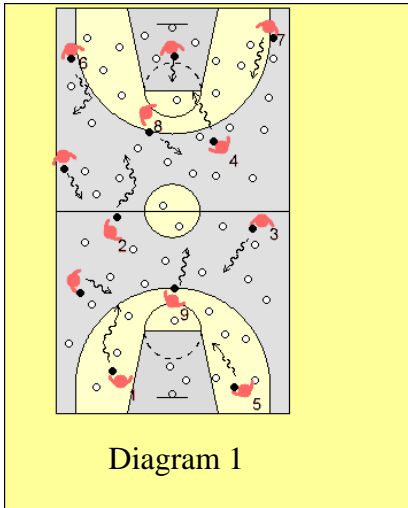


Card games

Here are some fun games I put together using a deck of cards. You can buy the bigger cards at a teacher supply store, but a regular deck will do.

Scanning the floor



The cards are placed **face up** randomly around the entire gym. You can have the player help to do this by dealing out to each player a certain number of cards. They then spread them out.

Step 1

Each player has a ball and is asked to dribble around the gym be careful not to step on or dribble on the cards.

Step 2

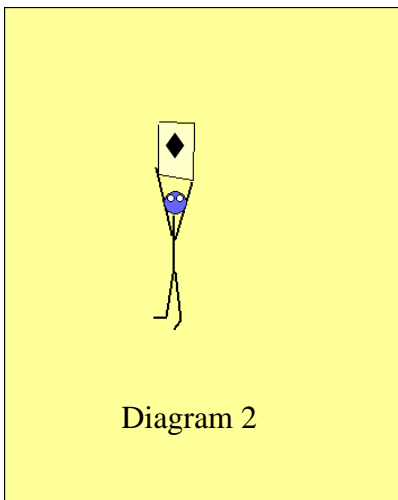
Have players change hands when they see a different color card, red is right hand, black is left hand.

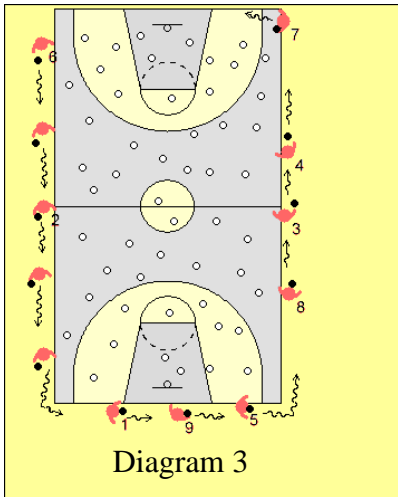
Step 3

Change direction when you see a club or a heart. Still have them change hands with the colors.

Step 4 Give them another 30 seconds. Tell them that will be playing a game of memory. Get to know as many cards as you can in the 30 seconds.

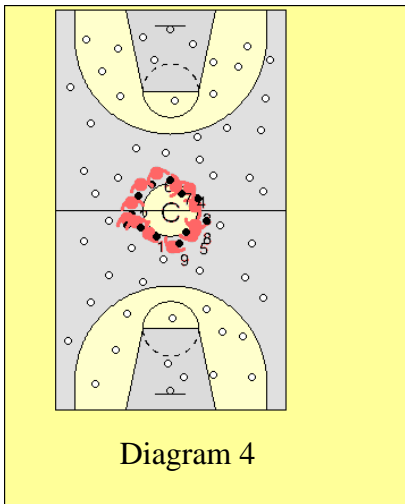
Note: the only problem with this game is that the players have a tendency to look down. It does encourage them not to look at the ball and to do two things at one time. You can still show 10 fingers and call for a pass at various times.





Find a card that best...

The players dribble around the perimeter of the court. You can have them use different dribbles. The coach will hold up a paper with the symbol of the suit on both sides of the card (diagram 2), the athletes must quickly dribble and do a jump stop over this card. The player who is first gets to lead in a Marvich ball handling activity. The players return to the sideline and do another dribble (inside outs, crossovers, spins) in the opposite direction waiting for the signal from the coach. We use a visual signal to encourage the players to keep the eyes up.



This time all of the players start in the middle of the court. The coach will call out card:

- A red card that is an even number

Note: you must decide what the face cards are worth, jack 11, queen 12, king 13 is one way.

- A black card divisible by three.

Another way is to have a one 12 sided dice or two six sided dice. The players must find a card to match the number. You can work with a partner.

Matching game

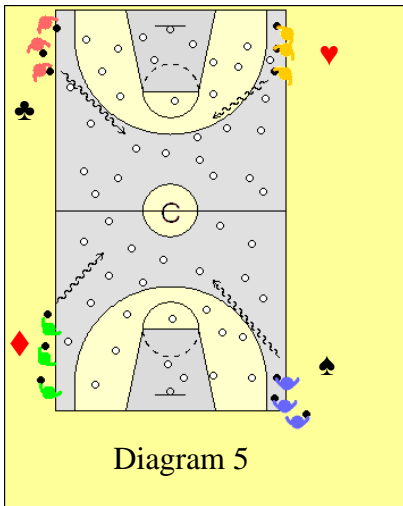
Another fun way is to have a second deck of cards. Deal each player an equal number of cards. Place the cards **face down** in a pile in front of them at their home base. This can be the sideline or the centre circle. When the coach says, go the player turns over the first card and must dribble and find the corresponding card. Once that card is placed on top of the card on the floor the player, goes back home and turns over their second card.

Load

Before you get to turn over a card you must complete a task:

- Around the neck, waists, knees
- Score a left hand lay up
- Make a foul shot
- 5 push ups

This can also be done with partners. In order to move the players must pass the ball back and forth. Once the card is found, one player must dribble home and retrieve the card, coming back to place it on top. They must then pass the ball back and forth to their home base to turn over the next card. They must learn to be aware of other groups.



Find Your Suit

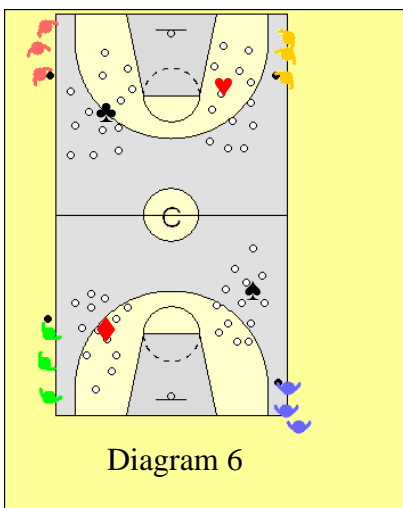
Have the players dribble around and turn the cards face down. Form four teams in the corner of the gym.

Each team must now find the cards that match their assigned suit, ♥, ♠, ♣, and ♦.

You can do this one player at a time or have everyone go at once. One at a time will promote communication and working together. The players will have to compare their knowledge. Everyone at once is quicker.

Load

- If you turn over a wrong card, you must do an activity before turning over another.
- Have one player from the opposing teams going around and trying to knock the ball away. The other two players must pass the ball to move. When you call switch they must change roles.



Memory

Each group will have the 13 cards from their assigned suit. The coach or a player from another team will shuffle the cards and deal them out face down on the floor in ¼ of the gym closest to their home corner. On the signal to go a player will go and turn over a card. If it is the ace he/she can turn over a second card. If this is the 2 he /she can turn over a third card. This would continue until the cards are all face up from the ace – king. If at anytime a card is not turned over out of order it must be turned face down and the player returns to their home and the second player now goes. The game continues until the first team has ace – king face up in order.

There are many ways to load this game:

- When a wrong card is turned over all of the cards must be returned face down. This forces the players to remember the sequence. Research has shown that these types of memory games are crucial for a child to develop visualization skills. To win all 13 cards must be turned over at once in the proper sequence.
- The player must do an activity before they can go to turn over a card, i.e. score a basket, Maravich drill, wall passing etc.
- If you score, three point shot you get to turn over three cards, a two-point basket two cards, score the rebound one card.
- Make them have to go to the far corner to turn over their cards. Cause them to use more verbal skills to communicate. The team in that corner can distract.