

Farm Snap

Contents:

48 farm snap cards

Setting up

- The cards are shuffled and dealt, face down, to all of the players. Players should not look at their cards.

Object

To collect all of the cards.

To play

- The youngest player starts by turning over the top card of their pile and placing it, face upwards, in front of them. Moving in a clockwise direction, each player takes turns to do the same, keeping their piles separate from each other.
- If, at any time, a player spots two top cards that match, they shout "Snap!" and collect both piles of cards. These cards are placed, face down, at the bottom of their own face-down pile.

N.B. Children could be encouraged to shout out the name of the animal 'snap' when they see a matching pair, ie. "Sheep Snap!".

- If a player runs out of cards in their face-down pile, they pick up their pile of face-up cards, turn them over and continue to play as before. If a player runs out of all of their cards, they are out of the game.
- The game ends when one player has collected all of the cards.

The winner

The winner is the first player to collect all of the cards.

Pairs

Setting up

Spread the cards face down on the table.

Object

To collect the most pairs of cards.

To play

- The youngest player begins by turning over two cards at random, leaving them on the table. If the cards match, the player picks up both of them, placing the pair in front of them on the table. If the cards don't match, they are turned back over.
- A player's turn continues, until they fail to turn over a matching pair. Play passes to the next player.
- The game ends when there are no cards left to pick up.

The winner

The winner is the player with the most pairs at the end of the game.

N.B. Pairs can also be played as an activity by one player.

