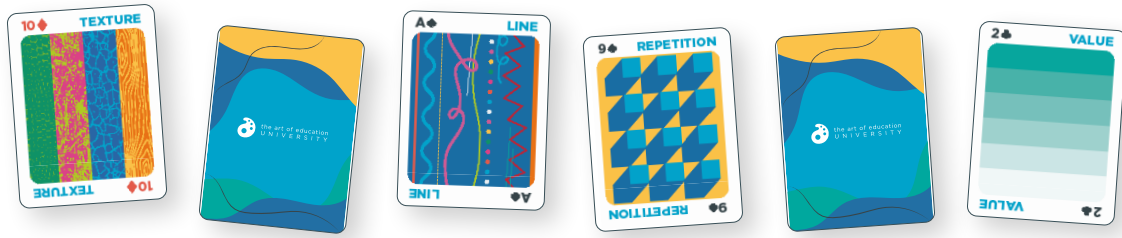


LET'S PLAY...

Elements & Principles Card Games!



Go Fish

Objective:

Go fishing for the Elements and Principles! The player with the most matched pairs wins.

How to Play:

1. Shuffle the deck and deal the cards. For 2-3 players, deal seven cards per player. For 4+ players, deal five cards each.
2. Look at the cards in your hand (but don't show anyone else!). Spread the rest of the cards face down to create a "pond" on the table.
3. The player left of the dealer goes first. Find a card in your hand that you'd like to match. Ask a different player if they have that particular number and suit (specific Element or Principle).
4. If that player has the match (be honest!), they hand over the card. Place your matched pair on the table and take another turn. Continue your turn until you no longer find a match.
5. If the player does not have a match, they say, "Go Fish!" You must then choose a card from the pond. The turn then passes to the next player.
6. Continue playing until there are no cards left to be matched. Count your matched pairs at the end to see who has the most. The player with the most pairs wins!

Memory

Objective:

Use your memory to find the Elements and Principles! The player with the most matched pairs wins.

How to Play:

1. Shuffle the deck. Decide whether to use only the Elements of Art, only the Principles of Design, or both.
2. Lay out all the cards face down in an organized grid.
3. Decide who starts. This player will turn over two random cards from the grid.
4. If these two cards match, the player collects the pair. The player then takes another turn, revealing two more cards. This continues until the overturned cards do not match. Pay close attention to remember where the cards are revealed!
5. If the overturned cards do not match, the player will return them face down, and the turn passes to the next player. Turns continue until there are no more cards left to match.
6. Count your pairs at the end to see who has the most matches. The player with the most pairs wins!

Quick Draw

Objective:

Work together as Artists and Audiences to create and identify the Elements and Principles. Be the team to score the most points after four rounds to win!

How to Play:

1. Group students into teams of four, and shuffle the deck.
2. Fan out the cards face down. One player is the Artist from each group and chooses three cards at random from the fan. The Artist may look at these cards but must keep them secret from the other three players in the group (the Audience).
3. Set a 3-minute timer. The Artist secretly creates a drawing that demonstrates the chosen cards.
4. When the time is up, the Artist reveals the drawing to the Audience. The rest of the players try to guess which cards are being demonstrated. The Audience must reach a consensus and then reveal their choices to the Artist.
5. The Artist adds up the points from each correctly guessed card. Subtract points from any cards not guessed. These points are awarded to the entire group (Artist and Audience).
6. Repeat Steps 2-5, giving each player a chance to be the Artist. After all four players in the group have been the Artist, the game ends.
7. Tally the points for the entire team. The team with the most points wins!

Alternative: The Artist becomes the Photographer! Take photos around the school instead of drawing.

I Spy

Objective:

Be a detective and identify Elements and Principles in artworks. Be the team to score the most points after four rounds to win!

How to Play:

1. Prepare by choosing four pieces of artwork to display on the board. Divide the class into four teams of detectives, and shuffle the deck.
2. Fan out the cards face down. Each team chooses one card from the deck at random.
3. Detectives on a team work together to find the Element or Principle on their card in the displayed artwork. Be careful to hide this from the three other teams!
4. Once all teams are ready, the game begins. One team begins by announcing "I Spy" and their Element or Principle. For example, "I Spy the Element of Art: Color."
5. The other three teams must locate and identify the Element or Principle in the artwork.
6. Each team of detectives declares what they found. If a team has already identified the same Element or Principle in the artwork, the next team must find another example or forfeit their turn. *For example, if team B says they see the color red in the dress, team C must find another example or forfeit their turn.*
7. The first team must then award points (the number on the card) to the team of detectives that identify the same Element of Art or Principle of Design as the first team.
8. Round 1 continues until all four teams of detectives have taken their "I Spy" turn.
9. Change the artwork and repeat Steps 2-7 for each artwork, ensuring each team has a chance to begin the round.
10. The team with the most points at the end of four rounds wins!