

Instructions

- The 4 players sit in a circle with the 3 spoons in the middle.
- One of the players distributes 4 cards to each player, including him or herself.
- Each player takes turns passing one card that they do not want to the player to their left, usually at one player's signal to "Switch". (There is no discard pile.)
- When a player has 4 cards that are a match, he/she, as quietly as possible, takes a spoon from the center.
- As the other players notice this, they (as quietly as possible) take a spoon until there is one player without a spoon.
- The player without a spoon must say, "Prove it!" to the player that has the match.
- Next, the player with the match has to prove that his/her cards are matches.
- If the original player is able to prove it, the player without the spoon has to add an S to his/her scoreboard. If the original player **cannot** prove that his/her cards match, that player gets an S.
- Take up all cards, shuffle, and play again.
- If a player spells the word SPOONS, they lose.

BC curriculum

Differentiated learning

- Explicitly teach the students the English and smaleyx words, visuals, and information about each items/animal.
- Teaching the students in small groups, to clarify any questions and to keep the attention to individuals.
- Use simpler ideas to introduce the game, if there is difficulty understanding the games rules.
- If the game is difficult for some students to grasp use modified cards with visuals of each item in order to match the cards up easier.
- If students struggle with behaviour and self-monitoring this game can be turned into a matching game. This can be recorded by allowing the students to visual show it is using paper clips and a game board.

- The matching game can be played with an adult to “practice” the concepts.
- Explicitly teach the students about expected behaviour and actions in the game, this includes problem solving techniques if there are disagreements.
- If there are students who are struggling with the concept, consider partnering them up with another student.
- Posting the concepts on the board or smart tv to allow those students who struggle with memory can allow them to check their answers or review.
- If you have only 3 players, have them place one of the cards in the middle for all the players “to have”. Have this card be placed face up and teach the students that any of them can use that card for one of their matches. Then, they will each be given 5 cards instead of 4. However, they will still only have to find four of the same concept or number.
- -Once this game is learned it can be used to learn different educational concepts.