesting thing about these games is that those who do not know English learn to identify English alphabets and develop a fondness for the language.

And it improves the language of those who already know English.

There is a hidden challenge in this game, which attracts the kids, inspires them to win and urges them to explore new things.

There are three types of these games.

01. To introduce the kids to new things.

02. To revise the newly learned things.

03. To evaluate how much the kids have understood the things.

Most importantly, while playing these games, the kids can note down what they are playing. This has two important advantages.

Firstly, the kids unknowingly learn to note down what they are doing or how they are learning.

Secondly, looking at the notes they have made, the kids can check that they are not making any mistakes while playing the game.

In this way, the kids develop self-discipline and learn to evaluate themselves.

Let's start the game now.

We assume that the children know the English alphabet 'A to Z' sequentially by heart.

If they do not know these sequentially, write down the alphabets in sequence on a piece of paper and keep it close at hand.

After playing these games five to six times, the kids will automatically learn 'A to Z' sequentially by heart.

## Game 1

### ***EQUAL***

*(Capital or Small, it's really the same, all)*

This game can be played by 2 to 6 players.

Let's assume that two players – Sameer and Sujata – are playing this game.

Shuffle the cards and deal them equally between the players.

Now, Sameer and Sujata will have 27 cards each.

Hold the cards face-down (alphabet-side should facing be down).

Sameer plays the first card – 'M'.

Sujata plays next –it's a 'p'

As per the alphabetical order, 'p' comes after 'm', which means, p is higher than m.

That is why, Sujata wins this round.

Now, Sujata plays first.

She plays an 'o', and Sameer plays and 'o' too.

As both have played the same card, no one wins in this round.

Sujata plays again. Her card is a 'K'.

Sameer plays a 'J'.

No one wins this time too.

That is because a player wins the round only if the value of the card played by the second player is higher than the value of the card played by the first player.

Here, Sameer has played second and his alphabet has a lower value than Sujata's. So, no one wins this time. These cards remain piled in the centre.

The player, who wins the next round, takes all these cards.

Now, if Sujata plays an 'A' on Sameer's 'J', no one wins.

Sameer plays a 'B' on Sujata's 'A' and wins that round and all the cards below.

The game continues like this.

The joker can be used as any alphabet we want.

In this game, it does not matter if the alphabets are capital or small.

What matters is the alphabet that is played after ours – is it sequentially of a higher value than ours or not?

That determines who wins the round.

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## Game 2

### *EQUAL 2*

*(Capital is capital, small is small, take care that you don't mix them at all)*

This game is to be played like the game above; only there are a few changes.

In this game, we are going to consider capital and small alphabets independently.

To win a round, a small alphabet with a higher value must be played on a small alphabet with a lower value.

Similarly, a round can be won only when a higher-value capital alphabet is played on a lower-value capital alphabet.

E.g. If Sujata plays a 'p' and Sameer plays a 'Q' on that, Sameer does not win, since Sujata has played a small alphabet and Sameer has played a capital alphabet.

Had Sameer played a small alphabet and were its value higher than Sujata's, only then would he have won the round.

The kids win fewer rounds in this game.

But it improves their observational skills. They understand small and capital alphabets perfectly.

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