

Say Sí to Spanish: Numbers Game Pack by Susan Brown

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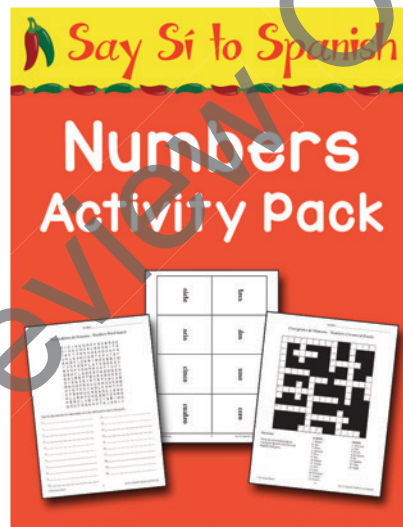
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Introduction

Thank you for purchasing *Say Sí to Spanish: Numbers Game Pack*. I hope this pack helps your students master the numbers 0-20 in Spanish in a fun way. If you are a parent or teacher who is not fluent in Spanish, you'll find that a pronunciation guide is included in this set.

What's Included in This Pack:

- A pronunciation guide for all of the vocabulary used in the games
- Two vocabulary lists - one with a pronunciation guide and one without
- Instructions for assembly of the card games
- Rules for seven card games
- Printable cards for the card games
- Instructions for assembly of the Cuéntalos board game
- Rules for the Cuéntalos board game
- Printable cards for the Cuéntalos board game
- The Cuéntalos board game
- Printable playing pieces for the Cuéntalos board game

Special Instructions for Use:

1. The El Guerrero card is used only for the card game of the same name.
2. The color of the border on the number cards can affect the play for some games. The border corresponds to the type of card as follows:
 - Cards with a blue border have the numeral only
 - Cards with an orange border have the Spanish word
 - Cards with a red border have the English word
 - Cards with a yellow border have the numeral, Spanish word, and English word
3. Some games require the use of a limited set of numbers such as 0-10. Usually, you do not have to use those exact numbers. You can choose the numbers that you want the students to practice. Just make sure you are using approximately the same number of cards. For example, 0-10 would be 44 cards, but you could probably use 40 or 48 as well.

Pronunciation Guide

0	cero	SAIR-o
1	uno	OO-no
2	dos	dohs
3	tres	trace
4	cuatro	KWAH-tro
5	cinco	SEEN-ko
6	seis	sace
7	siete	see-EH-tay
8	ocho	OH-cho
9	nueve	NWAY-bay
10	diez	dee-ACE
11	once	OHN-say
12	doce	DOH-say
13	trece	TRAY-say
14	catorce	kah-TOHR-say
15	quince	KEEN-say
16	dieciséis	dee-ACE-ee-SACE
17	diecisiete	dee-ACE-ee-see-EH-tay
18	dieciocho	dee-ACE-ee-OH-cho
19	diecinueve	dee-ACE-ee-NWAY-vay
20	veinte	BAIN-tay
Crazy Eights	Ochos Locos	OH-chohs LOH-kohs
Spoons	Cucharas	koo-CHAR-ahs
Go fish	Pesca	PAY-skah
Do you have...?	¿Tienes...?	tee-EN-ace
Chinchón	Chinchón	cheen-CHOHN
The Warrior	El Guerrero	el gair-AIR-oh
Memory	Memoria	may-MOR-ee-ah
War	Guerra	GAIR-rah (roll the r's)
Count them	Cuéntalos	KWAYN-tah-lohs
Easy	Fácil	FAH-seel
Difficult	Difícil	dee-FEE-seel
Start	Principio	preen-SEE-pea-oh
End	Fin	feen
Ready, set, go!	Preparados, listos ¡ya!	pray-pah-RAH-dos LEE-stohs ya

Los Números 0 - 20

0	cero
1	uno
2	dos
3	tres
4	cuatro
5	cinco
6	seis
7	siete
8	ocho
9	nueve
10	diez
11	once
12	doce
13	trece
14	catorce
15	quince
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17	diecisiete
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15	quince	KEEN-say
16	dieciséis	dee-ACE-ee-SACE
17	diecisiete	dee-ACE-ee-see-EH-tay
18	dieciocho	dee-ACE-ee-OH-cho
19	diecinueve	dee-ACE-ee-NWAY-bay
20	veinte	BAIN-tay

Card Games

Instructions for Assembly

Rules for Card Games:

1. Print off the rules pages.
2. Cut apart the rules for individual games.
3. Laminate if desired.

Playing Cards:

The playing cards have been designed to be 2 1/2 x 3 1/2 inches in size. You can try to maintain that exact size by playing with the options in the print dialogue box. Printer settings vary, but you may be able to select “Actual size” under sizing or change the scaling to “None.” Know that some printers will resize these pages when you print them no matter what you do because of the way they were designed by the manufacturer. You should, however, still be able to use the cards to play the games.

There are two methods you can choose from for printing and assembling the playing cards.

Method 1:

1. Print off the playing card pages on card stock.
2. Cut apart the cards on the solid black lines.
3. If desired, laminate for durability.

Method 2:

1. Print off the playing card pages on printer paper.
2. Cut apart the cards on the solid black lines.
3. Insert the printed cards into card deck protector sleeves.
4. Insert regular playing cards behind each printed Spanish card. This will strengthen the cards.

Rules for Card Games

Ochos Locos - Crazy Eights

Number of Players: 2-6

Materials: Cards 0-10, or 11-20 plus 8's, or all of the number cards.

Object of the Game: Be the first player to get rid of all your cards.

Rules for Play: Shuffle the cards and deal six to each player. Players can look at their cards. The remaining cards are placed face down in a pile in the middle of the table. The top card is turned over. Beginning with the player to the dealer's left, each player tries to play a card that matches the one face up by either number or colored border. For example, the "uno" card could match the card with the numeral "1," the card with the word "one," or the card that has all three versions of "one" on it. Or a card with a blue border would match a card with another blue border. The player places the matching card on top of the face up card and play continues on to the next player on the left. If a player does not have a matching card on his turn, he draws one card from the draw pile. If it is a match, he plays it. Otherwise, he keeps it in his hand. Play continues until one player gets rid of all of his cards.

Cucharas - Spoons

Number of Players: 3-10

Materials: Cards 0-10, 11-20, or all cards. Spoons equal to the number of players minus one.

Object of the Game: The object of each round is to collect a set of four cards of the same number and grab a spoon, or grab a spoon after the first one was taken. If you don't get a spoon, you are out of the game. The winner of the game is the last player remaining.

Rules for Play: Place the spoons in the middle of the table where everyone can reach them. Shuffle the cards and pass out four to each player. The dealer places the remaining cards face down in a pile next to himself. Players look at their cards. The dealer begins the round by taking the top card from the draw pile. He looks at it, then passes a card face down to the player on his left. At the same time, everyone else passes a card to the player on his left. The last person places his card in a discard pile. Everyone then simultaneously picks up the card that was passed from the player on his right, decides if he needs it, and then passes a card to the player on his left. This continues until someone collects a set of four cards of the same number. That person discreetly takes one of the spoons from the table. Everyone else then tries to grab a spoon. Anyone who doesn't get a spoon is out of the game. Now begin another round. Remove one spoon and put the rest back on the table. Reshuffle and deal the cards as before. Game continues until only person is left.

¡Pesca! - Go Fish!

Number of Players: 2-3

Materials: Cards 0-10 or 11-20. For a longer game or for more players, use all cards.

Object of the Game: Collect the most sets of cards. A set consists of four cards with the same number.

Rules for Play: Shuffle the cards. Deal out five cards to each player. Players may look at their cards. Put the rest of the cards face down in a pile (or spread out in a pond shape) between the players. Beginning with the player on the dealer's left, each person asks another player if he has cards of a certain number by saying, "¿Tienes _____?" If that player has one or more cards of that number, he must pass them to the player who asked for them. The player who asked then gets to take another turn. If, however, the player doesn't have the cards, he says, "Pesca." The other player then draws a card from the pile in the middle. If he draws the number he asked for, he gets to take another turn. If not, his turn is over and play passes to the next person on the left. If a player runs out of cards in his hand, he can draw one from the pile in the middle. Play continues until all of the cards are matched. The winner is the one with the most sets of cards.

Chinchón

Chinchón is a card game similar to Rummy that is played in some hispanic countries. This is a simplified version of the game.

Number of Players: 2-4

Materials: Cards 0-10 or 11-20.

Object of the Game: Be the first person to go out by laying down a hand of one or two sets.

Rules for Play: Shuffle the cards and deal seven out to each player. Put the rest of the cards face down in the center of the table and turn over the top card. These will be the draw and discard piles. Starting with the player to the dealer's left, each person draws a card from either the draw or discard pile. Then he discards a card he doesn't need. The goal is for players to make sets in their hand. A set can be made in two ways:

- Three or more cards with the same number
- Three or more cards with the same color border that make a run of numbers in sequential order like "uno, dos, tres" or "4, 5, 6, 7."

Play continues until one player can go out by using all seven of his cards to make two complete sets or one complete run. Going out with all seven cards in one run is called "Chinchón."

El Guerrero - The Warrior (Old Maid)

Number of Players: 2-4

Materials: Cards 0-10 or 11-20. For a longer game or for more players, use all cards.

Object of the Game: Don't be caught with the El Guerrero card at the end of the game when all pairs are matched.

Rules for Play: Shuffle and deal all of the cards to the players. Players look at their cards and put down all pairs. Pairs are cards with like numbers whether they are in English, Spanish, numeral, or combination form. If they have three cards of one number, they can only put down two cards. Play starts with the player to the dealer's left. That player fans his cards and holds them out to the player on his left making sure that the player cannot see the cards. The player on the left grabs one card from the hand and adds it to his hand. If he has a pair of like numbers, he puts it down on the table. He then holds his hand out to the player on his left who also takes a card. This continues until all pairs are made and laid out on the table. The loser is the one left with El Guerrero card.

Memoria - Memory

Number of Players: 1-2

Materials: Twenty cards. One pair of cards for ten numbers. Cards can be a combination of Spanish word and English word, numeral and Spanish word, or most anything you want.

Object of the Game: Match all the cards.

Rules for Solo Play: Shuffle the cards and put them face down on a table in a 4 x 5 grid. Flip over two cards. If they match, remove them from the grid. If they don't, turn them face down again. Continue until all cards have been matched.

Rules for Two Players: Same rules as above except that players take turns flipping over cards. If a player makes a match, he gets to take one more turn only.

Guerra - War

Number of Players: 2

Materials: Cards 0-10 or 11-20.

Object of the Game: Win all of the cards in the deck.

Rules for Play: Shuffle and deal all of the cards face down to the players. Each player puts his cards in a pile in front of himself. Both players turn over the top card from their decks. Whoever has the highest number takes both cards and puts them in a pile beside his deck. If both numbers are the same, players say, "Guerra," and put 3 of their cards fanned out face down on their card. Then they put another card face up on the bottom card. Whoever has the highest card at the bottom wins the cards. If there is another "Guerra," put another set of cards down as you did before and see who has the highest card. When you've gone through your whole deck, turn over your pile of collected cards and continue. Play until one person has all of the cards.

Preview Copy

<p>zero</p> <p>zero</p>	<p>one</p> <p>one</p>
<p>cero</p> <p>cero</p>	<p>uno</p> <p>uno</p>
<p>zero</p> <p>0</p> <p>cero</p>	<p>one</p> <p>1</p> <p>uno</p>
<p>0</p>	<p>1</p>

<p>two</p> <p>two</p>	<p>three</p> <p>three</p>
<p>dos</p> <p>dos</p>	<p>tres</p> <p>tres</p>
<p>two</p> <p>2</p> <p>dos</p>	<p>three</p> <p>3</p> <p>tres</p>
<p>2</p>	<p>3</p>

<p>four</p> <p>four</p>	<p>five</p> <p>five</p>
<p>cuatro</p> <p>cuatro</p>	<p>cinco</p> <p>cinco</p>
<p>four</p> <p>4</p> <p>cuatro</p>	<p>five</p> <p>5</p> <p>cinco</p>
<p>4</p>	<p>5</p>

<p>six</p> <p>six</p>	<p>seven</p> <p>seven</p>
<p>seis</p> <p>seis</p>	<p>siete</p> <p>siete</p>
<p>six</p> <p>6</p> <p>seis</p>	<p>seven</p> <p>7</p> <p>siete</p>
<p>6</p>	<p>7</p>