



# TEACHING THE GAME OF SPOONS

# NOTE TO TEACHER

This game is designed to be played just like the card game Spoons. Instead of finding matches that are the same number, the matches are educational concepts.

This game is ideal for quickly introducing the game and how it works. I like to use this simple version because it teaches the students how the game works. The students are then able to play the game with grade level concepts.

If you are not familiar with the game, click [here](#) to read about playing this game.

The main difference between this game of spoons and the “fun” game of spoons is that the last person to grab the spoon is not eliminated. He or she has to tell the person with the match to prove it. Read the directions on the following page for more information on this change to the game. I made this change to make it more educational. There is also no discard pile. The game is played with only 16 cards. If you wish to adapt it to play with more, print multiple sets.

This resource also includes an answer key for the students to check their answers.

# DIRECTIONS

**Materials:** Copy of game pieces and 3 spoons

**Players:** 4

**Objective:** Have 4 cards that match. You will need to find the word form, the number form, the number shown on a dice, and the number shown on a domino.

## Directions:

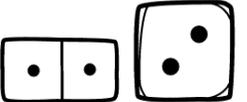
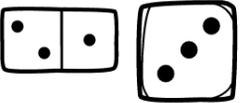
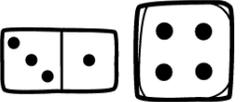
- Players sit in a circle with the 3 spoons in the middle.
- Shuffle the cards and distribute 4 cards to each player.
- Each player takes turns passing one card that they do not want to the player to their left.
- When a player has 4 cards that are the same, he/she, as quietly as possible, takes a spoon from the center.
- The other players then take a spoon until there is one player without a spoon.
- The player without a spoon must say, "Prove it!" to the player that has the match.
- The player with the match has to prove that his/her cards are matches.
- If the original player is able to prove it, the player without the spoon has to add an S to his/her scoreboard. If the original player **cannot** prove that his/her cards match, that player gets an S.
- Take up all cards, shuffle, and play again.
- If a player spells the word SPOONS, they lose.



# TEACHING THE GAME

**Objective:** Have 4 cards that match. You will need to find the word form, the number form, the number shown on a dice, and the number shown on a domino.

## TEACHING THE GAME: ANSWER KEY

 one   two	 two 2   one
 three 3   two	 four 4   two

one

two

three

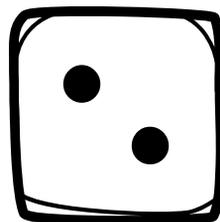
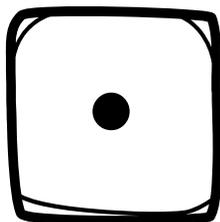
four

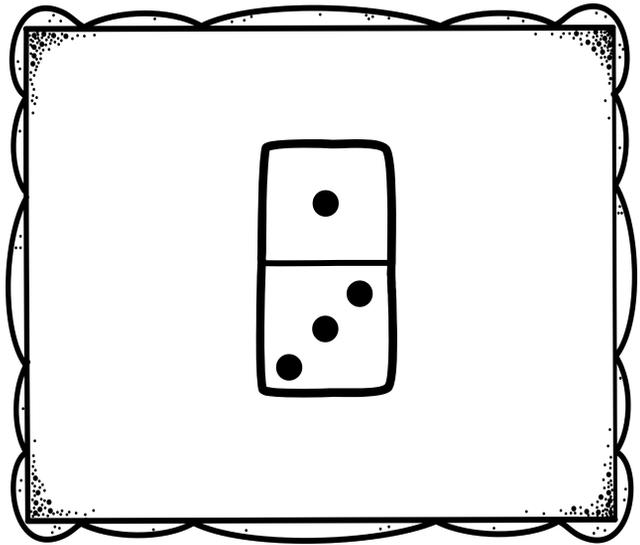
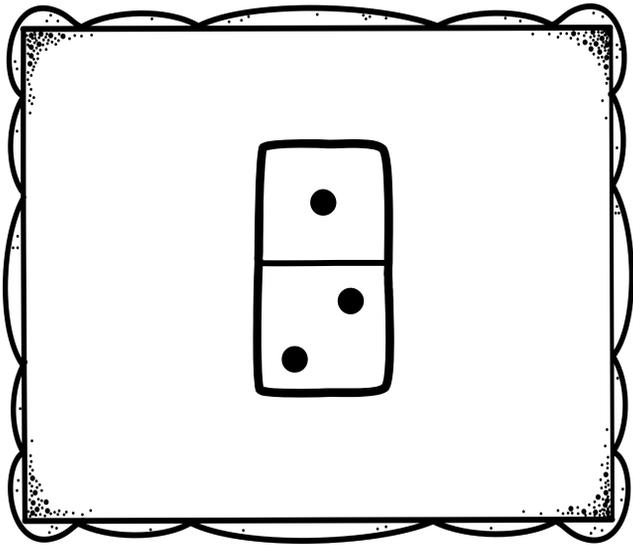
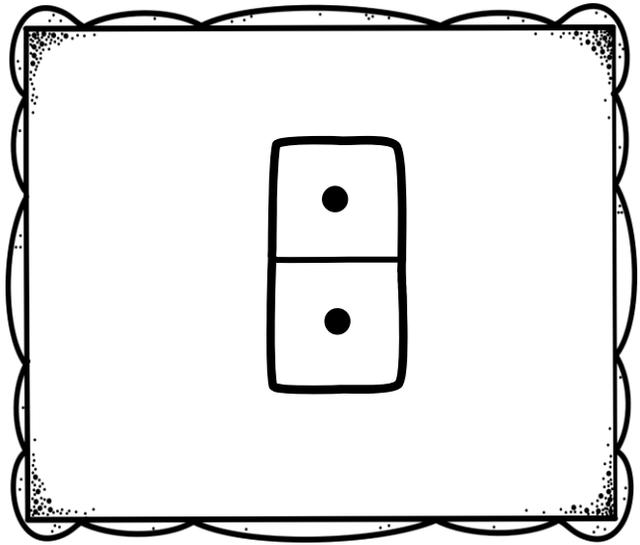
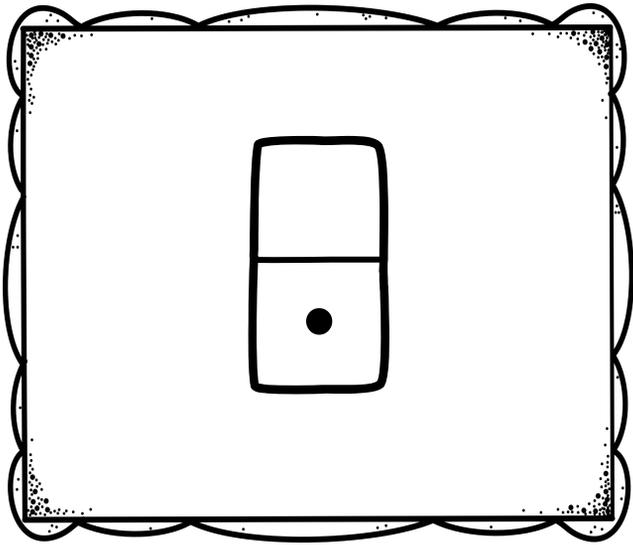
1

2

3

4



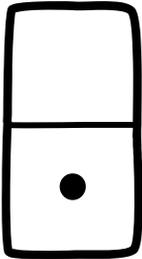
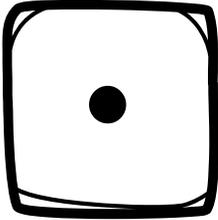


# TEACHING THE GAME

# TEACHING THE GAME: ANSWER KEY

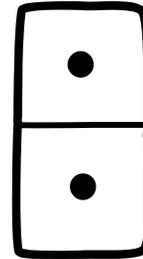
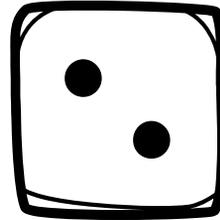
one

1



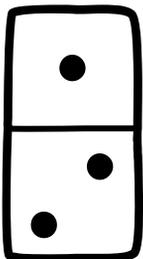
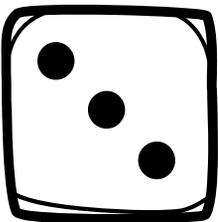
two

2



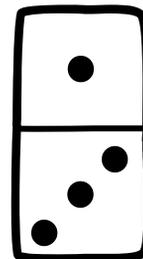
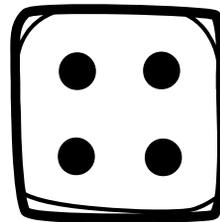
three

3



four

4



This resource was created by Jennifer Findley. It may be printed and photocopied for single classroom use. It may not be put on the Internet, sold, or distributed in any form. Check out my store for more resources for 3<sup>rd</sup>-5<sup>th</sup> grade.



Follow my blog for updates and freebies.

[www.JenniferFindley.com](http://www.JenniferFindley.com)

Thanks!  
Jennifer Findley

