



Bee Card Games

Pick & Match

Ensure that there is a correct number of matched cards. Turn all cards face down and try to pick a pair from memory. The player with the most pairs wins.

Go Fish

Ensure that there is a correct number of matched cards. Deal each player 6 cards ensuring that there is still a deck to pick from. The aim of the game is to get rid of your hand by making pairs. Ask the player to your right if they have your required card and if so they must then give it to you. If not, they say, "Go Fish" and you must pick a card from the deck. The game is played until there is only one person left with cards in their hand.

Snap

Ensure that there is a correct number of matched cards. The deck is dealt evenly amongst the participating players. The aim of the game is to gather all the available cards. One player starts by placing a card face-up on the playing surface. The next player then puts a card on top of this. The game is played until two matching cards appear on top of each other and a person puts their hand on top and shouts "SNAP!". This person then gathers the accumulated pile and adds them to their deck. The game ends when one person has all the cards and is declared the winner.

Pyramid

Each player needs 7 cards. Construct a pyramid using the cards with two base levels and one top level.



Bumblebee

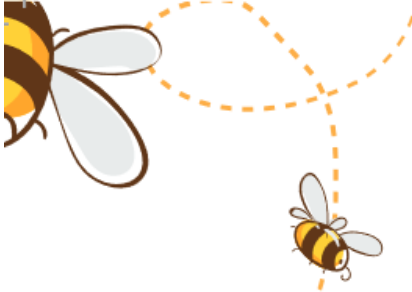
One player picks a card and then lays out a dash for each letter of the name of the bee or plant on their chosen card. Other players try to guess the letters that make up the card and a body part is added to the bee if they get a letter wrong. If the bee is completed before the players guess the full name of the bee/plant then the player who picked the card wins!

Housey Housey

Each player is given 6 cards and must place them face up in two rows of 3. There is a deck and players must make sure that at least one duplicate card of each face up card is in this deck. One player turns the cards of the deck and when the duplicate card of your face up card is shown you turn that card face down. First player to turn all their cards face down shouts "HOUSEY HOUSEY" and is declared the winner.

Old Maid

Ensure that there is a correct number of paired cards and one odd card without a pair. The group must be made aware of what the odd card is. This deck is then dealt evenly amongst players and they make pairs out of their hands. They hold their remaining cards in their hand. Each player picks a card from the player to their right hand and they try to make a pair. This continues until one person is left with the odd card and is declared the "Old Maid".



SuperValu

