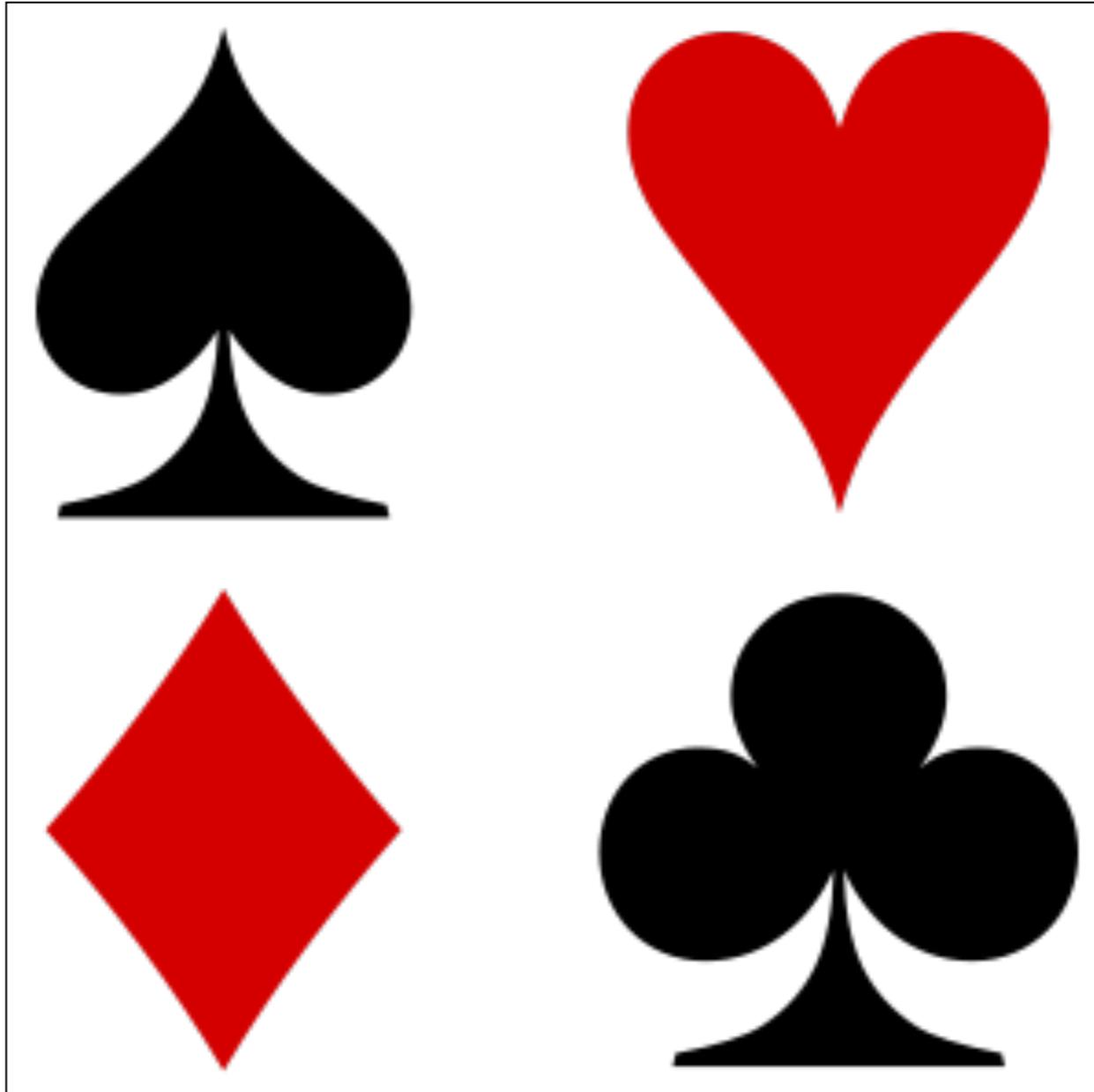


VGCUSA PRESENTS

52 Pickup

An Educator's Guide to Promoting Social Emotional Learning Through Classic Card Games



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A Deck of Cards?



My name is Josh Bound and I have been a professional educator for over twenty years in a public school setting, and I can not tell you how many times I delivered lesson only to have between five and ten minutes of “Free Time” at the end of class. This book is designed to help all educators who possess a simple deck of cards fill that empty time with useful Social Emotional Learning opportunities and help foster relationships throughout the classroom. We hope you enjoy. GLHF!

CHAPTER 1

CASEL's 5 Core and Card Games

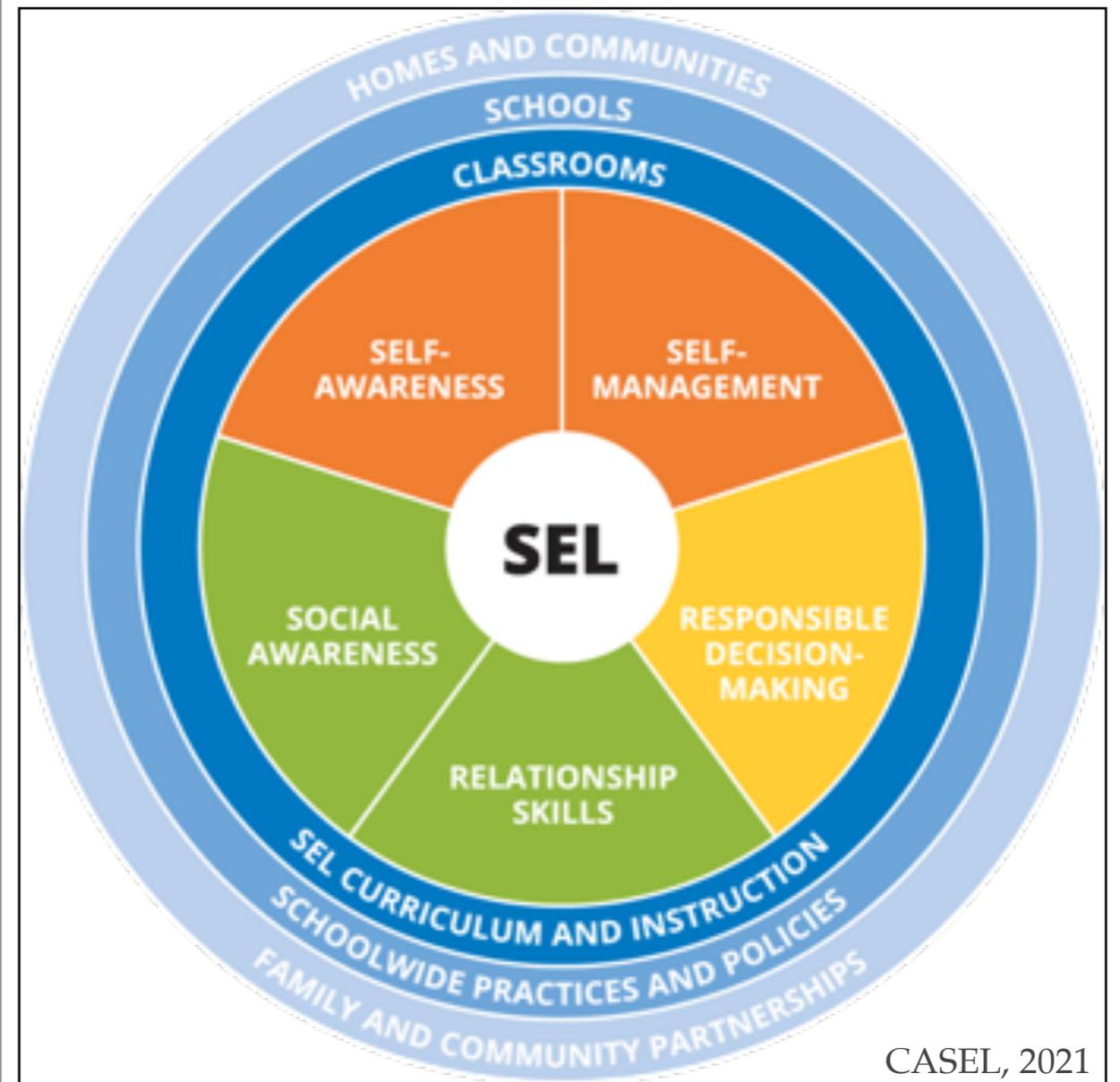


The Collaborative for Academic, Social, and Emotional Learning ([CASEL](#)) has been championing SEL education since 1994. By combining *CASEL's 5 Core Competencies of Social Emotional Learning* with gaming experiences, we have an opportunity to truly promote social emotional learning through gaming.

Playing traditional card games with your students or simply encouraging them to get together with other students and play can make a world of difference in the lives of your students.

One of our goals at the Video Game Clubs of America is to provide safe spaces for kids to break down social stereotypes and see one another beyond the stereotypes. Gaming is, and always will be, the best method for students to meet one another on a first name basis, share a common experience, and develop life long relationships.

The next chapters of this book are devoted to providing specific gaming examples which align with the 5 Core Competencies.



#LettttssssGOOOO!!!!

#RethinkGaming #EveryoneGames #ForTheWin

CASEL 5 CORE EXAMPLES

Self Awareness Examples

- Integrating personal and social identities
- Identifying personal, cultural, and linguistic assets
- Identifying one's emotions
- Demonstrating honesty and integrity
- Linking feelings, values, and thoughts
- Examining prejudices and biases
- Experiencing self-efficacy
- Having a growth mindset
- Developing interests and a sense of purpose

Self Management Examples

- Managing one's emotions
- Identifying and using stress management strategies
- Exhibiting self-discipline and self-motivation
- Setting personal and collective goals
- Using planning and organizational skills
- Showing the courage to take initiative
- Demonstrating personal and collective agency

Social Awareness Examples

- Taking others' perspectives
- Recognizing strengths in others
- Demonstrating empathy and compassion
- Showing concern for the feelings of others
- Understanding and expressing gratitude
- Identifying diverse social norms, including unjust ones
- Recognizing situational demands and opportunities
- Understanding the influences of organizations and systems on behavior

CASEL 5 CORE EXAMPLES

Responsible Decision Making Examples

- Demonstrating curiosity and open-mindedness
- Learning how to make a reasoned judgment after analyzing information, data, and facts
- Identifying solutions for personal and social problems
- Anticipating and evaluating the consequences of one's actions
- Recognizing how critical thinking skills are useful both inside and outside of school
- Reflecting on one's role to promote personal, family, and community well-being
- Evaluating personal, interpersonal, community, and institutional impacts

Relationship Skills Examples

- Communicating effectively
- Developing positive relationships
- Demonstrating cultural competency
- Practicing teamwork and collaborative problem-solving
- Resolving conflicts constructively
- Resisting negative social pressure
- Showing leadership in groups
- Seeking or offering support and help when needed
- Standing up for the rights of others

CHAPTER 2

Let's Play



Photo: [bicyclecards.com](https://www.bicyclecards.com)

Three teachers and one awesome parent met one day in the summer of 2021 to discuss how to modify traditional card games in order to promote social emotional learning. After two hours of contemplation, genius was laying it down and this chapter began to take form. This chapter explains how to apply five unique techniques to any card game and how each connects with *CASEL's 5 Core Competencies*.

Pandora's Box...?

- Use the techniques on the following pages as examples of what can be done. Some of them work better on some games and some of them work better on others.
- You are the professional in the room and know your kids the best so adjust and modify games as needed.

Regardless of which card game is being played all you need are actions to trigger results! (CASEL 5 Core)



Josh Bound is excited to crack open a new set of slightly used casino playing cards he got for free!!! #Winning #Boom!

Sample Actions or Triggers in Card Games

- *Cards being laid down*
- *Cards are discarded*
- *Cards being picked up*
- *Cards being traded and not traded*
- *When a hand ends or resets*
- *When cards are chained together*
- *When cards are shuffled*

Ask a Favorite Question



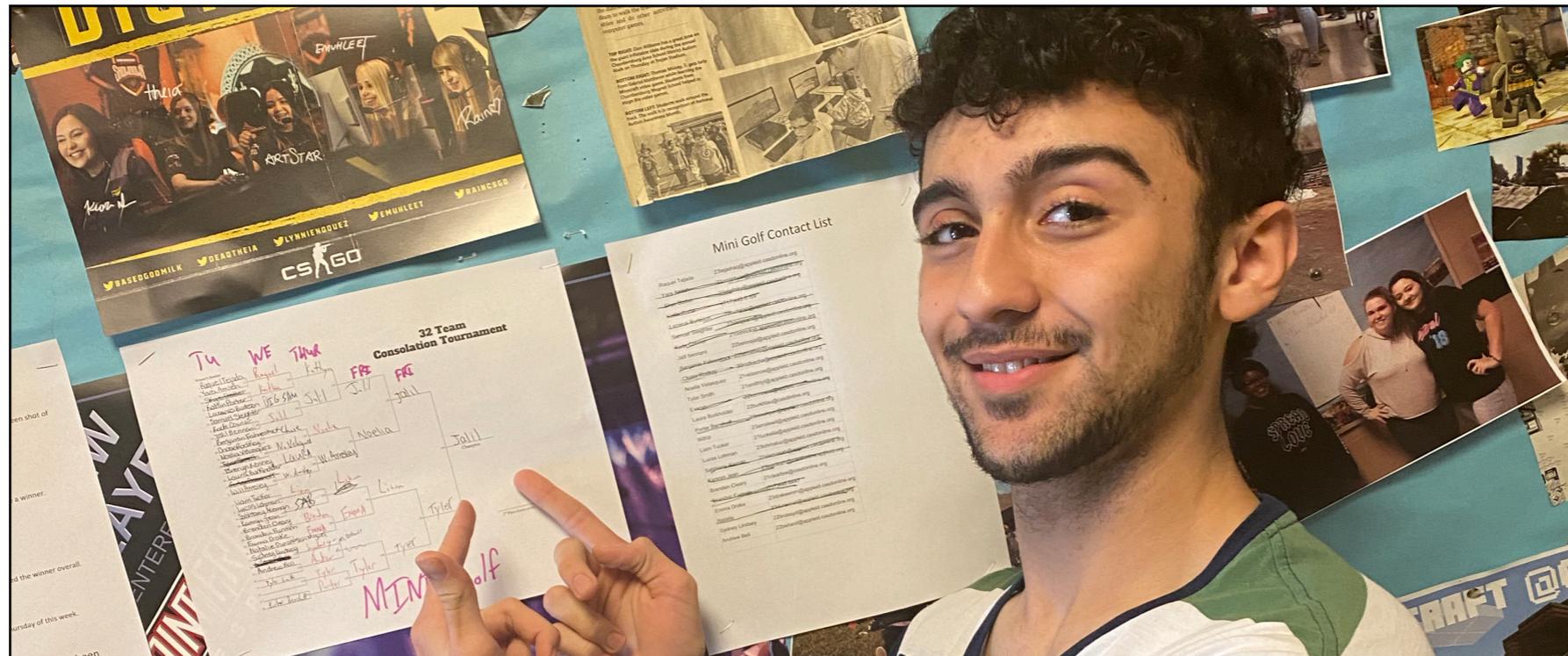
When you ask a student to tell you a story and they begin by saying they have the best dog ever... #Annabelle

How the technique works

At any given moment the game could be temporarily halted for a brief moment of personalization. This technique is extremely easy to implement and allows players to share things from the day, their lives, or an opinion on a subject by simply being asked “What is your favorite...?”

Think about it! If someone were to ask me “What is your favorite subject to teach?” it would set off an entire conversation about my what I prefer and maybe a bit of what I don’t prefer. In the end the group the group would know me better as a person and isn’t that the point of social emotional gaming?

Tell Us a Story About Whatever



Jalil is happy to tell you about the time he won a mini golf gaming tournament! You will never know about a student's life unless you give them a moment to talk about themselves. #Winning

How the technique works

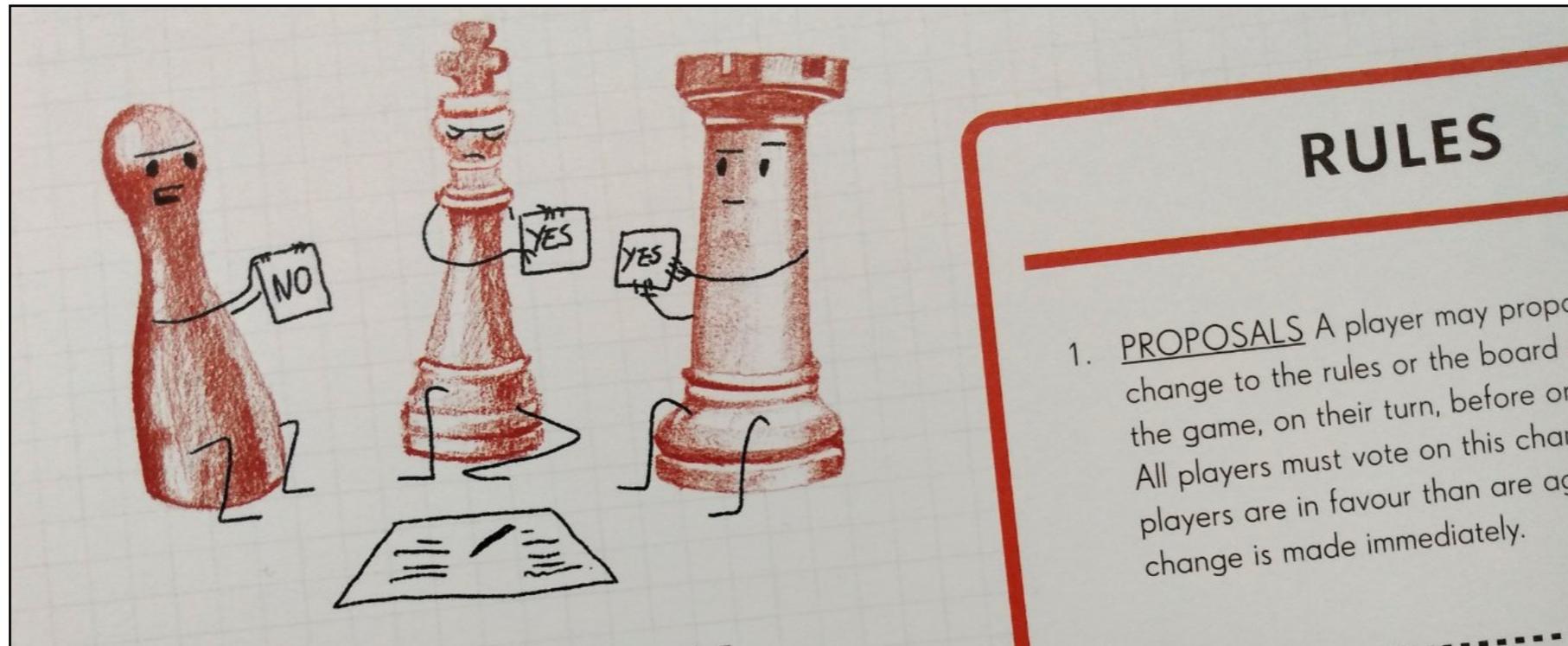
Choose an action which occurs in the game and make your students tell a 30 second story from their lives when it does. Simple!

The simple act of allowing a kid to tell a small story about anything they want can make be an

enormous investment in their social emotional status. Students learning about other students backgrounds, interests, and habits can only help to build your classroom's culture.

#SEL #ClassroomPride #PositiveVibes

Change the Games Rules and Goals



By simply changing the rules of a game you create entire new problem sets which need to be figured out by the players. How to score points or how to win are two easy examples. #ChallengeIsFun

How the technique works

In short simply change the game rules so winning is obtained in an alternate method.

An easy example of this is by taking a game usually played individually and making it a team based game where goals and strategy become needed to win.

Lots of card games have alternate methods of play in which new levels of conversation and thinking need to be had in order to be effective.

Do not be afraid to try new things as simply being curious is an SEL standard.

Face Off For Compliments



*Think of it like this, compliments go a long way. Take a moment and make someone's day.
#BeKind #PositiveVibes*

How the technique works

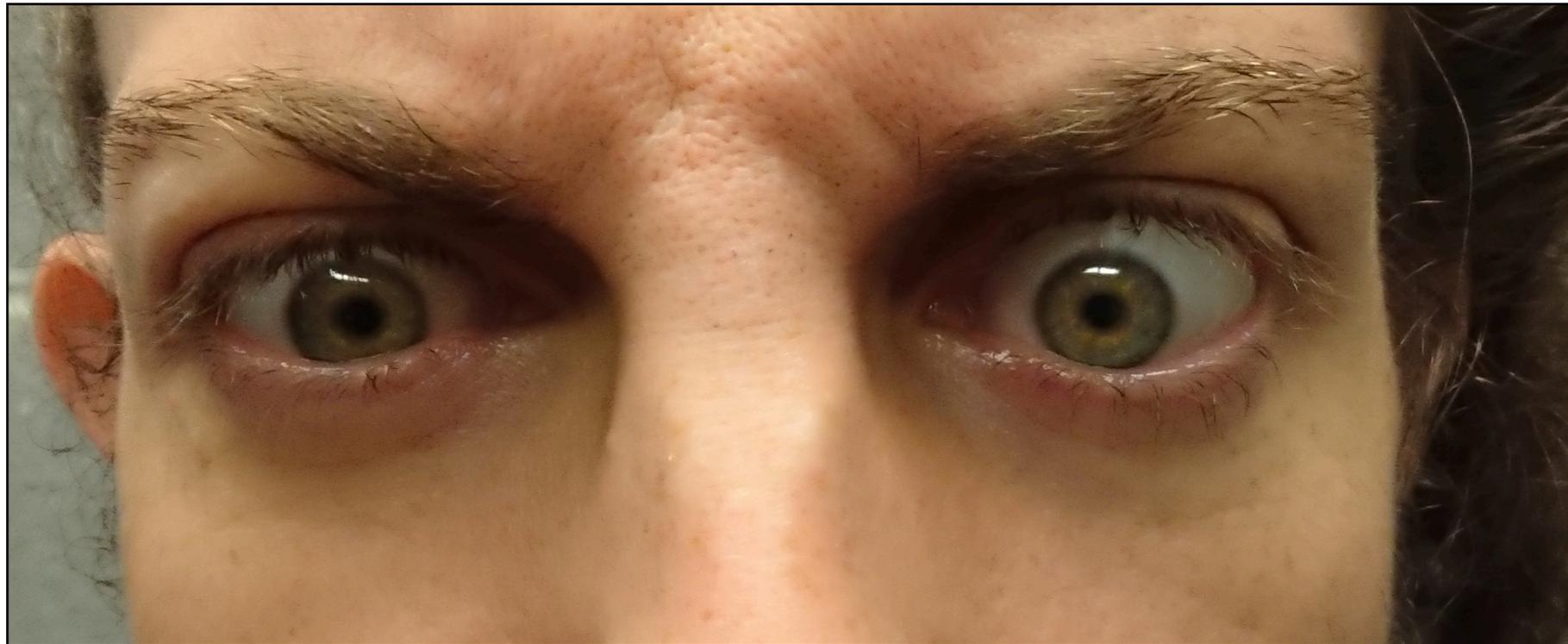
We love this technique as it is silly and serious at the same time. Identify an action and tell your students that when the action occurs they must do the following.

1. Make eye contact with someone else in the game
2. Identify something about the person to compliment

3. Loudly. and I mean LOUDLY yell your compliment at the person you have chosen to compliment!

Trust us when we say heads will turn with this technique, though students who are quiet will have trouble getting into it so you will need to do some prompting.

Staring Contest of Champions



Think of this picture as a template to practice your staring skills. We know it makes you feel uncomfortable, but that is why people need to practice looking each other in the eyes. #MadeYouBlink #WhatsThatOverThere?

How the technique works

Choose an action from the game you are playing and instruct your students to simply pause and take a moment for the ultimate showdown of eye to eye grit and confidence. You see where this is going!!!!

When the action occurs in the game the person who triggered the EPIC STARE DOWN OF THE CENTURY chooses another player and drops the gauntlet.

Regardless of who the winner is laughter and conversation is sure to be had.

CHAPTER 3

5 Card Game Examples



Photo Source: Bicyclecards.com

This chapter is devoted to modifying five different card games. Think of these as sample plans on how to modify the game to promote social emotional skills. Please be aware that we are only providing these outlines to serve as examples of how to modify other card games you may be more familiar with. I mean... come on there are like 2,500 of them or something!!!

Go Fish



The above photo is of the [bicyclecards.com](https://www.bicyclecards.com) webpage which provides detailed instructions on how to play Go Fish. Click on the image above for a hyperlink to [bicyclecards.com](https://www.bicyclecards.com).

How to Play the Game

Using the Bicyclecards.com website link provided [here](#), simply download, read, and follow the instructions. This is one of the easiest games to get kids playing and socializing. It may seem weird at first to see a bunch of teenagers playing Go Fish, but when it is all said and done this is our “everyone has played” game.

Incorporation of Techniques and CASEL 5 Core

During the game Go Fish there are a number of different spots you could assign one of our five identified techniques. The following is an overview of where we would attach our SEL techniques to the game of Go Fish. We hope you enjoy.

Action 1: Drawing a Card

When the player taking their turn asks another player for a given card and they are told to “Go Fish” because that person doesn’t have the identified card.

Technique: Share a Story

The player that is drawing a card from the pile should tell a short story about themselves, their lives, or anything else going on in their world. The short story is not designed to take up a lot time, but rather spark conversation and help to build community amongst the group.

CASEL 5 Core Competencies

Relationship Skills:

- Developing Positive Relationships

Social Awareness:

- Taking Other’s Perspectives

Self Awareness:

- Experiencing Self Efficacy

Action 2: Laying Down a Book

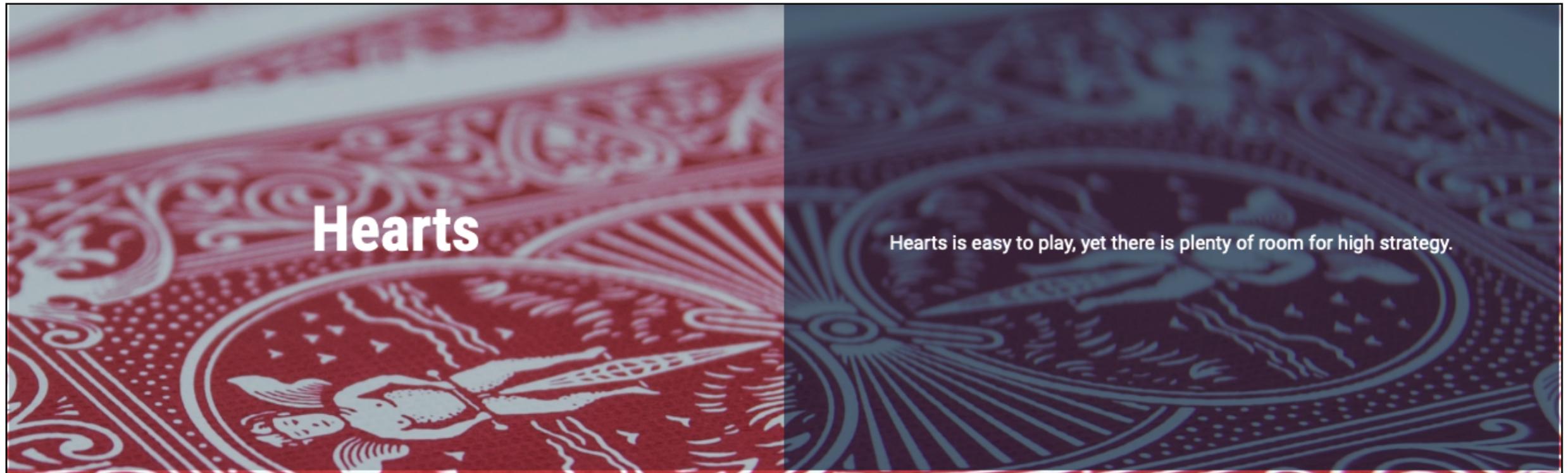
Go Fish is played until all 13 books in the deck have been collected. Each “book” is a set of all four suits of a given card, for example all four kings. When a player lays down a “book” and scores points for themselves it gives you an opportunity to utilize a technique to promote social emotional learning while playing cards.

Technique: Face of for Compliments

Simply put the person who lays down the book takes a moment to compliment the people who helped them Go Fishing and make the catches to complete the book. Now this could go a bunch of different ways and all sorts of conditions could be applied to this technique, like the compliment must be....

In all honesty this technique will always run the risk of being silly as once the players run out of real compliments for one another they will need new material. To avoid this you could activate this technique on only even or odd number cards, thereby lessening the need to improvise compliments.

Hearts



The above photo is of the [bicyclecards.com](https://www.bicyclecards.com) webpage which provides detailed instructions on how to play Hearts. Click on the image above for a hyperlink to [bicyclecards.com](https://www.bicyclecards.com).

How to Play the Game

Using the Bicyclecards.com website link provided [here](#), simply download, read, and follow the instructions. Hearts is one of the more popular games kids learn while growing up.

Incorporation of Techniques and CASEL 5 Core

During the game Hearts there are a number of different spots you could assign one of our five identified techniques. The following is an overview of where we would attach our SEL techniques to the game of Hearts with your students. We hope you enjoy.

Action 1: Playing the Queen of Spades

When a player plays the Queen of Spade in the game of Hearts it hold a point value of +13.

Technique: Ask a Favorite Question

Option 1: The person laying the Queen of Spades down tells the group something that is there favorite. Example: Favorite Restaurant, Favorite Car

Option 2: The person who collects the trick, with the Queen of Spades, must identify something that is their favorite.

Action 2: Collecting Tricks

At the end of each round of discarding cards, a Trick, the person who discards the highest number in the identified suit collects the trick.

Example:

Player 1 discards 4 of Clubs;

Player 2 discards 8 of Clubs;

Player 3 discards 10 of Diamonds;
Finally Player 4 discards the Jack of Hearts

The person who collects this trick is Player 2 for playing the highest originally suited card in the trick.

Technique: Make it a Partners Game

Before the game begins **CHANGE THE RULES** and make the card game a team affair. In the end the duo with the lowest score wins. **Think about it! Planning, communication, collaboration, and camaraderie because you simply adjusted the game rules.**

CASEL 5 Core Competencies

Relationship Skills:

- Developing Positive Relationships

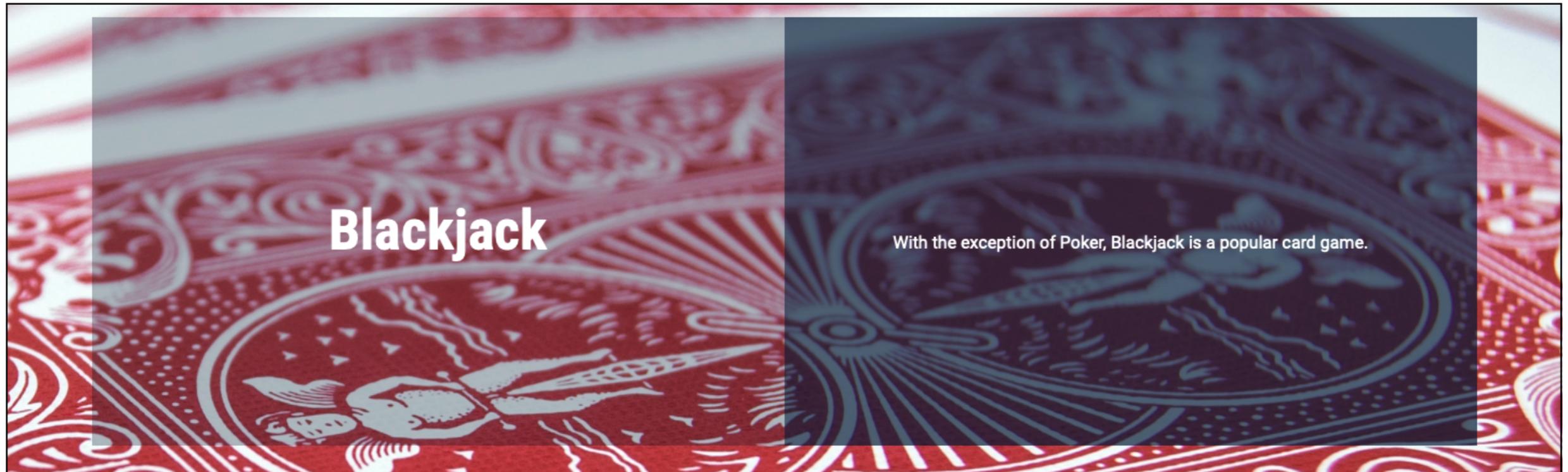
Responsible Decision Making:

- Anticipating and Evaluating Consequences of One's Actions

Self Management:

- Using Planning and Organizational Skills
- Setting Personal and Collective Goals

21 (AKA Blackjack)



The above photo is of the [bicyclecards.com](https://www.bicyclecards.com) webpage which provides detailed instructions on how to play 21. Click on the image above for a hyperlink to [bicyclecards.com](https://www.bicyclecards.com).

How to Play the Game

Using the Bicyclecards.com website link provided [here](#), simply download, read, and follow the instructions. 21, aka Blackjack, has enormous mathematical and statistical components behind the curtain. 21 is a fun and fast paced game of prediction and chance and that is why it makes our 5 examples list.

Incorporation of Techniques and CASEL 5 Core

During the game 21 there are a number of different spots you could assign one of our five identified techniques. The following is an overview of where we would attach our SEL techniques to the game of 21. We hope you enjoy.

Betting as an SEL Tool

The act of placing bets during a game of 21 may look like gambling, well because it is. This being said, the act of betting actually plays directly into the CASEL 5 Core Competencies. We think 4 of the 5 Core are directly represented in the act of betting.

We do not advise betting real money during your card games, but rather poker chips or pieces of candy to represent risk and reward.

Action 1: Winning the Pot

Most people play 21 with the addition of “Bets” which collectively represent the “Pot”. Winning the pot and collecting the bets is the trigger.

Technique: Share a Short Story

In this case we would want the person who wins the pot to either asks someone to share a quick story from their lives or shares something from their own experiences.

Action 2: Playing a Natural Blackjack

The player who is dealt an Ace and a face card (or 10) possess a “Natural Blackjack”.

Technique: Face off For Compliments

The person whom received the awesome hand of a Natural Blackjack is to compliment the dealer with a heartfelt moment of gratitude and graciousness.

CASEL 5 Core Competencies

Relationship Skills:

- Developing Positive Relationships

Responsible Decision Making:

- Anticipating and Evaluating Consequences of One's Actions

Self Management:

- Using Planning and Organizational Skills

Social Awareness

- Recognizing Situational Demands and Opportunities

Slapjack



The above photo is of the [bicyclecards.com](https://www.bicyclecards.com) webpage which provides detailed instructions on how to play Slapjack. Click on the image above for a hyperlink to [bicyclecards.com](https://www.bicyclecards.com).

How to Play the Game

Using the Bicyclecards.com website link provided [here](#), simply download, read, and follow the instructions. Slapjack is a fun and fast paced game for quick handed and well attentive students. Expect a lot of laughter with this game as it requires a bit of physical slapping of cards which students enjoy aloud.

Incorporation of Techniques and CASEL 5 Core

During the game Slapjack there are a number of different spots you could assign one of our five identified techniques. The following is an overview of where we would attach our SEL techniques to the game of Slapjack. We hope you enjoy.

Action 1: Slapping the Jack

Since the goal of this game is to slap your hand down on a discarded jack, it only seems fitting that this action would trigger a SEL technique.

Technique: Change the Game Rules to Teams

Make this game a team event and watch the fun explode. By allowing a team to win the game you extend the joy and excitement to all involved. We are convinced that being competitive is built into the human subconscious or DNA. **Simply put winning with friends is always better than winning alone.**

Action 2: Losing All of Your Cards

A player is eliminated when all of their cards are lost to other players, basically they never slapped the jack successfully. The following technique allows for a second chance at getting back in the game.

Technique: Stare Down of Champions

In order to have kids stay in the game longer, we suggest allowing students who are eliminated the option to stare their way back into the game.

- The exiting player challenges the player with the most cards to a stare down.
- If the exiting player wins the staring contest the player with the most cards must supply the top seven cards off of their pile.
- Players are only given one attempt at re-entry into the game.

CASEL 5 Core Competencies

Relationship Skills:

- **Developing Positive Relationships**

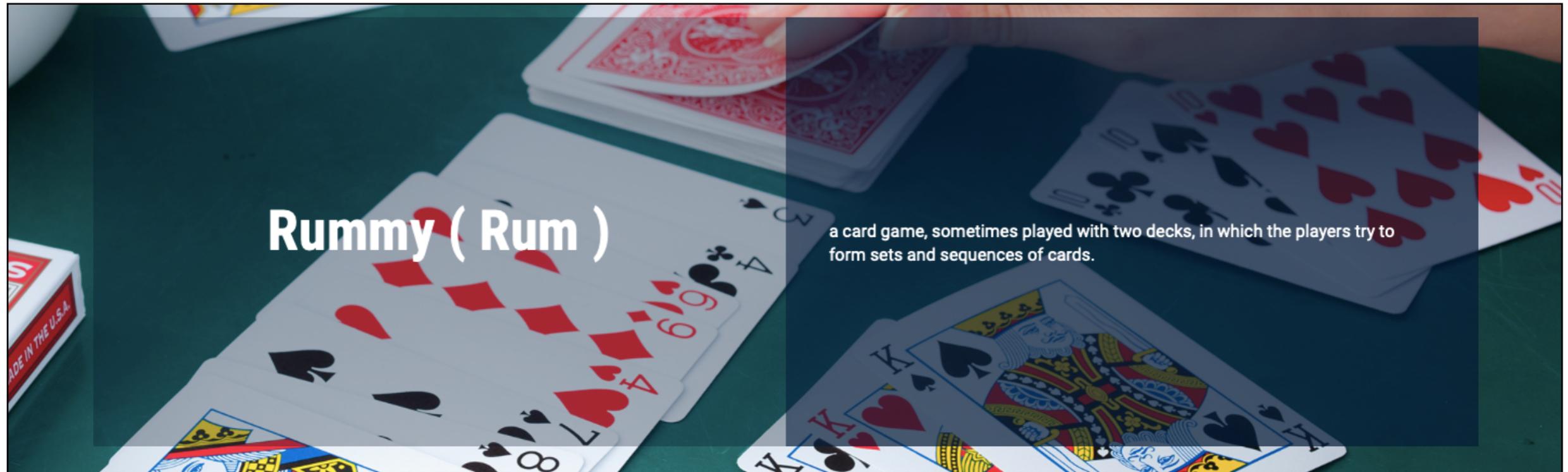
Self Management:

- **Managing One's Emotions**

Social Awareness

- **Recognizing Situational Demands and Opportunities**

Rummy



The above photo is of the [bicyclecards.com](https://www.bicyclecards.com) webpage which provides detailed instructions on how to play Rummy. Click on the image above for a hyperlink to [bicyclecards.com](https://www.bicyclecards.com).

How to Play the Game

Using the Bicyclecards.com website link provided [here](#), simply download, read, and follow the instructions. Rummy is a super classic grand parents oriented game in which students match sets of other players, lay down runs of their own and try to score points. There are many variations of this game making it highly adaptable.

Incorporation of Techniques and CASEL 5 Core

During the game Rummy there are a number of different spots you could assign one of our five identified techniques. The following is an overview of where we would attach our SEL techniques to the game of Rummy. We hope you enjoy.

Action 1: Going Out of the Hand

When a player gets rid of all of their cards, they win the game or hand, depending on which version you are playing.

Technique: Ask a Favorite Question

Option 1: The person going out tells the group something that is their favorite.

Example: Favorite Restaurant, Favorite Car

Option 2: The person who goes out asks someone else in the group to answer a favorite question.

Action 2: Laying Down Runs for Points

At the end of each hand points are calculated and assigned based on what was laid down in front a player minus what was being held in their hand when another player went “out”.

Scoring Example:

Cards 2-9 are worth 5 points each

Face Cards are worth 10 points each
Aces are worth 15 points each

Technique: Change the Game Rules to Teams

Option 1: Before the game begins assign teams so that students play with a partner when it comes to scoring. Being part of a team will demand that each student pay attention and do their part to achieve victory in the end.

Option 2: Declare a new way to win! Instead of by collecting points have them collect certain sets to achieve glory.

CASEL 5 Core Competencies

Relationship Skills:

- Developing Positive Relationships

Self Management:

- Managing One’s Emotions

Social Awareness

- Recognizing Situational Demands and Opportunities

CHAPTER 4

Contributors and Contacts



We would like to thank everyone who inspired the creation of this book. It has always been our intention to help educators visualize gaming as an important social emotional tool and we hope that you and your students have as much fun hanging out as they do playing. If you have questions about connecting SEL and traditional card games or have an idea for another game to promote social emotional learning, please drop us a line.

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Countless numbers of educators, parents, and businesses have made the mission of VGCUSA attainable. If you would like to donate your time or energy to our cause, please visit our members page and get in touch.

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The Hashtags
#EveryoneGames
#RethinkGaming

