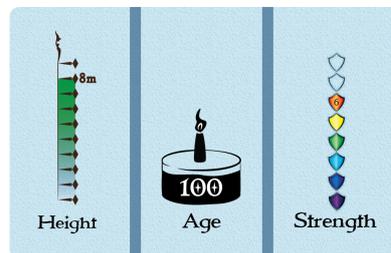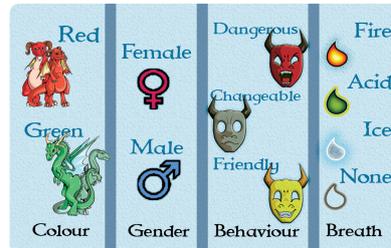# Dragon Card Games

Speed sorting

- Players: 2 to 4, or more players with a larger pack.
- Teaches: ordering and sorting
- Equipment: Attribute cards, dragon cards (40 to 240 depending on the number of players)
- Difficulty: Straight-forward

Preparation

Choose which attributes you will be ordering or sorting on, and make a facedown pile of those attribute cards.

Possibilities are:

- Sorting:
  - Colour,
  - Gender,
  - Behaviour,
  - Breath.
- Ordering:
  - Height,
  - Age,
  - Strength,
  - Name Order (alphabetical),
  - Horns (count them from the picture).

Each player is given three dragon cards. There are placed face up in front of them on the table in a pile.

Aim

To earn ten dragon cards by being the fastest to sort or order cards.

Game play

First player turns over an attribute card and reads aloud the attribute.

All players race to put their cards in piles or in an ordered row according to the attribute. For example if the attribute is gender, they put all their females in one pile and all the males in another pile. If the attribute is strength, they order them by increasing (or decreasing) strength. As soon as they are finished they place a hand on the attribute card.

Check for correctness. If the first player finished is correct, give that player another dragon card. If not correct, take one away (to a minimum of three cards).

The winner of that round turns over the next attribute card and reads aloud the attribute.

Players who are fast, get more cards, which may slow them down.

When the pile of attribute cards is used up, shuffle them and start again.

Ending the game

The game ends when any player gets a tenth dragon card.

The winner is the first player to get ten dragons.

Other ideas

This game has worked well when played with a whole class. Extra cards can be awarded for the first three (say) finishers.

For a group with a range of ages, younger players could stop when they reach their age. Six cards for 6 year olds, etc.
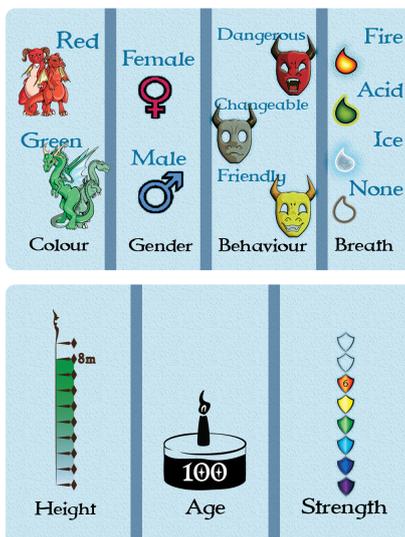
Dragon Twins

- Players: 2 to 4.
- Teaches: Finding things that are the same
- Equipment: Attribute cards, dragon cards
- Difficulty: Straight-forward, some strategy

Preparation

Place the dragon cards face down in a pile in the middle of the table.

Choose the following 12 attribute cards and spread them face up in the middle of the table. (You can use just some of these if desired.)

- o Gender
- o Colour
- o Colour and Gender
- o Behaviour
- o Breath
- o Breath and Behaviour
- o Name Length
- o Strength
- o Height
- o Age Century
- o Horns
- o All Different

Aim

To get the most attribute cards.

Game play

The first player draws and turns over two dragon cards. The player looks at what things the two dragons have in common and chooses an attribute card that applies. (There may be several applicable.) The player may take an attribute card from the pool in the middle, or they may take one from one of the other players.

When none of the attribute cards used would appy (even the ones in front of the current player), the player can take the All Different attribute card.

Place the attribute card taken (if any) in front of them, and place the dragon cards in the discard pile.

Players take turns to turn over two dragon cards, and choose which attribute card to take. Sometimes it may not be possible to take another attribute card, if the player already has the applicable one.

Ending the game

The game ends when there are no attribute cards in the pool and one player (the winner) has more cards than anyone else. If the attribute cards in the pool run out but no one player has the most cards, play continues until there is an outright winner.

Game options

The All Different attribute card can make the game more difficult. The Name Length attribute card can also be tricky to check. You may choose not to include these cards.

Solitaire version

The player sees how few "wasted" pairs of dragons they need to gain all the attribute cards.

Teams of three (Solitaire)

- Players: 1 (with a variation for more than 1)
- Teaches: Addition, subtraction, more or less, categorisation
- Equipment: Dragon cards
- Difficulty: Straight-forward, some strategy

Preparation

Place the dragon cards in a face down pile.

Aim

To get the most powerful set of 12 dragons according to strength

Game play

From the face down stack, deal off cards one at a time and place in rows of uo to three according to colour and gender (called type)

When you get more than three of the same type, the new dragon must go on top of another dragon of the same type (trying to maximise the strength)

Example:

Turns 1 to 9

Red Male, strength: 6	Red Male, strength: 2	Red Male, strength: 5
Green Male, strength: 4	Green Male, strength: 1	
Green Female, strength: 5		
Red Female, strength: 6	Red Female, strength 6	Red Female, strength 6

Turn 10: Red male, strength 6. This goes in the Red Male team, and the best choice is to put it on top of the Red Male Strength 2.

Red Male, strength: 6	Red Male, strength: 6	Red Male, strength: 5
Green Male, strength: 4	Green Male, strength: 1	
Green Female, strength: 5		
Red Female, strength: 6	Red Female, strength 6	Red Female, strength 6

Turn 11: Red male, strength 4. We don't really want this one as it weakens the team, but we have to add it to the Red Male team, so we put it on the Red Male, strength 5, to minimise the loss in strength.

Red Male, strength: 6	Red Male, strength: 6	Red Male, strength: 4
Green Male, strength: 4	Green Male, strength: 1	
Green Female, strength: 5		
Red Female, strength: 6	Red Female, strength 6	Red Female, strength 6

Ending the game

The game stops when all rows have three dragons showing.

Scoring - add up the strength. See what is the highest score you can get.

Variations

This can be played as a competition between players to see who gets the strongest team.

You can use different team criteria, such as behaviour or breath.

You can use different scoring criteria, such as weakest, oldest, youngest, shortest, tallest etc.

You can place each dragon in a specific slot, but you can't move it once it is there. The strengths must increase from left to right. If it is possible to place a card, you must do so.