Notes for *Crazy O's*

Level: Grades 1-3

Recommended # of Players: 2-5

Materials: *Crazy O's* cards (numbered 0-10 in 4-5 colors of the same shape)

Math Skills: Classification

Mathematical benefits

Crazy O's resembles the traditional game of *Crazy Eights*, played with a deck of standard playing cards. In traditional Crazy Eights, players can play eight cards of one suit (say, spades) and call it hearts. However, the problem is that many young children have difficulty imagining that a can be something it is not. By using this deck that includes zeros, the problem is avoided and children can see how a colorless zero can be anything. This game allows children to classify objects and to see that an object can belong to two classes at once (for example, the class of all reds and the class of all threes).

This game can be made more difficult by allowing students to classify cards by three categories (color, number, and shape).

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Crazy 0's

Materials: Deck of cards (0-10 in 4 different colors)

Objective: Be the first to discard all of your cards.

To Play:

1. Players decide who will be the dealer. The dealer deals six cards to each player. Place the remaining cards in a pile face down in the middle. This is the DRAW pile. Turn the top card face up and place it to the side of the DRAW pile. This is the DISCARD pile.

2. Players decide who goes first.

3. Players take turns placing a card face up on top of the DISCARD pile. The card played must match the top card in either number or color. For example, if a red 3 is on top of the DISCARD pile, the player must play either a 3 of any color or a red card of any number.

4. If the player does not have a match, he or she can do one of two things:
   a. Draw from the DRAW pile. If the player draws a match, he or she can play that card. Otherwise, play moves to the next person.

   OR

   b. Play a *Crazy 0*. All zeros (0) in the game are crazy and can be played at any time. The player can decide what color he or she wants the zero to be. This means, for example, that if the player calls the card *green*, the next player must play a green card.

5. The first player to run out of cards is the winner.

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Crazy Crazy Crazy Crazy Crazy Crazy Crazy

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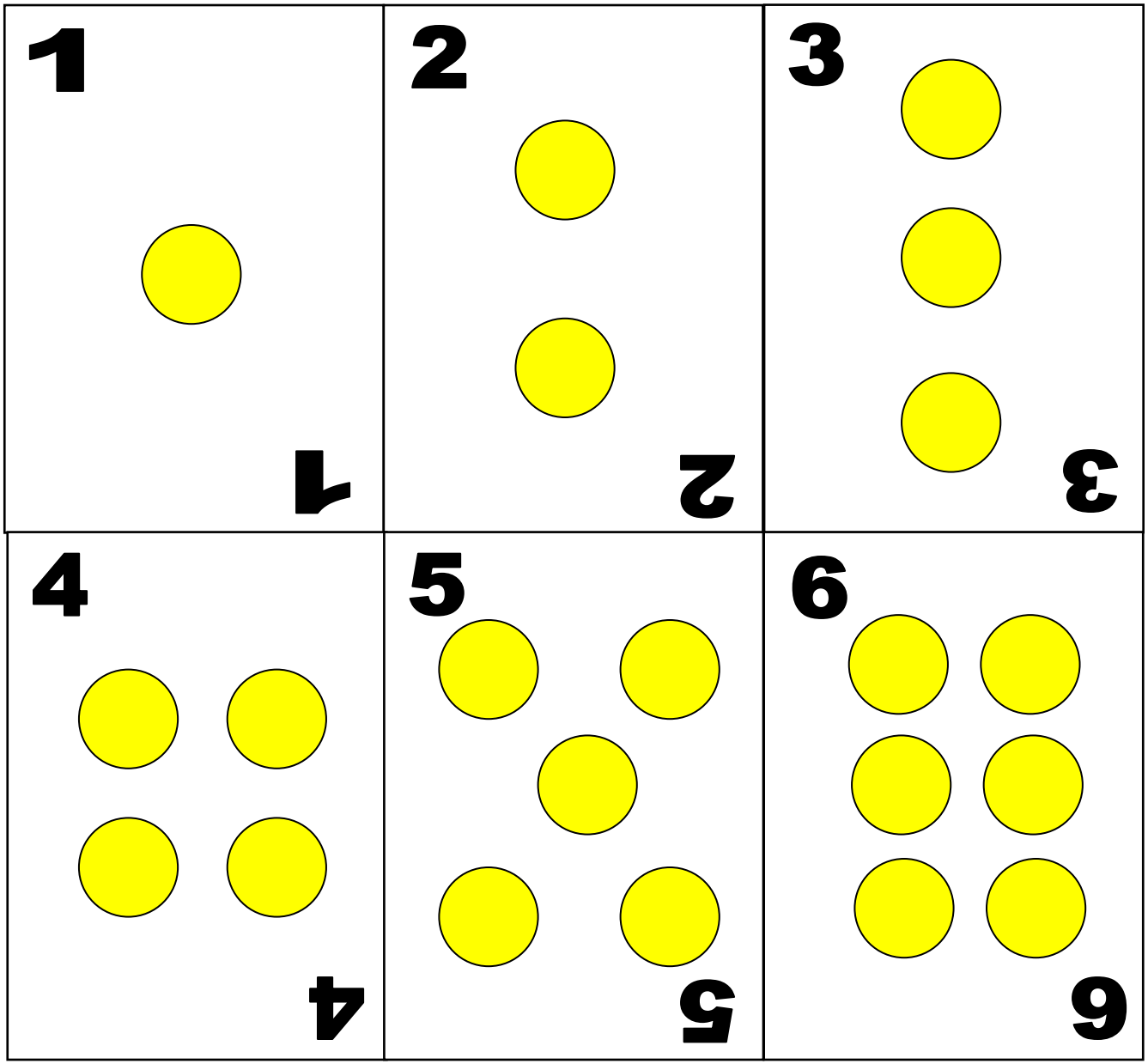

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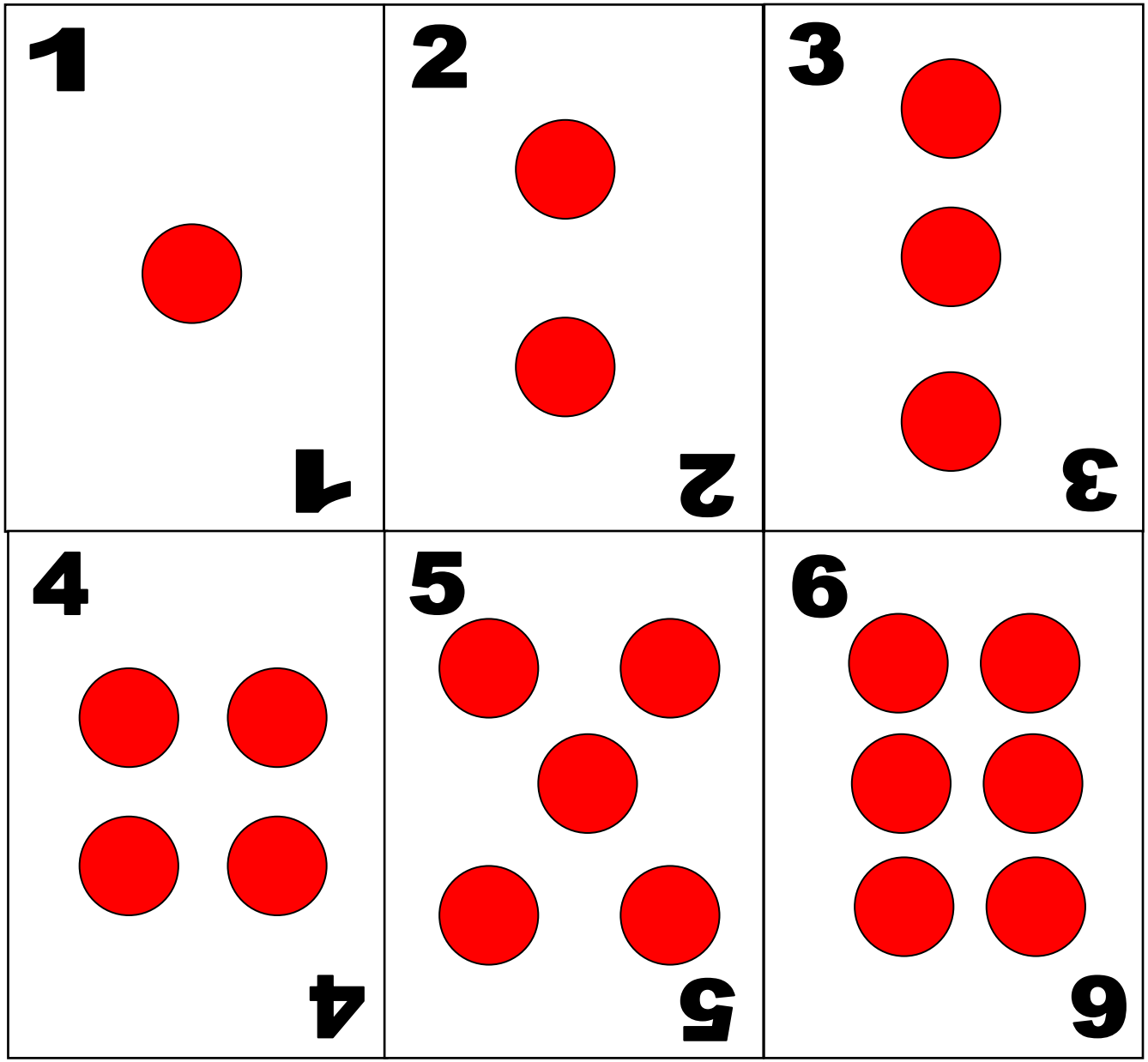

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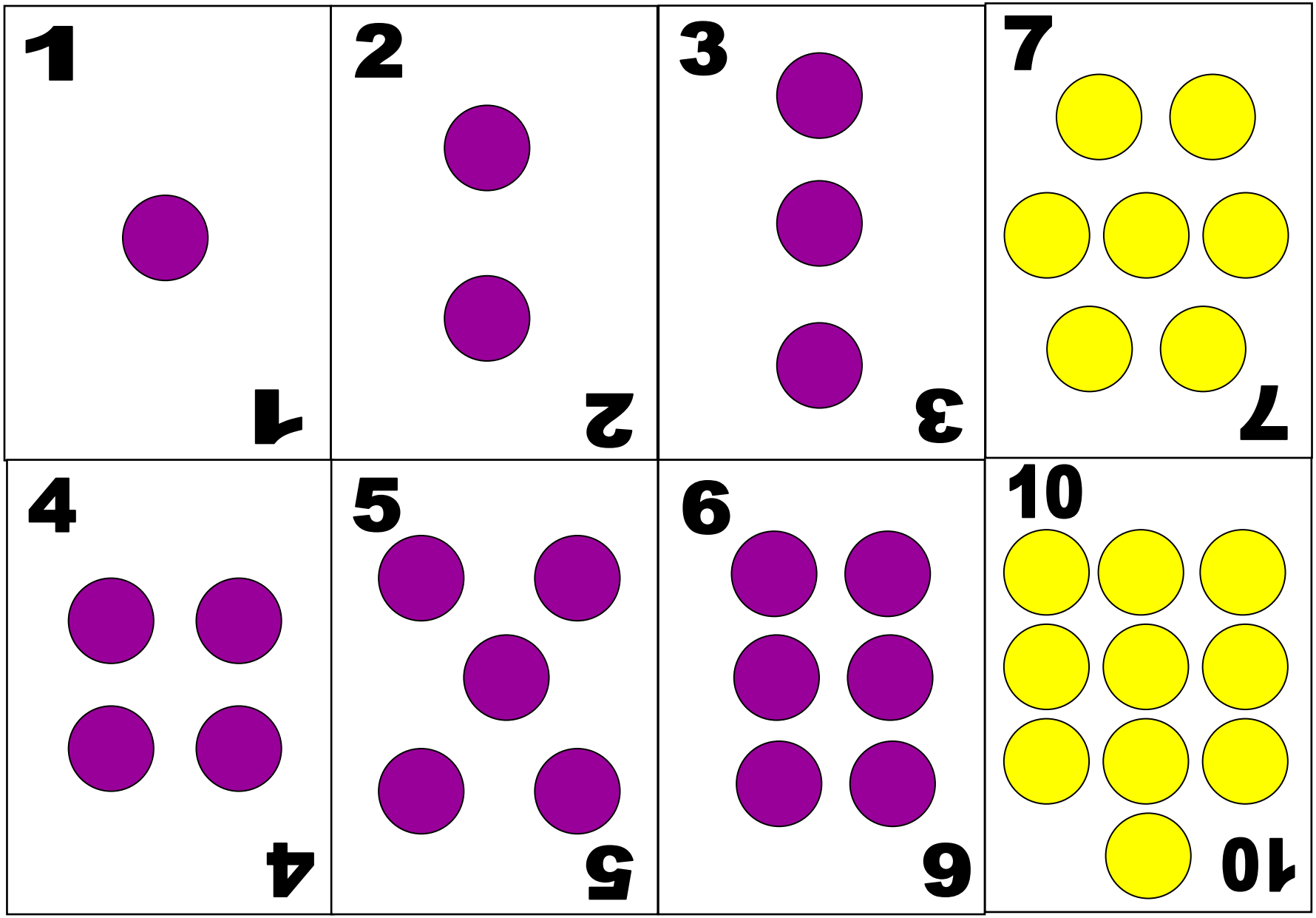

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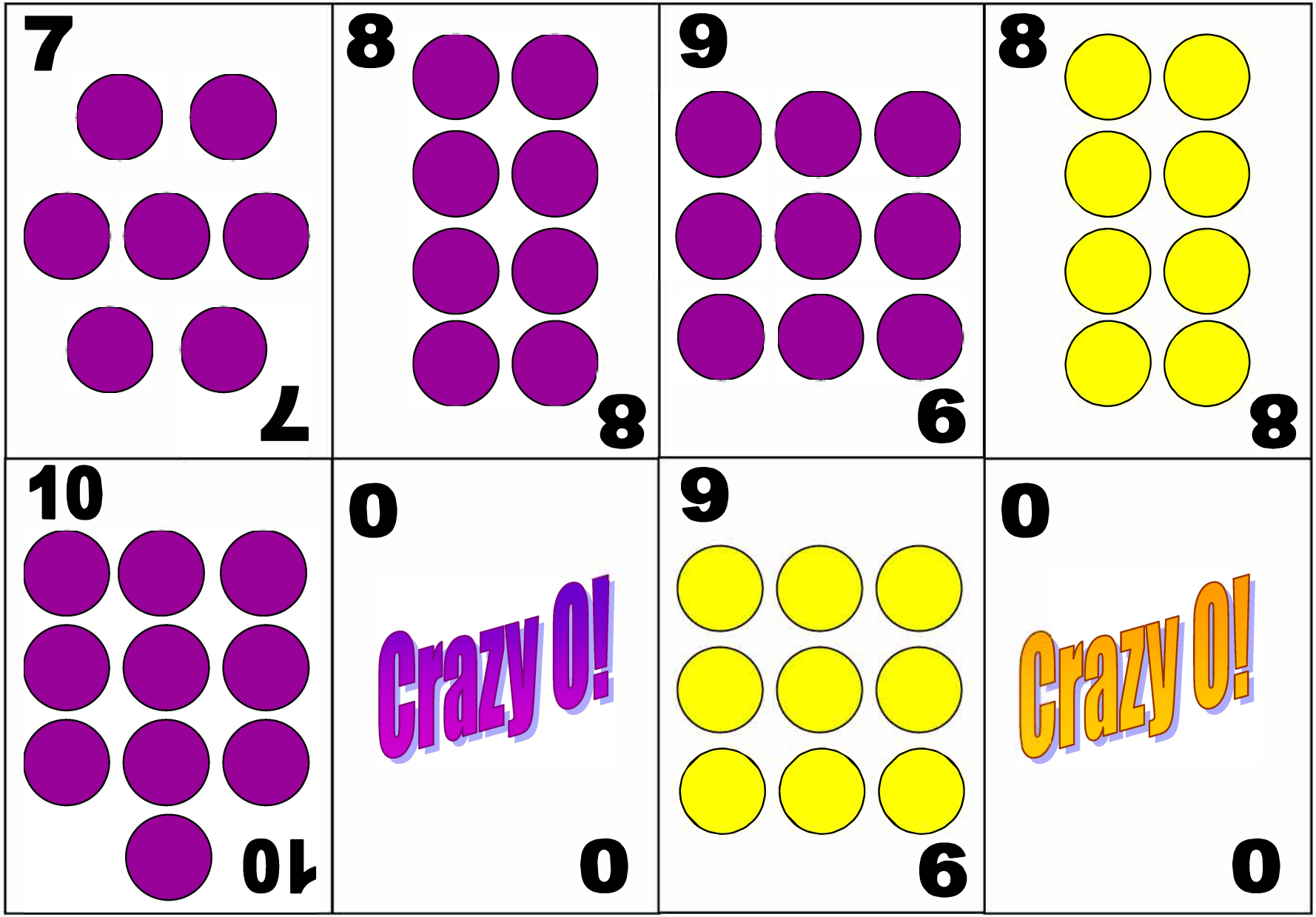

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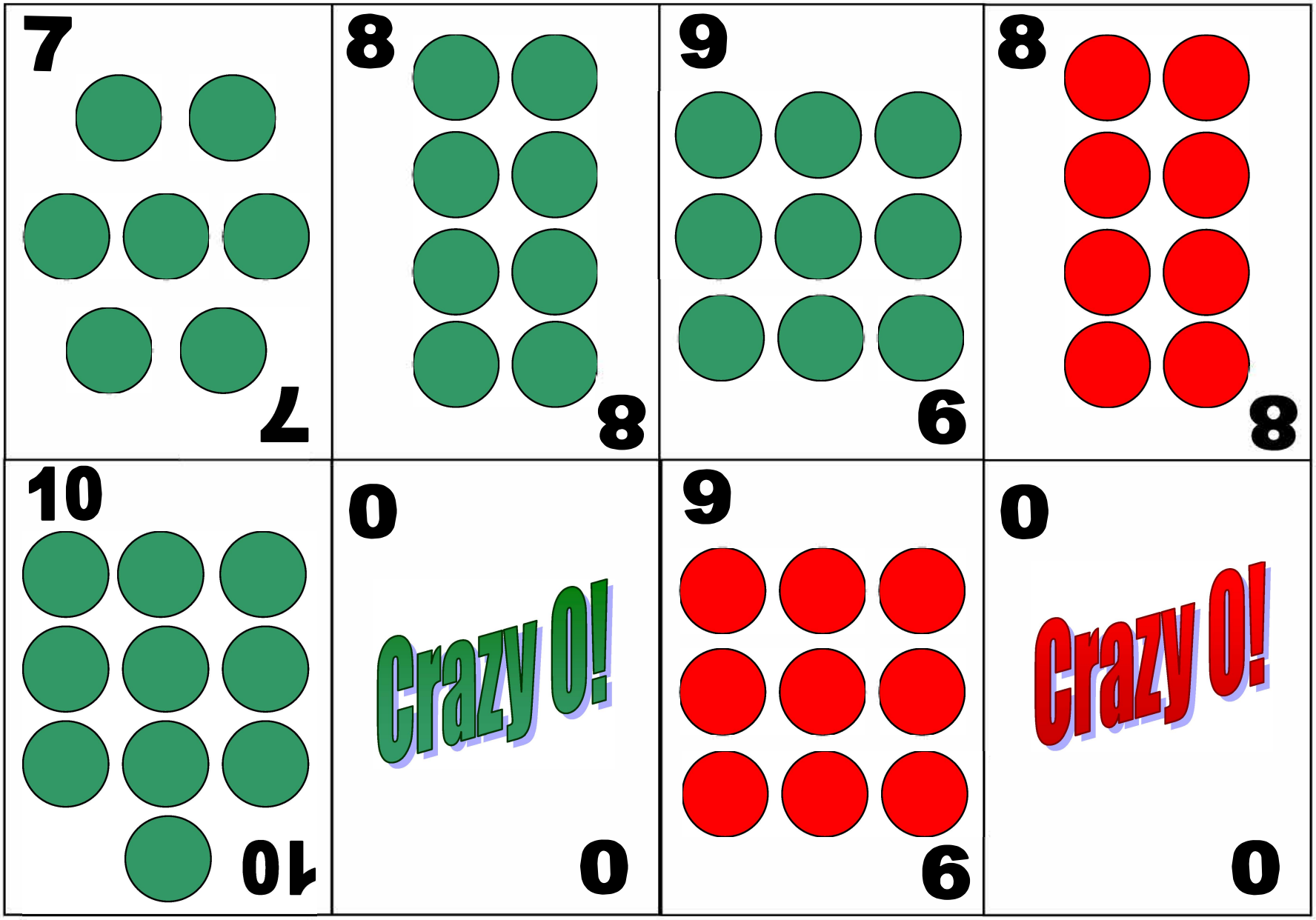

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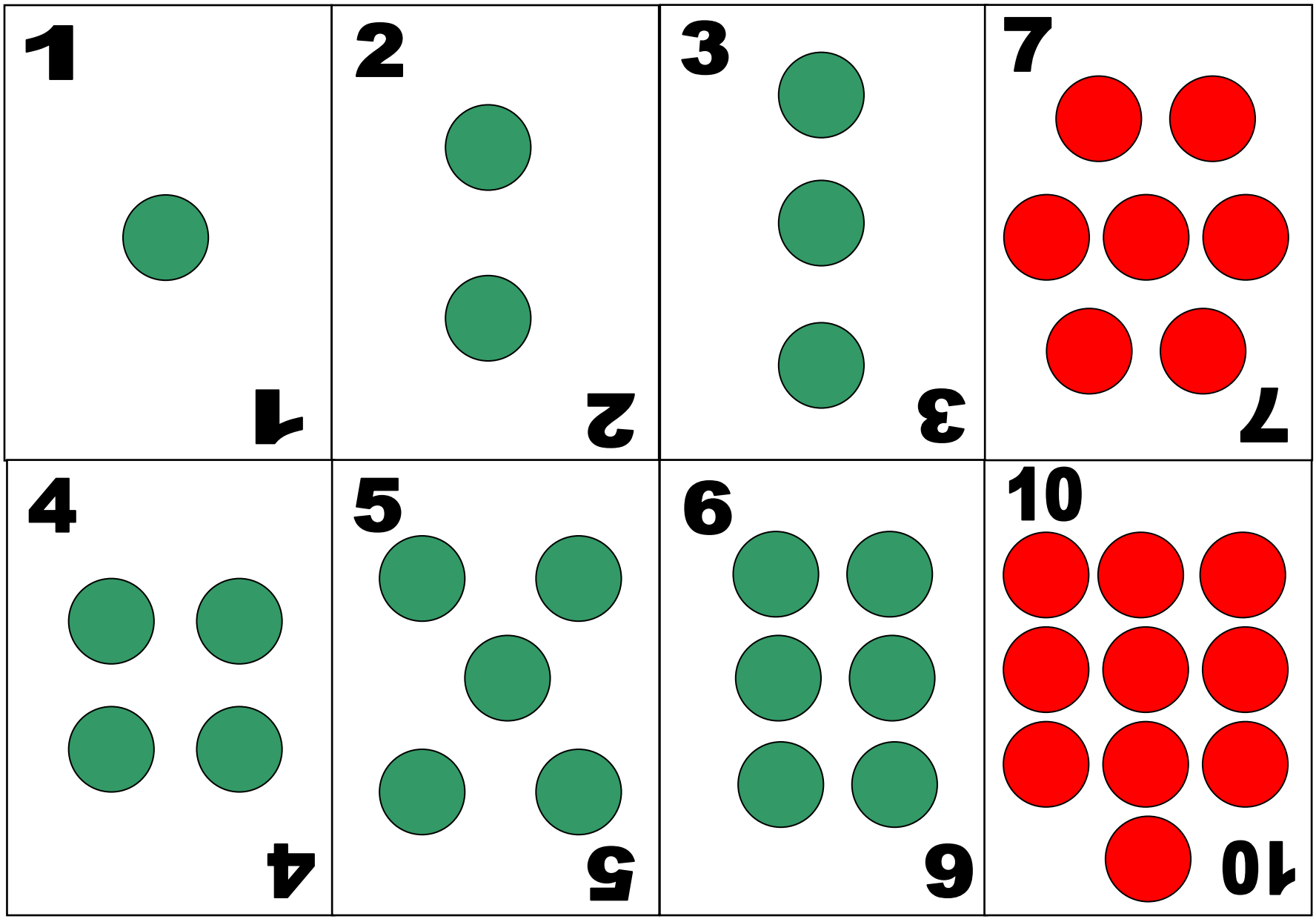

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