

Classification Concentration

The Deck

The deck contains 52 cards, with four animals from each phylum or class listed in the *Background* information with two exceptions. The deck contains only two animals from the phylum Annelida, and one each from the flatworms (Platyhelminthes) and roundworms (Nematoda).

The Deal

The first dealer is chosen randomly, and the turn to deal rotates clockwise if more than one round is played. The dealer shuffles the cards, then lays them face down on the playing surface in the following manner—three rows of eight cards and four rows of seven cards.

Object of the Game

The object of the game is to find as many pairs of animals as possible, relying on memory. A pair consists of two animals from the same phylum or class. If the animals are depicted by class, then they must be paired that way. For example, two arthropods may not be paired if one is an insect and one is a crustacean. The one flatworm and one roundworm make a pair.

The Play

Two or more players can play. The player to the left of the dealer (clockwise) goes first.

1. One card is turned over by the player and left in place for all to see.
2. A second card is turned over by the player.
3. If the two upturned cards make a pair, the player picks them up and keeps them. Each time a pair is made, the player gets another turn.
4. If the two cards do not make a pair (after everyone has seen them), the player turns them back face down in their original locations.
5. The play proceeds clockwise to the next player.
6. Once all the cards have been paired, the player with the most pairs is declared the winner.

Variation

- The dealer chooses the layout of the cards—circular, random, four rows of 13 cards, etc.

Don't Get Hooked!

The Deck

The deck for *Don't Get Hooked!* contains 51 cards, with four animals from each phylum or class listed in the *Background* section with two exceptions. The deck contains only two animals from the phylum Annelida, and one each from the flatworms (Platyhelminthes) and roundworms (Nematoda). **The Platyhelminthes card, planarian, is removed from the deck.**

The Deal

The first dealer is chosen randomly, and the turn to deal rotates clockwise if more than one round is played. The dealer shuffles the cards, and then deals the cards to each player, starting to the dealer's left. All the cards are dealt. Depending on the number of players, not everyone will have the same number of cards.

Object of the Game

This game is played the same way as Old Maid. The object is to dispose of all the cards in your hand, without being “stuck” with the parasitic hookworm (the Old Maid). Cards are disposed of by making pairs. A pair consists of two animals from the same phylum or class. If the animals are depicted by class, then they must be paired that way. For example, two arthropods may not be paired if one is an insect and one is a crustacean.

The Play

Three or more players can play.

1. As soon as all the cards have been dealt, all the players look for pairs in their hands. Any pairs are removed from the players' hands and set aside.
2. The player to the dealer's left begins by turning to the person on his left. The person to the left of the player offers his cards spread out with the back of the cards facing the player on his right. The player then draws a card from the offered cards. If the drawn card makes a pair with a card in the player's hand, the pair is removed and set aside. If the drawn card does not make a pair, the card is kept in the player's hand.
3. The play continues in the same manner. The player who had a card drawn from his hand turns to the next person on his left and draws a card.
4. Once a player is out of cards, he is safe, and no longer participates in the drawing of cards. A player can be safe by pairing his last two cards, or by having the last card in his hand drawn by another player. *Note:* It is unlikely, but possible, that a player may dispose of all the cards in his original hand, before the drawing begins. This player is safe, and does not draw any cards.
5. The game ends when the last pair is made, and one person is left with the hookworm card. The player who gets “hooked” is the losing player.

Go Fish

The Deck

The deck contains 52 cards, with four animals from each phylum or class listed in the *Background* information with two exceptions. The deck contains only two animals from the phylum Annelida, and one each from the flatworms (Platyhelminthes) and roundworms (Nematoda).

The Deal

The first dealer is chosen randomly, and the turn to deal rotates clockwise if more than one round is played. The dealer shuffles the cards, and then deals the cards to each player, starting to the dealer's left. For more than 2 players, five cards each are dealt. For 2 players, seven cards are dealt to each. The remaining cards are spread out face down on the playing surface, forming the "Fish Pond."

Object of the Game

The object is to collect "books" of cards. A book consists of four animals from the same phylum or class. If the animals are depicted by class, then they must be booked that way. For example, four arthropods may not be booked if they are not all from the same class. The four worms—two from Annelida, one from Platyhelminthes, and one from Nematoda—make one book.

The Play

1. The player to the left of the dealer begins. He or she asks any one player if he has any cards matching one of the cards in the player's hand. For example, on Mary's turn she asks Tom, "Tom, do you have any mollusks?" Mary must have at least one mollusk in her hand in order to ask for any.
2. If the player who was asked has one or more cards from the requested group, he must give all his cards from that group to the player who asked for them. The player who asked then gets another turn. She may ask the same player for another group or ask a different player for animals of the same or a different group.
3. If the player who was asked does not have any cards from the requested group, he says, "Go Fish." The player who asked then picks a card from the Fish Pond. If that card is an animal from the requested group, the player shows it is a match, and draws another card. If the drawn card is not from the requested group, the player's turn is over.
4. Play proceeds to the left (clockwise).
5. When a player has all four cards from the same phylum or class, the cards are considered a book, and are removed from the player's hand and set aside.
6. The game ends when a player is out of cards or when the last card is drawn from the Fish Pond, whichever happens first. The winner is the player who then has the most books.

Variations

- Instead of the play proceeding clockwise, the player who says, "Go Fish," gets the next turn.
- Instead of a fish pond, the remaining cards are placed face down in a stockpile. The top card is drawn when a player is told to "Go Fish."
- When all the remaining cards have been drawn, the game continues until a player is out of cards.

List of Animals for Animal Kingdom Cards

Phylum or Class Name	Animal Name	Phylum or Class Name	Animal Name
Cnidaria	anemone	Chondrichthyes	lemon shark
Cnidaria	coral	Chondrichthyes	manta ray
Cnidaria	jellyfish	Chondrichthyes	skate
Cnidaria	Portuguese man-of-war	Chondrichthyes	tiger shark
Platyhelminthes	planarian	Osteichthyes	angelfish
		Osteichthyes	moray eel
Nematoda	hookworm	Osteichthyes	seahorse
		Osteichthyes	tuna
Annelida	earthworm	Amphibia	frog
Annelida	leech	Amphibia	newt
Mollusca	conch	Amphibia	salamander
Mollusca	scallop	Amphibia	toad
Mollusca	snail		
Mollusca	octopus	Reptilia	alligator
		Reptilia	anaconda
Echinodermata	brittle star	Reptilia	iguana
Echinodermata	sand dollar	Reptilia	sea turtle
Echinodermata	sea star		
Echinodermata	sea urchin	Aves	golden eagle
		Aves	hummingbird
Arachnida	harvestman	Aves	mallard duck
Arachnida	scorpion	Aves	toucan
Arachnida	spider		
Arachnida	tick	Mammalia	armadillo
		Mammalia	bat
Crustacea	crab	Mammalia	killer whale
Crustacea	crayfish	Mammalia	opossum
Crustacea	lobster		
Crustacea	shrimp		
Insecta	dragonfly		
Insecta	grasshopper		
Insecta	monarch butterfly		
Insecta	praying mantis		