



DRAW ONE: A STATE AND NATIONAL SYMBOLS CARD GAME

Learning Objectives: The students will...

1. Review state and national symbols.
2. Enhance their deductive reasoning skills.
3. Interact with peers and have the opportunity to exhibit good sportsmanship.

TEKS: 1.13A, 2.1B, 2.11 B&C

Materials Needed: One set of Draw One cards for every two to five students in the class.

Vocabulary: capitol, motto, symbols

Teaching Strategy:

1. Preceding the lesson, the teacher should duplicate the Draw One cards. Four copies of each symbol card should be duplicated or printed, making a total of 52 cards per deck. It is recommended that the cards be duplicated or printed on tag board or a similar weight of card stock. Before cutting the cards out, the teacher may want to laminate them.
2. Divide students into groups of two to five students. Student groups should sit on the floor facing each other or sit at their desks, as though they were sitting at card tables. Tell students that they are going to play a card game similar to Fish. This game is called Draw One.
3. Give each group a deck of Draw One cards. Explain that the cards contain the images of state or national symbols. Instruct each group to appoint a dealer and have the dealers shuffle the cards several times. Tell the dealers to deal five cards to each person in their group and stack the remaining cards, face down, in the center of the playing surface. If there are only two people in the group, each person should receive 7 cards. (The teacher may need to model how to deal cards if students are unfamiliar with the process.)
4. Tell students that the object of the game is to collect the most sets of matching cards. Explain that a set consists of four matching Draw One cards with identical symbols. When players collect all four cards containing the same symbol, they may show the four cards to their group during their turn and then place their set on the playing surface in front of them. At the end of the game, the player with the most sets of Draw One cards is the winner.
5. When it is their turn, students will have the opportunity to ask specific people in their group for cards they need to complete their sets. (Example: "Judy, do you have any bluebonnets, the state flower?") The "asker" must have at least one of the Draw One symbol cards in his/her own hand before he/she can ask someone else for theirs. If the player, who is asked for a specific symbol has that card or cards, he/she must give all of the cards with that symbol to the "asker."
6. Tell students that if the "asker" receives a card or cards from his/her selected player, the "asker" will get another turn. The "asker" may ask anyone in the group for the same or a different Draw One symbol card, as long as the "asker" has that card in his/her hand.
7. The "asker" continues asking for cards until their selected player states that he/she doesn't have the requested card. When a selected player does not have the requested card, he/she should say, "Draw one." The "asker" will then have to draw from the stack in the center of the playing surface.
8. If the "asker" draws the Draw One symbol card he/she just asked for, the "asker" should show the card to the group and then will get another turn. If the "asker" doesn't draw the card he/she

asked for, the “asker” has to keep the card and put it in his/her hand. It will then be the next player’s turn.

9. The person to the left of the dealer should be the first person to start the game. Play continues rotating to the left when it is the next player’s turn. The game ends when someone runs out of cards or the stack is eliminated.
10. If the teacher so desires, students may be awarded a point for each set they collect. Several hands may be played until a player reaches the designated winning score that has been set by the teacher. Students may also take turns dealing the cards when a new hand is begun.

Extension for Gifted/Talented:

Have students create their own original card game to teach a concept the class is currently studying or to review content that has already be taught. The game can be played by the class as a review activity.

Draw One Cards



United States Flag



Alamo



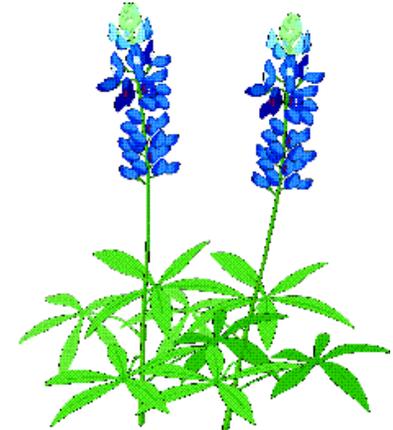
White House



United States Capitol



Mockingbird



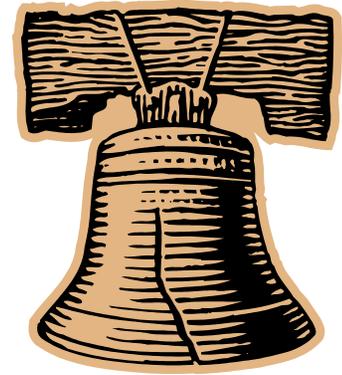
Bluebonnet



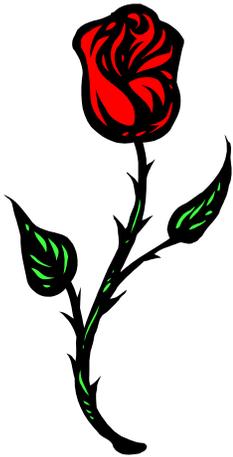
Texas State Flag



Bald Eagle



Liberty Bell



Rose



Uncle Sam



United States Motto



Texas State Motto