

Loop Card Games

'Loop Card', or Round-the-Class games keep pupils 'on their toes' and attending as all are involved and they do not know when their card will come up.

Each sheet should be printed out, preferably onto thin card and cut into the component rectangular cards. They can then be laminated or covered with transparent plastic for permanent use.

There are 32 cards altogether, 31 for the game and one 'cover card' which is intended to go on top of the pack when not in use for quick identification. (Put an elastic band round them for storage.)

Playing Loop Card Games

It is important that *all* the cards are used for a game. This is because they form a 'loop' and one card leads to the next. Therefore, if there are less than 30 pupils playing, some must have an extra card, and if more than 30, some must share cards.

One card is retained by the teacher, or adult leading the game, in order to start, finish and generally control the proceedings.

It is important that the cards are well shuffled and mixed up before they are distributed to pupils.

The box below can be cut out and kept with the Loop Card games.

To play Loop Card games

Make sure that the cards are well shuffled. The teacher, or adult leading the game, retains a card and the rest are distributed to the class.

The teacher reads the second part of their card. The pupil who has the card with the correct answer reads their entire card, which leads on to the next pupil and their card, and so on right round the class.

The game has gone round once when the teacher's card comes up again.