



## Spoons

### **Objective**

The goal of the game is to be quick and observant! Players try to collect four of a kind. As soon as a player has four of a kind, they grab a spoon. All the other players race to grab a spoon. The player left without a spoon is out for the next round. Play continues until only one player remains and that player is the winner.

### **Materials**

Spoons (one fewer than the number of players)

Deck of playing cards (remove jokers)

### **Directions**

1. Have everyone sit around a table or in a circle on the floor.
2. Shuffle the cards. Each player gets four cards.
3. Place the rest of the deck face down in the middle. This is the draw pile.
4. Next to the draw pile, make space for face-up discard pile.
5. Put the spoons in the center where everyone can reach them.
6. Choose someone to start. Play moves clockwise (to the left).
7. The first player draws one card from the draw pile. They now have five cards in their hand. They decide which card they don't want and place it face up creating a discard pile.
8. The next player can either:
  - Take the top card from the discard pile, or
  - Draw a new card from the draw pile.
9. Play continues until someone gets four of a kind. That player takes a spoon.
10. As soon as one player takes a spoon, everyone else races to grab one too.
- \*11. The player left without a spoon is out until the next round.
12. Remove another spoon and play again following the above directions until only one player remains. That is the winner!

**\*Game Adjustment**

Instead of being out, the player without a spoon can do a fun challenge (like hopping or saying a silly word) and then can join in the next round. There is no single winner for this version.