Year Order Game Suggestions

Game Setup

1. Print cards on 110 pound or other card stock paper. Print card backs on each page of cards (optional). Cut out cards on gray lines. Round card corners with corner cutter (optional).

Game Play

1. The teacher becomes the dealer.

2. The teacher passes out two or more cards to each student. The number of cards each student receives depends on that student's ability to place cards in year order. A less skilled student might receive just two cards while a more skilled student might receive five or more cards.

3. The teacher selects the cards given to each student depending on each students' ability to read years. Simpler years such as 2005 are given to lower skilled students. When students are first learning how to read years it seems to work well to give them cards from different centuries. This helps them to focus and place in order years based on the first two numerals. After gaining basic skills, cards from years before 1000 and then the same century can be used.

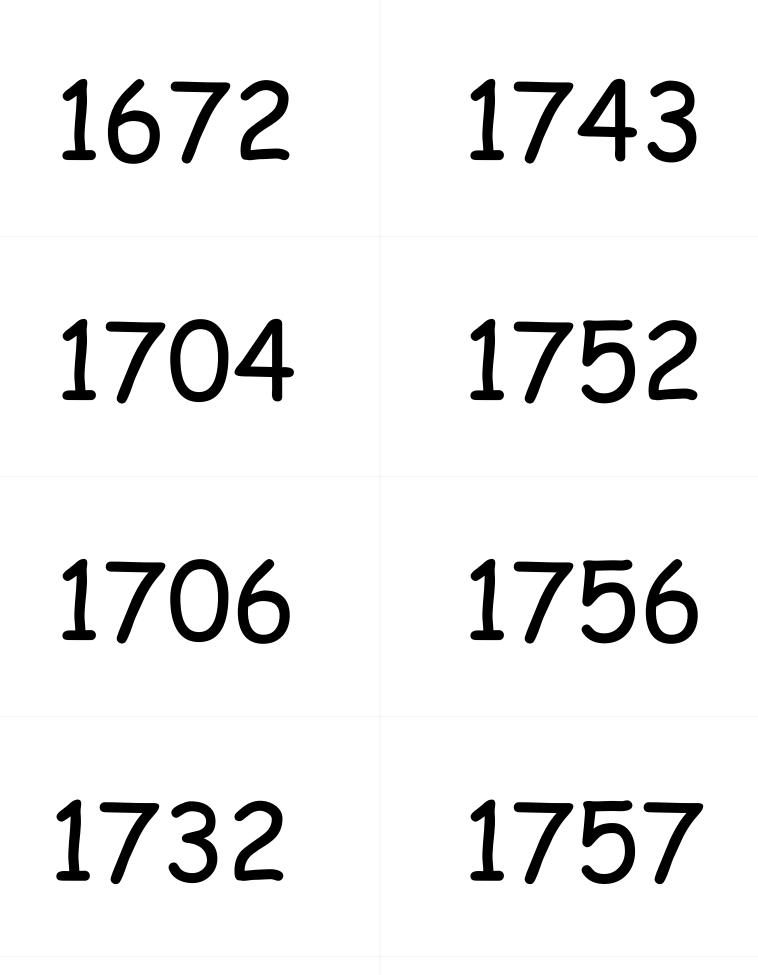
4. Each student places the year cards he or she has received into a column with earlier years on top. Extra cards can be passed out to those students who can place cards in order faster than others.

5. When each student's cards are in chronological order, the students take turns reading aloud his or her own cards.

6. After each student has read his or her cards, the dealer calls in the cards and deals out a new set to each student.

7. Play repeats until the dealer ends the game.

70	476
250	527
313	565
395	622



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