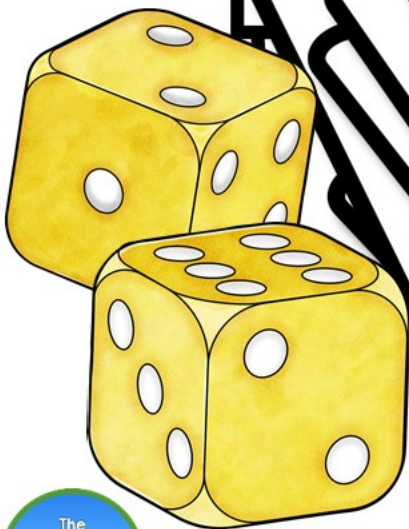
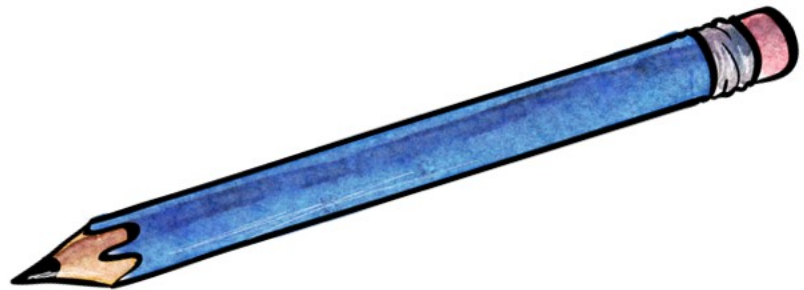


CARAVAN DIRECTIONS

Jeremy

$$\begin{array}{r} 22 \\ + 0 \\ \hline 22 \\ + 34 \\ \hline 56 \\ + \end{array}$$

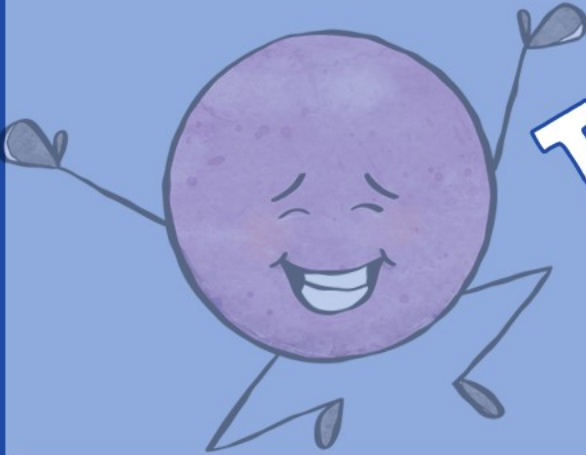


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Caravan Card Game Directions

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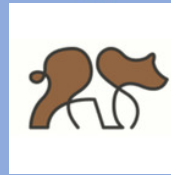
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AUTHOR'S NOTES:

My name is Brittany, and I wanted to introduce myself. I taught 6th grade for seventeen (17) years in both an elementary and middle school environment. I co-taught in 5th grade for one year as well.

Although my first love is social studies, I also have a strong affinity for math and enjoy ELA. When I teach, I love to use interactive notebooks or anything that allows students to get hands-on with their learning, dig into the material, and make it their own. I also enjoy getting to know my students outside of the classroom and participated as a softball coach, an NJHS and yearbook advisor, led juggling club, and more.

When not in school, I am an avid sports fan and a true tomboy. I will catch almost any sport, but I love my Green Bay Packers and watching soccer most of all. I also am an animal lover, and we always have a zoo in our house. I enjoy photography, although I consider it a work in progress, & reading and Legos are also hobbies of mine. I've been married for over 25 years to my high school sweetheart, Jeff, and we have two grown children.

I hope you'll reach out and connect with me. I'd love to hear from you!



CONNECT WITH ME



CARAVAN

TEACHER DIRECTIONS

- Included are both teacher and student directions in both color and black and white.
 - The teacher and student's directions are slightly different from one another.
 - The black and white and the color directions are exactly the same.

Printing Directions:

- If you print these directions for students, be sure to choose "Fit to Page", "Fit", "Scale to Fit Paper" or something similar to that to ensure all the borders and everything fits on the page, and nothing is cut off or missing.

Materials:

- Decks of Playing Cards - 1 deck per group of 2, 3, or 4 students
- Dice - 1 pair per group
- Paper (for scorekeeping) - Each person needs $\frac{1}{4}$ of a sheet of paper
- Pencils

Materials for during a Pandemic:

- Decks of Playing Cards - 1 deck per group of 2, 3, or 4 students
- Dice - 1 pair per person
- Paper (for scorekeeping) - Each person needs $\frac{1}{4}$ of a sheet of paper
- Pencils
- Ziploc bags
- Clorox wipes or cleaning materials

CARAVAN

TEACHER DIRECTIONS

- Separate the students into groups of 2, 3, or 4.
- Give each group a deck of cards.
- Have students separate a deck of cards by suit. (hearts, diamonds, spades, and clubs)
- Have each person take one of the suits.
- Have them take out the ace, seven, and king from each suit and place them back in the pile or box, they won't need them for this game.
- Then have the students take the remaining ten cards and place them face-up, in order - from least to greatest. Two rows of five work best.
- Each group or each student will also need a pair of dice.
- And each student also needs a scorecard and pencil. It is easiest to take a sheet of paper and fold it in half both ways and then split it, giving one piece to each player in the group.
- Students should roll to see who goes first. They should determine an order for the group and follow it every time and then take turns rolling the dice.
- As they roll the dice, they add up the total and turn over the corresponding card.
 - Roll 2, turn over the 2.
 - Roll 6, turn over the 6.
 - Roll 11, turn over the jack.
 - Roll 12, turn over the queen.
 - Students continue rolling and turning over cards.
 - If they roll a number they have already flipped over, just have them pick up the dice and roll again.
- Once they roll a seven, their turn is up, and the play is passed to the next person.
- Students continue around and around until someone turns over all ten cards.
- When all a person's cards are turned over, they should call out, "Caravan!"
- Play halts throughout the room and everyone add up the cards that are still face up.
- Each person with the highest score at each group moves to the neighboring group.
- Play continues round after round until you call time and have groups clean up.
- After clean up, give out prizes to the highest and lowest scores, the person closest to round numbers, your favorite number, etc.

CARAVAN

STUDENT DIRECTIONS

- Separate into groups of 2, 3, or 4.
- Separate a deck of cards by suit. (hearts, diamonds, spades, and clubs)
- Give each person in the group one of the suits.
- Take out the ace, seven, and king from each suit and place them back in the pile or box, you won't need them for this game.
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- Play halts throughout the room and everyone add up the cards that are still face up.
- Each person with the highest score at each group moves to a neighboring group. The person with the highest score from group A would move to group B, B to C, etc.
- Play continues round after round until the teacher calls time.
- At the end, add up all your scores together and wait to hear what the teacher does next.

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