

Games with a pack of cards

What can you do with a pack of cards?

Chase the Ace...

The aim: is to avoid being the player that holds the ace at any point during the game, the winner is the player that holds the highest card when play ends.

(Picture cards score Jack 11, Queen 12 and King 13)

Before play starts: pre-sort your pack of cards so there is only one ace in the pack and a range of other cards of all denominations from two to King, ensuring that the total number of cards matches the number of players.

To play: give each player one card, they can look at their card to see what denomination they have, but must make sure their card value is secret from other players.



Players undertake a game of "tag" swapping their card with other players or if the card they hold is of a high value, try to avoid being tagged. The player holding the ace must try to tag to swap the ace with another player. After a set period of play a whistle blows to end play and the player holding the ace is the loser, the player with the highest card wins the game.

Suits You...

The aim: is for players to make the longest "run" of consecutive cards.

Before play starts: pre-sort the cards so that the number of cards matches the number of players and includes groups of consecutive cards of all four suits.



To play: give each player one card, which they can only show one other player at a time.

Players move around trying to find cards that link to their card to form chains of consecutive cards.

After a set period of play a whistle blows to end play and the players that have formed the longest chain win.

21's or Pontoon on the run...

The aim: is to find a partner to score "21" or Pontoon. (Picture cards are 10 and ace can be either 1 or 11)

To play: give each player one card.



Players run around to find a partner to score 21 but cannot talk or hold up their card for other to see, only talk one-to-one. The fastest pair to score 21 wins.

Pairs and More...

The aim: is for players to find other players to form the groupings asked for by the leaders – this is a teamwork game, not a game an individual can win.

To play: give each player one card, (Picture cards are 10 and ace can be either 1 or 11)



Ask the players to form the following groupings:

- * Find players with 1, 2 or 3 cards of the same value.
- * Find players to add up to a value of 13 / 18 / 25 etc.
- * Find all other players with the same suit.
- * Any other challenges of the leader's choice.

Or Alternatively Make a Model...



Give each team a pack of cards and see who can build the best "House of Cards".

The world record for the largest card structure was set in 2010 and was built using 218,792 cards.