Game:
Speckled & Spotted Flocks

At a Glance:
Jacob and Laban made an agreement that all the speckled, spotted and streaked animals would belong to Jacob, while the plain ones would belong to Laban. In this card game for 2-4 players, participants sort out speckled and spotted animals from plain ones by matching three of a kind. Play several rounds. As players improve, the game moves faster.

Supplies Needed for Every 2-4 Students:
- 3 copies of each of the four pages with animals and rods on them printed on heavy paper *with jumbled animals printed on the reverse side* (you can also print multiple copies of the jumbled sheet and paste it to the animals pages, back-to-back)
- game instructions
- *optional:* rubber band or bag to hold cards together for taking home

Teacher Preparation:
- Cut the animal pages into quarters to create the cards.
- Read through game instructions.

Directions:

1. Divide students into groups of 2-4 and give each group a set of cards and an instruction sheet. (Note: Each group will need an open space in which to play the game which involves spreading the cards out and fast-paced reaching for cards.)
2. Read over the instructions as a group.
3. Have each group set up their game and begin to play. Help with rules as needed.
4. The game can be replayed several times as players catch on and become quicker.



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Speckled and Spotted Flocks Card Game

This fast card game gets better the more you play. Once everyone catches on it can go faster. Make sure you have plenty of space for playing!

Object: The object of the game is to collect the most cards by quickly grabbing them anytime you see 3 of a kind.

Setup: Shuffle the deck without looking. Scatter the cards face down in the center of the playing area within reach of all players. Cards should overlap.

Order of Play: Start with the player with the most pockets in their clothing (or the youngest) and move clockwise.

How to Play:

1. The player whose turn it is flips one card face up on top of the pile of cards.

2. Everyone looks to see if there are 3 of a kind showing (which won't happen for several turns at least). To be fair, players should flip over cards away from them so that everyone sees them at the same time.

3. If there are no matches, the card is left face up on the pile and the next player turns up another card. This continues around the group until a 3-of-a-kind match shows up.

4. As soon as anyone spots 3 identical sheep or goats or lambs or rods, he or she seizes as many of the three matching cards as possible! Different players may end up with one or more of the 3 of a kind cards.

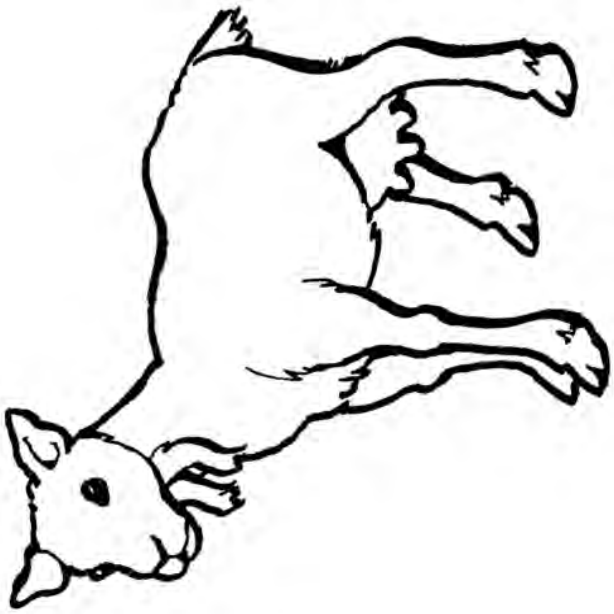
5. If two players both seize a card at the same time, the first one to shout "Spot!" three times in a row wins the card.

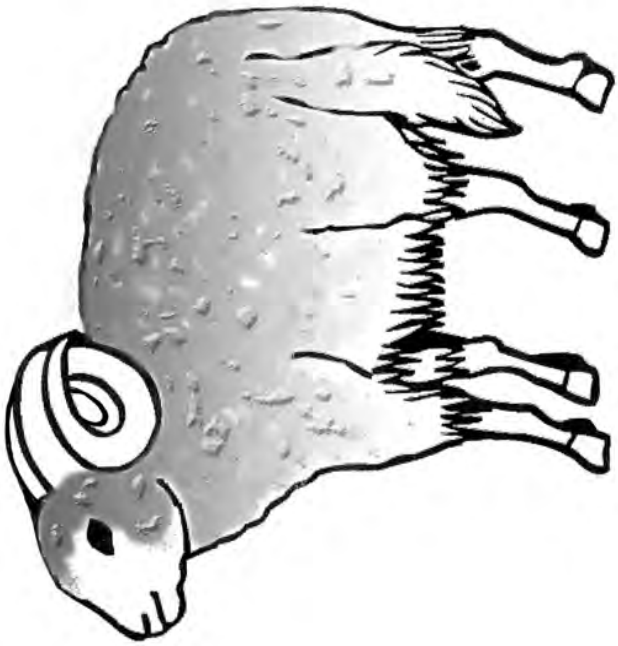
6. Seized cards are collected (face down) in a pile in front of each player.

7. Optional "False Alarm" rule: If a player seizes a card when there are not three of a kind or seizes the wrong card, he or she loses one previously-seized card. This card is put aside, out of play.

8. The game ends when all of the cards have been turned face up. All players then count their seized cards. Whoever has the most cards wins the game.









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