

# cat and dog

*play cards*





## cat and dog

concept, text, illustrations and design

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publishing biblioneef

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## about biblioneef

we all want children to become readers – to have empathy for characters, big vocabularies and imaginations, and to be able to immerse themselves in another world through a book. biblioneef places a strong emphasis on reading for pleasure; we believe children should have a sense of fun as they read. it should not be a chore, but an exciting activity, something to look forward to.

to achieve this, children need to be exposed to books with great stories. books which help with children's literacy development, give access to information and education, and teach them to think for themselves – to make good decisions.

biblioneef's goal is to make a profound impact on the lives of children and we are deeply committed to giving all children access to books. biblioneef foundations provide new books to library projects for children who have no access to books. books containing stories they can relate to and learn from.

[www.biblioneef.org](http://www.biblioneef.org)

## about cat and dog

cat and dog books are funny and easy to read.  
learn only 200 words and start reading the books.

[www.cat-and-dog.org](http://www.cat-and-dog.org)

*oops! the card with the word  
'noose' is not correct.  
it has to be 'no~~s~~se'!*



# missing card

2 players (or more)

1st card  
a-m

or

2nd card  
n-z



cat takes 10 cards (or more).  
cat puts the cards on the table  
so that cat and dog  
can see the pictures.



dog closes his eyes.



cat takes 1 card (or more).



dog opens his eyes.  
dog says which card is missing.



cat shows the card.



now dog puts 10 new cards  
on the table.

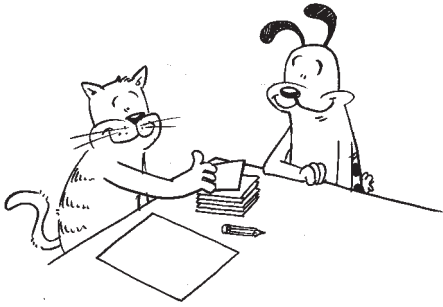
# draw the word

2 players (or more)

all cards  
a-m

or

all cards  
n-z



cat takes 1 card.  
dog can not see the card.



cat looks at the card.



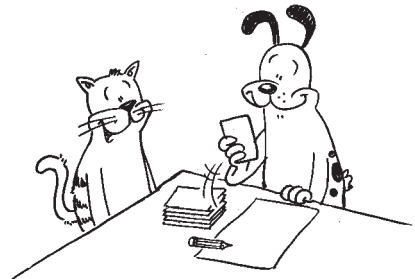
cat draws the word on the card.  
dog guesses what cat is drawing.  
dog is wrong.



dog guesses again  
what cat is drawing.



now dog is correct.



now dog takes 1 card.

# memory

2 players (or more)



+



or



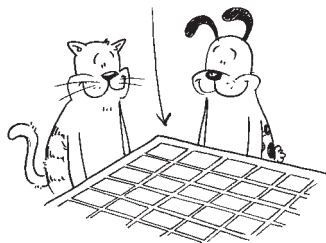
+



take 24  
cards



picture  
down

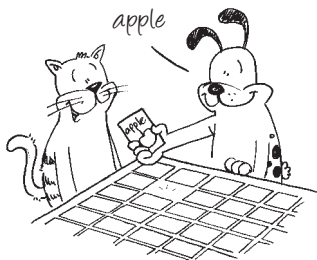


cat takes 2 boxes of cards.  
cat takes out 12 pairs of cards.

cat puts the cards on the table  
so that they can not see the picture.

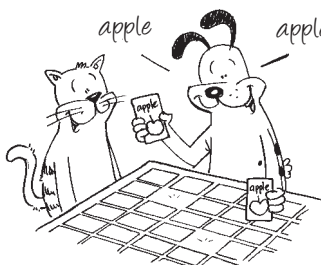
for example: 'apple + apple',  
'ball + ball', 'egg + egg', 'car + car'...  
cat has now 24 cards in total.

apple



apple

apple

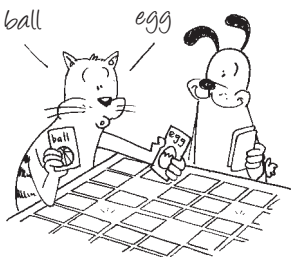


dog starts.  
dog takes a card.  
dog finds 'apple'

dog finds the  
other card with 'apple'.  
dog takes both cards.

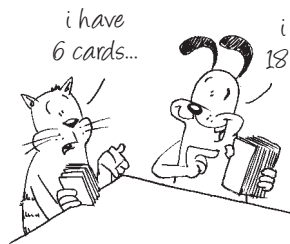
ball

egg



i have  
6 cards...

i have  
18 cards!



now it is cat's turn.  
cat takes the cards 'ball' and 'egg'.  
cat puts the cards back on the table.  
now it is dog's turn again.

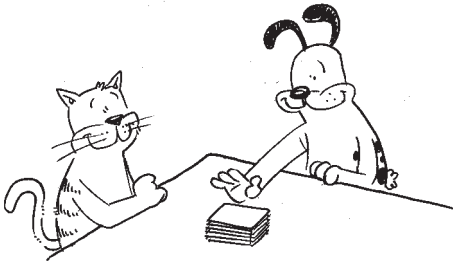
the game is finished.  
cat and dog count their cards.  
cat has 6 cards and dog has 18 cards.  
dog wins!

# missing card

2 players



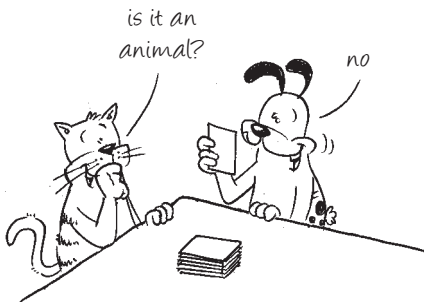
or



dog takes 1 card.  
cat can not see the card.



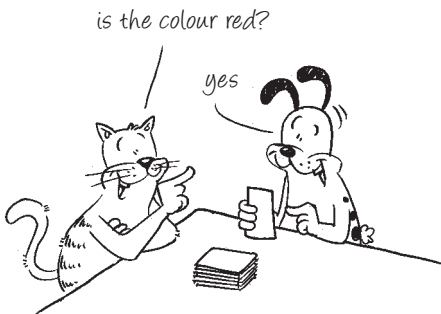
dog looks at the card.



cat asks a question.  
for example: 'is it an animal?', 'is it a  
bodypart?', 'is it a part of nature?'...



cat asks another question.  
dog says only 'yes' or 'no'.



cat asks another question.  
for example: 'is it red, green, yellow,  
blue, big, small, round, square?'...  
step by step he finds the word.



it is something to eat and it is red.  
it is a tomato. cat is correct.  
now it is cat's turn to take 1 card.  
dog must guess.

# word maker

2 players (or more)

all cards  
a-m

+

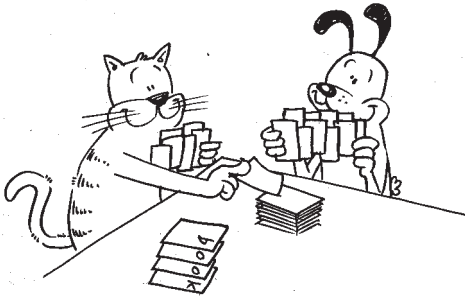
all cards  
n-z



cat takes 10 cards  
and dog takes 10 cards.



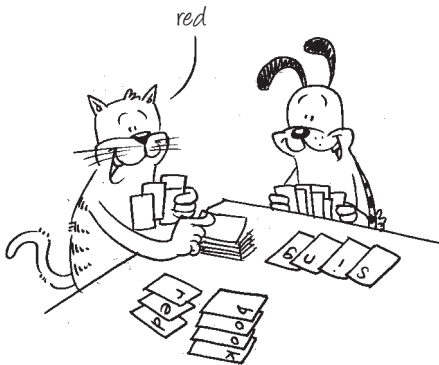
cat makes the word 'book'  
with the letters on the cards.



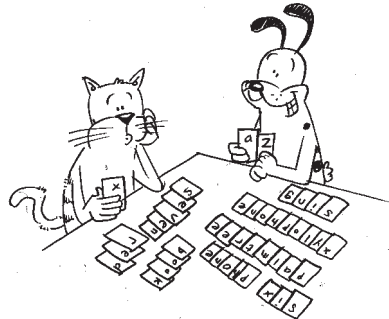
cat takes 1 new card.



dog knows the word 'sing'.  
dog makes the word 'sing' with the  
letters on the cards.  
dog takes 1 new card.



cat knows the word 'red'.  
cat makes the word 'red' with the  
letters on the cards.  
cat takes 1 new card.



it is cat's turn, then dog's turn,  
then cat's turn, then dog's turn...  
until there are no more cards left.  
dog made the most words. dog wins.

# word domino

2 players

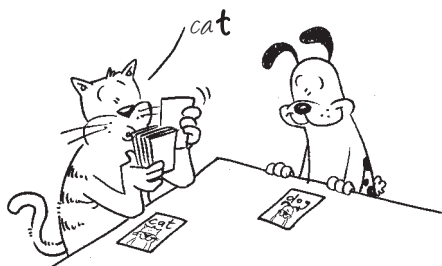
cat cards  
a-m

+

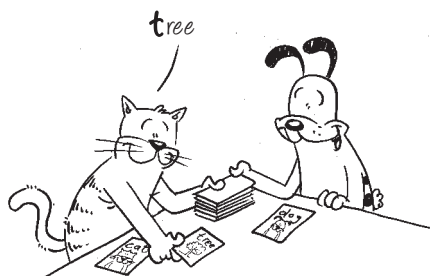
dog cards  
n-z



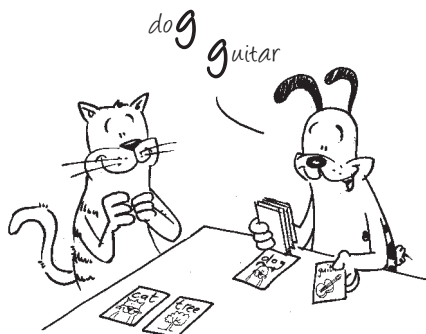
cat and dog both take a card.  
dog starts with the card 'dog'.  
cat starts with the card 'cat'.



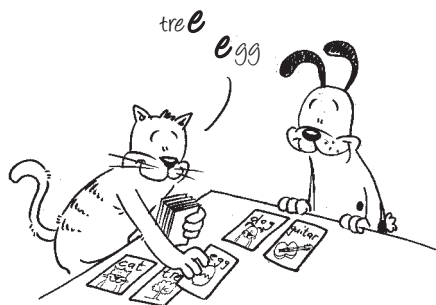
the word 'cat' **ends** with the letter 't'.  
cat looks for a card  
that **starts** with the letter 't'



cat finds the card 'tree'  
and puts it on the table.



the word 'dog' **ends** with the letter 'g'.  
dog looks for a card  
that **starts** with the letter 'g'.  
dog finds the card 'guitar'.



the word 'tree' **ends** with the letter 'e'.  
cat looks for a card  
that **starts** with the letter 'e'.  
cat finds the card 'egg'.



dog finds the card 'rain'.  
it is cat's turn, then dog's turn,  
then cat's turn, then dog's turn...  
until there are no more cards left.



# dead fish

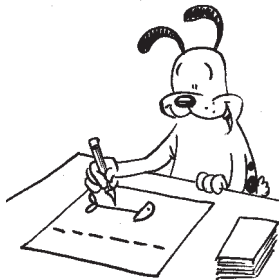
2 players



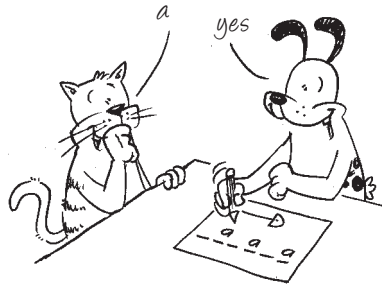
or



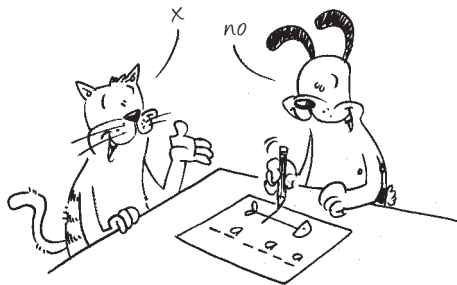
dog takes 1 card.  
on the card is the  
word 'banana'.



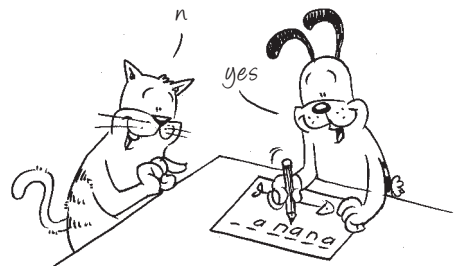
dog draws 6 lines  
(because 'banana'  
has 6 letters). and dog  
also draws a fish.



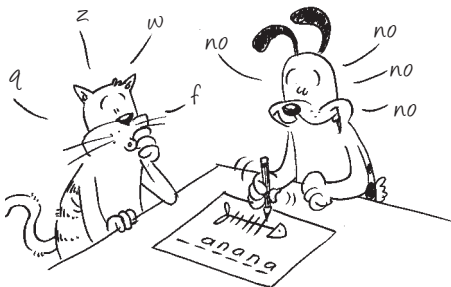
cat asks for the letter 'a'.  
the letter 'a' is  
in the word 'banana'.  
dog writes the letter 'a' on the 6 lines.



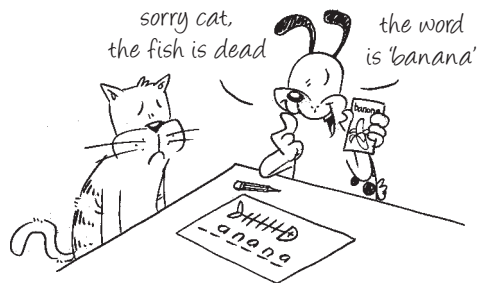
cat asks for the letter 'x'.  
the letter 'x' is not  
in the word 'banana'.  
dog draws 1 line on the fish.



cat asks for the letter 'n'.  
the letter 'n' is  
in the word 'banana'.  
dog writes the letter 'n' on the 6 lines.



cat asks for the letters 'q', 'z', 'w' and 'f'.  
the letters 'q', 'z', 'w' and 'f' are not  
in the word 'banana'.  
dog draws 4 lines on the fish.



with 5 lines, the fish is dead.  
cat does not win.  
dog tells that the word is 'banana'.

# letter maker

2 players (or more)

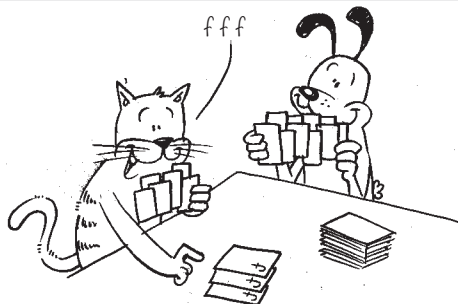
all cards  
a-m

or

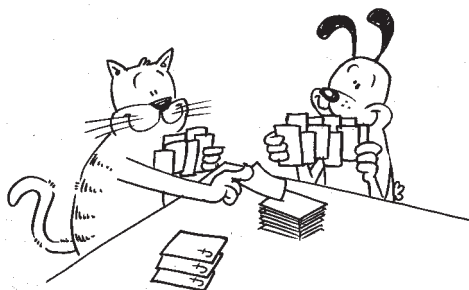
all cards  
n-z



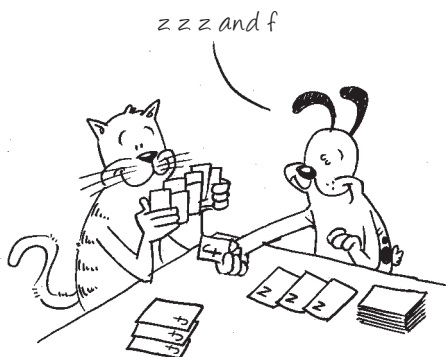
cat takes 10 cards  
and dog takes 10 cards.



cat has 3 cards with the letter 'f'.  
cat puts 'f f f' on the table.



cat takes 1 new card.



dog has 3 cards with the letter 'z'  
and dog has 1 card with the letter 'f'.  
dog puts 'z z z' and 'f' on the table.  
dog takes 1 new card.



cat has 3 cards with the letter 'h'.  
cat puts 'h h h' on the table.  
cat takes 1 new card.



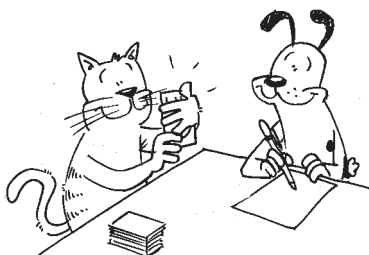
it is cat's turn, then dog's turn,  
then cat's turn, then dog's turn...  
then cat has no more cards  
in her hands. cat wins.

# flash cards

2 players (or more)



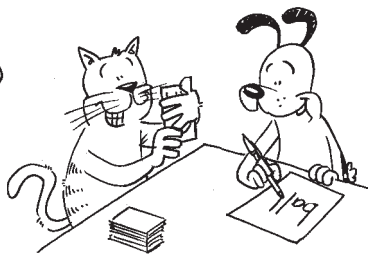
or



cat takes a card.  
dog can not see the card.



cat shows  
the card  
very fast.



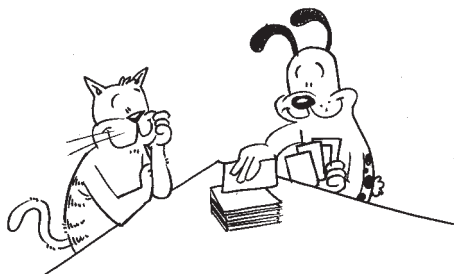
dog writes the word  
on a piece of paper.

# story cards

2 players (or more)



+



dog takes 5 cards (or more).

this is a story about a duck.  
he wants to swim, but then  
it starts to rain.

the duck does  
not want to get  
wet, so the duck  
takes an  
umbrella....



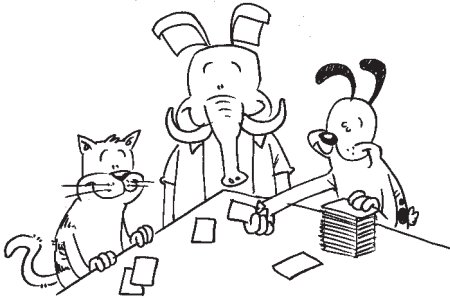
dog makes a story with  
the 5 words on the cards.

# quartet

3 players (or more)



or



dog deals all the 52 cards.  
1 card for cat, 1 card for elephant,  
1 card for dog, then again 1 card  
for cat, 1 card for elephant,  
1 card for dog...



cat, elephant and dog  
look at the cards.  
(cat has 18 cards, elephant has 17  
cards, dog has 17 cards.)



cat starts.  
cat has 3 cards that start with a 'b':  
'bike', 'book' and 'banana'.  
cat has **not** got the card 'ball'.



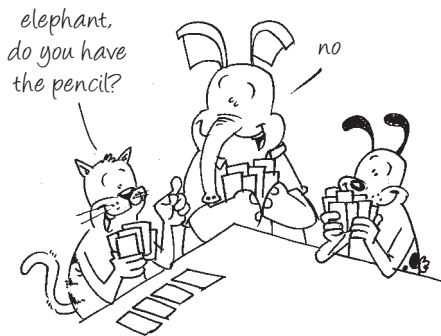
cat asks elephant:  
'do you have the ball?'  
elephant says 'yes'  
and gives the card to cat.



now cat has 4 cards that start with a 'b':  
'bike', 'book', 'banana' and 'ball'.  
cat puts the 4 cards on the table  
and says 'quartet!'.



cat has 3 cards that start with a 'p':  
'palm', 'pen' and 'pig'.  
cat has **not** got the card 'pencil'.



elephant,  
do you have  
the pencil?

no

cat asks elephant:  
'do you have the pencil?'  
elephant says 'no'.



now it is elephant's turn.  
elephant has 2 cards that start with a 'f':  
'fish' and 'flower'. elephant has **not** got  
the cards 'fly' and 'foot'.



cat, do you have  
the fly?

yes

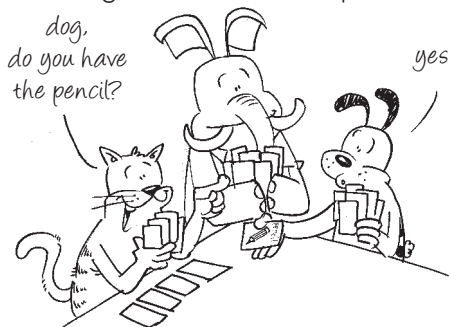
elephant asks cat:  
'do you have the fly?'  
cat says 'yes'  
and gives the card to elephant.



cat, do you have  
the foot?

no

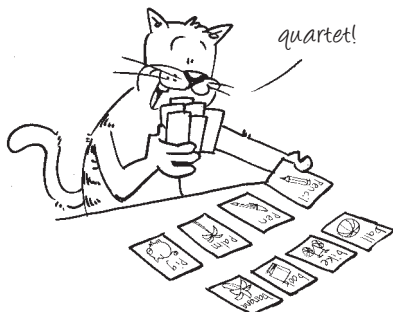
elephant asks cat:  
'do you have the foot?'  
cat says 'no'.



dog,  
do you have  
the pencil?

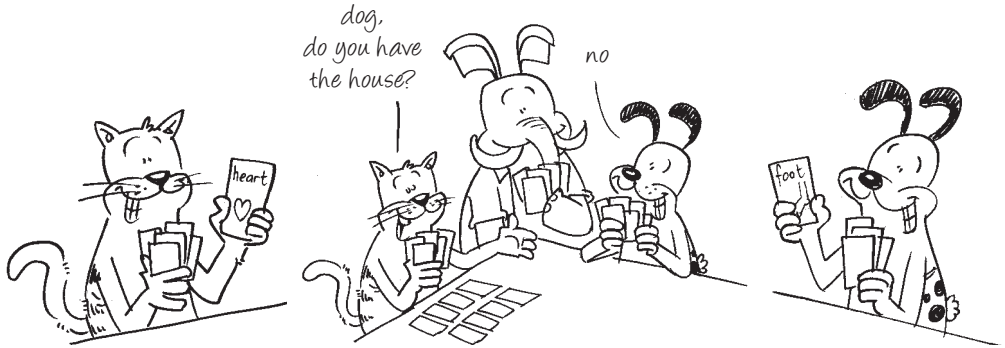
yes

now it is cat's turn again.  
cat asks dog:  
'do you have the pencil?'  
dog says 'yes' and gives the card to cat.



quartet!

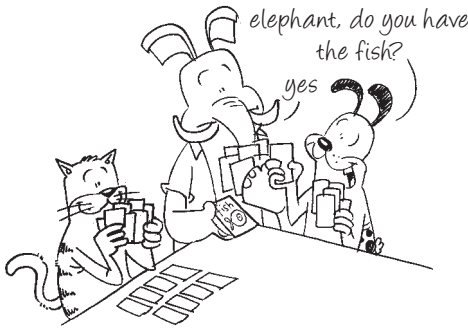
now cat has 4 cards that start with a 'p':  
'palm', 'pen', 'pig' and 'pencil'.  
cat puts the 4 cards on the table  
and says 'quartet!'.



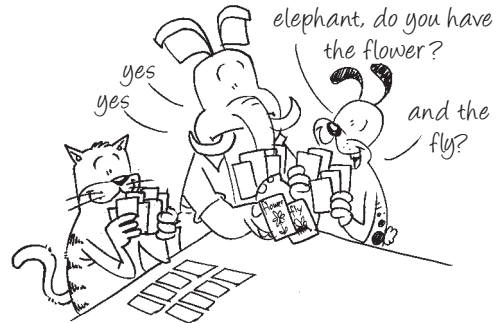
cat has 1 card that start  
with a 'h': 'heart'.  
cat has **not** got 'house',  
'hand' and 'horse'.

cat asks dog:  
'do you have the house?'  
dog says 'no'.

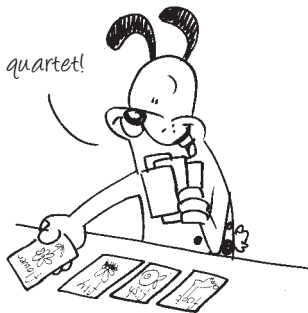
now it is dog's turn.  
dog has the card 'foot'.  
dog knows that elephant  
has 'fish', 'flower' and 'fly'.



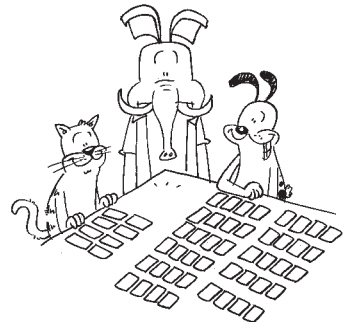
dog asks elephant:  
'do you have the fish?'  
elephant says 'yes'  
and gives the card to dog.



dog asks elephant:  
'do you have the flower and the fly?'  
elephant says 'yes'  
and gives the 2 cards to dog.

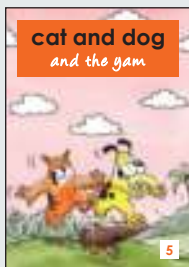
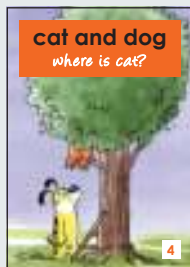
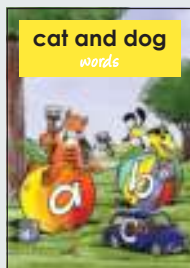


now dog has 4 cards that start with a 'f':  
'foot', 'fish', 'flower' and 'fly'.  
dog puts the 4 cards on the table  
and says 'quartet!'.



when cat, elephant and dog have no  
more cards in their hands, the game is  
finished. cat has 2 quartets, elephant has  
0 quartets and dog has 11 quartets.  
dog has the most quartets. dog wins.

# read all the cat and dog books





## cat and dog - cards

do you want to play the games in this book?

then you will need the cat and dog cards.

the first box of cards is from a to m.

the second box of cards is from n to z.

