

card about a doctor?" and if this is true the asked player has to give him this card, if not, he just tells him: "Mind your own business.", and then he starts telling him or any of the other players what cards they have in order to take them. He has the right to guess until he gets the answer: "Mind your own business." The purpose of the game is to collect all four cards about a specific profession and discard them. The winner is the player who collects and discards the most cards.

Kent. This game is played by four players in two teams. Every player gets 4 cards and the rest of the cards are left in a pile facing down. The first player turns one card from the pile and if he has other cards from this profession he takes it, if not, he leaves it facing up next to the pile. The next player can take one from the pile or the card that has been discarded from the previous player. The purpose of the game is one of the players to collect all four cards of a certain profession and with a previously decided sign to secretly inform his team player so he can say out loud "Kent". If they do, they win the game. The job of every player it to observe the opposing team for any unusual signs they make and the minute he sees something he should shout out "Kent stop". If he is right, then his team wins.



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FUNNY CARDS ABOUT PROFESSIONS



These 52 cards represent 13 professions - doctor, chef, artist, sportsman, teacher, builder, fireman, policeman, fisherman, hairdresser, ballet dancer, musician, and seamstress. The beautiful illustrations answer questions as: who is working, where he is working, what the tools he is using are and what the result of his labor is.

GAMES FOR YOUNGER CHILDREN:

1. Match the professions!

Find the 13 cards with the people who practice the different professions – the chef, the doctor, the teacher, etc. and arrange them on a table. Mix the remaining cards and place them in a pile in front of you. Draw cards from the pile and let the child decide to what profession the illustration belongs to and match the card with the right profession. Count the piles.

2. Questions and Answers

Find the 13 cards with the people who practice the different professions – the chef, the doctor, the teacher, etc. and arrange them on a table. Mix the rest of the cards and put them in a pile in front of you. Ask questions about the different professions and let the child answer by finding and showing you the corresponding card. For example: Where does the doctor work? The child has to find and show

you the card with the illustration of the hospital.

What does the seamstress make? The child has to find and show you the card with the finished dress.

What are the instruments a musician uses? The child has to find and show you the card with the musical instruments.

3. Memo

Choose two cards from six of the professions one of them has to be the person, practicing the profession – the doctor, the teacher, the seamstress, etc. Mix them well and place them facing down in three rows. The first player turns two cards up and if they are from the same profession, he takes the cards, if not, he turns them back down. The next player also turns two cards up. The purpose is to find and take the matching cards. The winner is the player who collects most of the cards. The game can be simplified or made more difficult by removing or adding more cards.

4. Associations

Arrange in front of you the cards with the people, practicing the professions and start describing one of the professions. The child has to guess what the profession is and after each description wait for the child to suggest what card you can remove for not being relevant with the profession you are describing. For example:

He is brave. (All cards with women have to be removed, because of the pronoun HE.)

He needs a car to do his work. (Now you can remove the doctor, the artist, the musician, and the builder.)

He helps people. (Both remaining cards of the policeman and the fireman correspond to the description.)

He catches criminals. (Now remove the card of the fireman.)
Answer – policeman

SUGGESTIONS FOR OLDER KIDS:

Glutton. All cards are dealt and left in piles facing down in front of each player. The first player draws the top card of his pile and puts it down on a separate pile, facing up. The next player does the same and places his card over the card of the previous player. When the next card matches the profession on the previous card, then the player who played this card takes the whole pile of cards. The winner is the player who collects all the cards.

Memo – game. Choose 12 pairs of cards one of them has to be the person, practicing the profession – the doctor, the teacher, the seamstress, etc. Arrange them facing down in six rows by four cards. The first player turns two cards up and if they are from the same profession the takes them, if not, he turns them back down. The next player also turns two cards up and takes them only if they have illustrations from the same profession. The purpose of the game is to turn and take the cards from the same profession. The winner is the player who has collected most of the cards. The game can be simplified or made more difficult by taking or adding more cards.

“Mind your own business.” The cards are dealt between the players. The first one tells the player next to him: “You have a