
MATCHMAKER

Preschool

HOW TO PLAY

Warm Up Activities

- Sort by color (pink, red, pink and red)
- Sort by pattern (dots, stripes, diamonds, mini hearts)
- Sort by number (one, two, three hearts)

Set up

- Shuffle all the cards together
- Deal each player seven cards to start with
- Put the rest of the cards in a stack, facing down.
- Take the top card from the deck and put it on the table, facing up, as the first card in the discard pile.

Gameplay

Players take turns to play. During each player's turn, the player can do one of the following:

- Discard a card. The discarded card needs to match the top card in the discard pile **either** in color, pattern, or number.
- If the player can't find a card to discard, draw another card from the card deck., and do not play any card this turn.

The player who discards all his/her cards first wins the game.

MATH SKILLS

- Sorting
- Subitizing

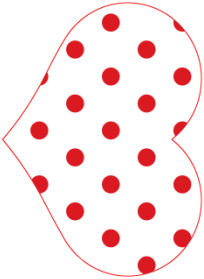
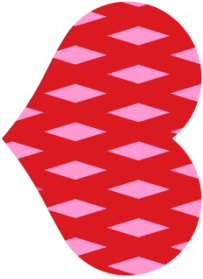
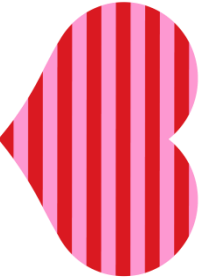

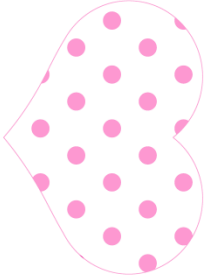

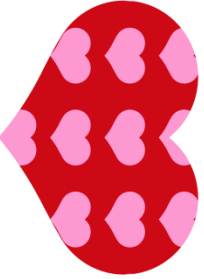


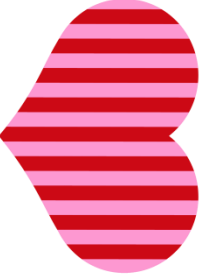
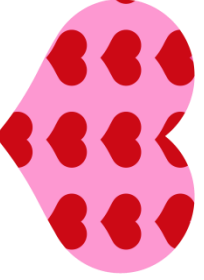

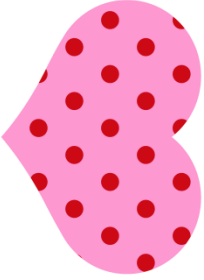
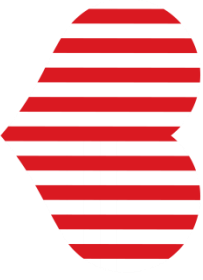

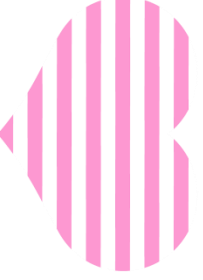




2+ players



MATERIALS

- Patterned hearts (paper cut-outs below)

MATCHMAKER

HEARTS TO HEARTS

