Match Shapes

Ages 3+
1-4 players

Cards to use:

Circles 1-2

1

2

Triangles 1-2

1

2

Squares 1-2

1

2

Rectangles 1-2

1

2

Setup:

1. Shuffle cards

2. Lay cards face up so all can see
Play:

Take turns matching pairs with the same shape

The game ends when all cards are matched!

Future games:

Use rhombus and hexagon cards

Use 3 & 4 cards
Memory (Numbers)

1-4 players

Ages 4+

Cards to use:

Circles 1-4

1

2

3

4

Squares 1-4

1

2

3

4

Setup:

1. Shuffle cards

2. Lay cards face down in rows:
Play:

Take turns flipping over two cards

If the card numbers match, keep them and go again

If not, turn them face down and end turn

The game ends when all cards are matched!

Future games:

Use cards with larger numbers

Use triangle and rectangle cards

Use rhombus and hexagon cards
Memory (Shapes)

1-4 players  Ages 4+

Cards to use:
- Circles 1-2
- Triangles 1-2
- Squares 1-2
- Rectangles 1-2

Setup:
1. Shuffle cards
2. Lay cards face down in rows:
Play:
Take turns flipping over two cards

If the card shapes match, keep them and go again

If not, turn them face down and end turn

The game ends when all cards are matched!

Future games:
Use rhombus and hexagon cards
Use 3 & 4 cards
Go Fish (Numbers)

2-5 players

Ages 4+

Cards to use:

Circles 1-10

Squares 1-10

Triangles 1-10

Rectangles 1-10

Setup:

1. Shuffle cards

2. Deal five cards to each player

3. Place the remaining cards face down in a pile in the middle
Play:

On your turn:

Ask another player if they have a number card that matches a number card in your hand.

If they have a card of that number, they must give it to you. Place that pair of cards down.

If they don’t have a card of that number, they say, “Go fish.” Draw a card from the pile.

If you draw a number card that matches a number card in your hand, place that pair of cards down.

If a player runs out of cards, they can draw from the pile to keep playing.

The game ends when there are no cards left!

Future games:

Use the entire deck of cards.
Go Fish (Shapes)

2-4 players  Ages 4+

Cards to use:

Circles 1-4

Triangles 1-4

Rhombus 1-4

Squares 1-4

Rectangles 1-4

Hexagons 1-4

Setup:

1. Shuffle cards

2. Deal five cards to each player

3. Place the remaining cards face down in a pile in the middle
Play:

On your turn:

Ask another player if they have a shape card that matches a shape card in your hand.

If they have a card of that shape, they must give it to you. Place that pair of cards down.

If they don’t have a card of that shape, they say, “Go fish.” Draw a card from the pile.

If you draw a shape that matches a shape in your hand, place that pair of cards down.

If a player runs out of cards, they can draw from the pile to keep playing.

The game ends when there are no cards left!

Future games:

Use the entire deck of cards.
Line ‘Em Up!

3 players

Ages 4+

Cards to use: Choose a number range for your cards. Below, the range of 1-4 is chosen.

Circles 1-4

Squares 1-4

Triangles 1-4

Rectangles 1-4

Setup:

1. Shuffle cards

2. Deal four cards to each player face down

3. Each player puts their cards in a line, face down. Don’t look at your cards!

The cards represent numbers 1-4:

Tip: You may want to create a 1-10 number line on tagboard. Children can place their cards on top of, above, or below numbers 1-4 on the number line.

4. Place the remaining cards face down in a pile in the middle
Play:
On your turn:

Take one card from the pile in the middle. Match the number on the card with your card in the same number position.

Replace the matching card in your line of cards with the card from the pile.

Identify the number on the card you removed from your line of cards.

Match this number with your card in the same number position.

If the number on the card matches an already face-up card in your line, place the card next to the pile in the middle. It’s now the next player’s turn.

The next player can choose to take the face-up card or one face-down card from the pile.

The game ends when one player has turned over all four of their cards!

Future games:
Choose a higher number range with more cards
Use more shapes
One Card Left

2-5 players

Ages 4+

Cards to use:

Circles 1-10

Squares 1-10

1 Wild Shapes card

Setup:

1. Shuffle cards

2. Deal all cards face down into equal piles for each player
Play:

On your turn:

Place down any 2 cards in your hand that match on number

Then, offer your cards, face down, to the player on your left. That player takes one card and adds it to their hand. Now it’s their turn.

The game ends when the Wild Shapes card is the only card left!

Future games:

Add the triangle and rectangle cards

Use the entire deck of cards
Snap!

2-4 players

Ages 4+

Cards to use:

Circles 1-6

1 2 3 4 5 6

Squares 1-6

1 2 3 4 5 6

Setup:

1. Shuffle cards

2. Deal all cards face down into equal piles for each player
Play:

Players take turns turning over the top card of their pile and placing it face up in a central pile.

If 2 cards placed consecutively on the pile match by shape OR number, shout “SNAP!”

The first player to shout “SNAP!” AND place their hand on the pile takes all of the cards and adds them to the bottom of their pile.

The game ends when one player has all of the cards!

Future games:

Use cards with larger numbers

Play with 4 shapes instead of 2

Use the entire deck of cards with up to 6 players
**WILD SHAPES**

Cards to use:

- **Circles 1-6**
  - ![Circles](image)
- **Squares 1-6**
  - ![Squares](image)
- **Triangles 1-6**
  - ![Triangles](image)
- **Rectangles 1-6**
  - ![Rectangles](image)

**Setup:**

1. Shuffle cards

2. Deal 5 cards face down to each player

3. Place remaining cards in a pile face down

4. Turn over the top card
Play:

On your turn:

- Match the top card to one of your cards by number or shape

- OR play a Wild Shapes card! Choose a number and shape for the next player to match on.

If you don’t have a card that matches the top card or a Wild Shapes card, draw a card from the pile. It’s now the next player’s turn.

The game ends when only one player is left with cards!

Future games:

- Use cards with larger numbers
- Use the entire deck of cards
- Use a new rule: if you don’t have a card that matches the top card, you have to draw cards until you do!