

## Science Card Game Ideas

### Simple Snap Ideas

All you need for these type of games, are some playing card sized pieces of paper/card and coloured pencils or felt tips. If you want to get really creative, then you could cut pictures from magazines or download images from the internet to make them look more appealing. However a simple pencil drawing will do! To make them last longer you can always laminate them if you have a laminator.

The idea of the SNAP game is to test knowledge and practise scientific vocabulary.

- Ask your child what science they have studied this year at school. Find out what they can remember from the topic  
eg. animals /plants/materials/rocks/solids, liquids, gases etc
- Decide on a topic, for example if we were looking at the following national curriculum objective ;

*Identify and name a variety of common animals including, fish, amphibians, reptiles, birds and mammals*

- Then you would first ask your child to draw 2 different images for each of the groups ie 2 mammals, 2 reptiles, 2 fish, 2 amphibians and 2 birds. One image per piece of paper.
- They may need to do some secondary research if they can't find examples for each group.
- You may need to check using secondary research (internet or books) if the images they draw/download are correct. Eg. rabbit for mammals
- You would also join in by adding a drawing or image for each of the categories – use ones they have not thought of.

- That would produce 15 pieces of paper with 15 different animals pictures.
- Then take another 15 pieces of paper and ask your child to write out the vocab '*mammal*' x3, '*reptile*' x3, '*fish*' x3, '*amphibian*' x3 and '*bird*' x3.
- You could help them with this – this repetition will help them remember and be able to spell the vocab correctly.
- You should then have 15 cards with one word on each (*mammal, reptile, fish, amphibian, bird*) and 15 cards with images of an animal on them.
- You are now ready to play the game.
- Shuffle all the image cards together and lay one card face up on the table. Place the rest of the image pile next to this face up card.
- Shuffle all the word cards together and place them next to the image pile.
- First player turns over the first word card. If the word card matches the image shout snap! For example; the image is of a *cat* and the word card says *mammal*. If it doesn't then turn over another image and alternate the piles as you continue.
- To add a little more difficulty to your game when your child shouts **SNAP** you can ask them to name one feature that makes for example a cat a mammal eg. gives birth to live young. This will help reinforce the criteria for each group. If they can't do this, then do some extra work around what each criteria entails to help them succeed at the game.
- You can add more animals to make the game harder.

There are lots of different snap games you can make depending on what knowledge your children are learning. Here are a few more examples;

Vocab on cards	Images on cards
Solid, Liquid, Gas	Household objects eg. rice, chocolate, steam, bubble bath, shaving foam etc
Variety of tree names Oak, Ash, Holly etc	Pictures of leaves from different trees
Deciduous , Evergreen	Pictures of leaves from different trees

Reversible, Irreversible	Processes eg. snow melting, ice cubes, jelly, rust, fried egg, puddle, kettle boiling etc
Carnivores, Herbivores and Omnivores	Variety of different animals
Hard, Soft, Flexible, Opaque, Translucent, Rigid, Absorbent, Waterproof	Variety of different types of materials or images of every day objects
Root, Stem, Leaf, Flower, Trunk	Images of different parts of plants
Conductor, Insulator	Variety of different materials eg. wood, wool, rubber, copper, aluminium, steel etc
Lever, Pulley, Gear	Images of every day objects that include one of the simple machines mentioned in vocab eg, bicycle cog, tap, etc

There are many topics that you can use to create SNAP cards that deepen your children's knowledge and scientific vocabulary, so just get creative. If you want to further your children's knowledge when you play the games then in order for them to keep the card they have SNAPPED, ask them " How do you know ? What makes it a .....? This will help embed their learning.

Good luck and do send us some of your images so we can share them on our site to [hester@educationguru.co.uk](mailto:hester@educationguru.co.uk)

If you want a ready made game then follow the link to our *Scientist Families* card game which is on our website and costs just £5.99

<http://www.educationguru.co.uk/material-details.php?id=48>