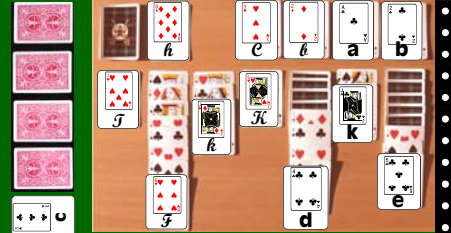
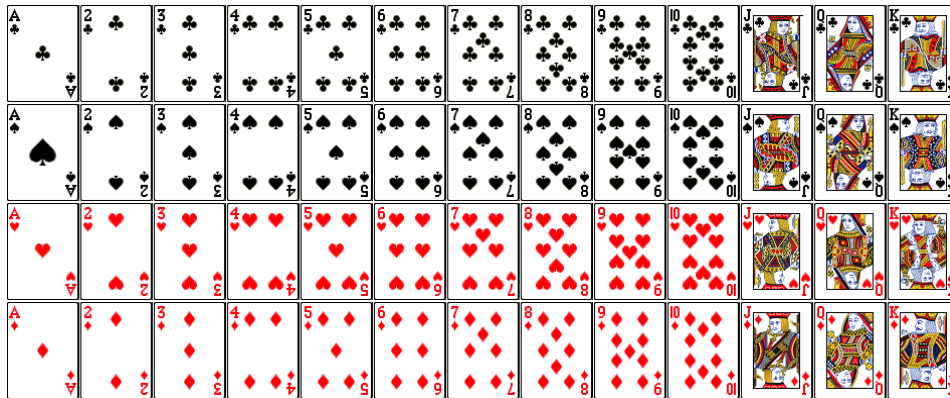


Alphabet-Card Solitaire Games



Like most classic and children's card games, both one-player and cooperative *Solitaire*, also known as *Games of Patience*, can be played with a half, full, or double 52-card deck of

1. "real" (standard American) playing cards consisting of four "suits" (black spades, black clubs, red hearts, and red diamonds) of 13 "ranks" each—Ace, Two through Ten, Jack, Queen, and King;



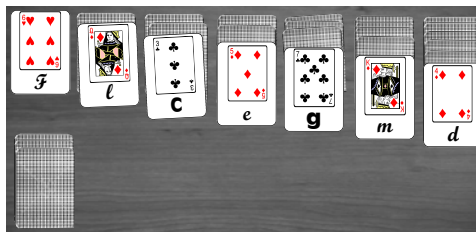
from <http://www.jfitz.com/cards/>

2. *Alphabet Cards* consisting of four "suits" (upper- and lower-case block letters; upper- and lower-case cursive letters) of 13 "ranks" each—either the letters A through M or the letters N through Z—such as those on pages 36 and 38; and/or
3. *Combination Standard / Alphabet Playing Cards*, as on pages 41 to 44.

Most *Solitaire* games begin with a specific layout of cards; the object is either to build a more complex layout or to clear the layout by moving all the cards to a discard pile. Following are instructions for classic *Solitaire*, to be played by one person or in competition—with any of the card decks described above:

1. **The Game of "Four Towers."** Based on *Klondike Solitaire*, the object of this game is to build all four "suits" from Ace to King, A to M, or N to Z in a "tower-like structure." Choose a full deck of 52 cards.
 - a. To set up, shuffle the deck and deal out 28 cards into seven piles. The first pile on the left should have one card; the second pile should have two; the third, three; and so on—so that the last pile on the right has seven cards.

Turn the top card on each pile face up. To the side, put the rest of the cards in a face-down draw pile.



Slow Down or Speed Up? Multi-Level Pointers

In lessons and activities, should educators and students use intentionally designed (alphabet) card decks with pedagogical content? Or might a standard 52-card Anglo-American deck, intended mainly for *poker* and other betting competitions, be equally or more beneficial for teaching and learning?

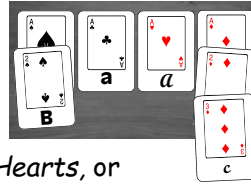
As with most educational materials and procedures, the optimum choice of a set of cards will depend on people's abilities, interests, motivation, available time, and goals; their experience with and feelings about "playing cards"; and, of course, the specific situation.

Specially and/or commercially created *educational cards* with simple designs, many available for free download, are primarily useful as "flash cards" for presentation and practice of material; they may or may not function as well when the rules of standardized card games are applied.

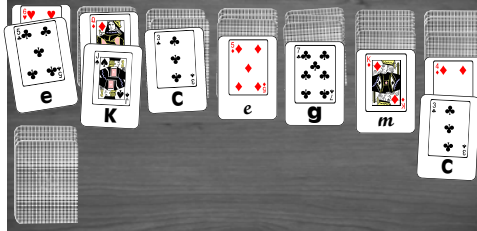
On the other hand, focusing on "strategies for winning" standard-deck card games may or may not contribute optimally to the development of vital learning abilities, such as visual perception, small motor skills, memory, and cognitive reasoning.

At times, a set of cards with both educational and standard features, like those on pages 41 to 45, may be the best choice for learning and fun.

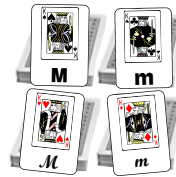
b. Here's how to start playing *Four-Towers Solitaire*: whenever they come up, put the four *Aces* (or four *AaAa's* or four *Nn.Nn's*) above the seven-pile layout on the playing surface. These serve as the four tower "foundations." Cards of the same suit (*Spades, Clubs, Hearts, or Diamonds*—or *upper- or lower-case block or cursive letters*) may be played on each of the four *foundation* cards in ascending order, from low (*Two, B, or O*) to high (*King, M, or Z*). Allowing card moves back and forth between the *layout* and the *foundations* might make the game easier to win.



c. On the *layout*, place cards in descending order, alternating *suit colors* (black and red) or *kinds of writing* (block printing and cursive). For instance, you can play a black *Five* (either *Spades or Clubs*) on the red *Six of Hearts*—or, in alphabet terms, a block-letter *E* or *e* on a cursive *F*. The *King of Spades or Clubs* (*K* or *k*) goes on the red *Queen of Diamonds* (cursive *Q*). A black *Three of Clubs or Spades* (*C* or *c*) can be placed on the red *Four of Diamonds* (*D* or *d*). Keep the face-up cards behind the one you just placed visible.



- d. Any time you move *all* the face-up cards from one pile of the layout to another, turn the top face-down card over so *its* face is visible. Now it can be played (moved)—or another card can be played on it. Whenever a pile on the layout is used up, any visible *King* (*MM.Mm* or *ZZ.Zz*) should be moved to fill the empty space or column.
- e. Next, start turning over cards one by one from the *draw pile*. If the card you turn over is "playable"—that is, if you can place it appropriately on a *foundation* or in the *layout*, do so. If there is no place for it, add it to a face-up discard pile, the top card of which is always available for play.
- f. If you can build "Four Towers"—*Ace to King*, or *AaAa* to *Mm.Mm*, or *Nn.Nn* to *Zz.Zz*) on their foundations, you "win the game." However, unless you permit yourself to go through the draw pile as many times as necessary, "winning" on your own is an uncommon event in *Solitaire*.



2. The Game of "Four Towers" in Competition or Cooperation.

Typically, a *Solitaire* game like the prototype *Klondike* is a game of chance played by one person by himself/herself. To make it competitive, two or more players with comparable card decks can race to complete the required task successfully before their opponent(s) do. Simultaneously and separately, each competitor can follow the above *Card-Game Instructions a-f*.

To play cooperatively in a group of two to four, set up the game as described in *Instruction a* together. However, instead of setting aside the remaining 24 cards in a face-down *draw pile*, you can deal them out equally among all the participants. In turn or at the same time, as described in the above *Instructions b, c, and d*, players can move cards within and between the visible layout and *foundations*. Then, for *Instruction e*, they can play cards from their hands, cooperating to build the "Four Towers" as fast as possible.

Slow Down or Speed Up? Multi-Level Pointers



Unless beginning students are already familiar with *Solitaire* procedures, they may find them too complex to incorporate into alphabet activities. The rules of even a basic game might be further simplified for their benefit. For instance, the seven piles in the layout could all have the *same* number of cards in them; more of the cards could be displayed *face-up*. In other words, the rules could be "relaxed" whenever possible for learning purposes.



More enthusiastic card players, in contrast, might want to *add* the challenge of *more* rules or restrictions, especially if they play *Solitaire* in cooperation or competition with others. With *Alphabet* and/or combination decks of playing cards, they might want to tackle *other* common *Solitaire* games, such as *Canfield, Forty Thieves, Gaps, Pyramid, or Golf*, the rules and layouts of which are available at sites like www.ehow.com/how_13395_play-solitaire.

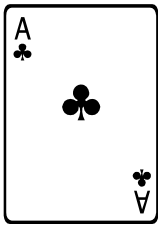
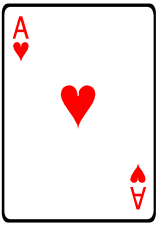
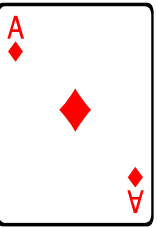
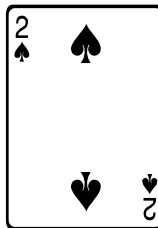
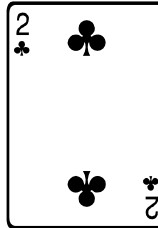
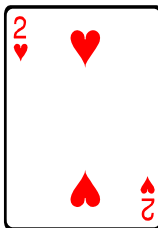
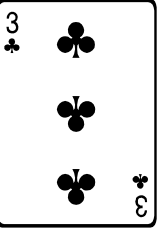
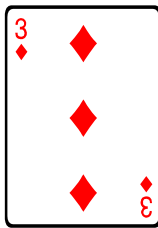
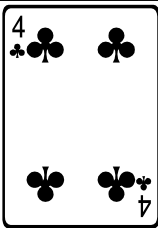
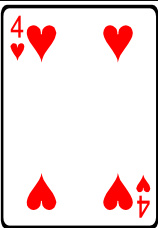
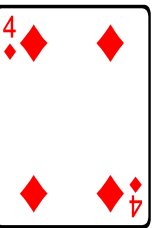
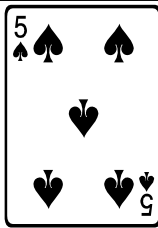
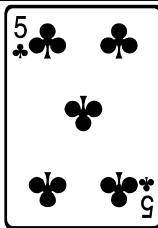
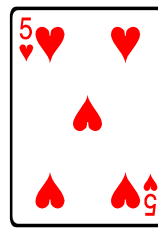
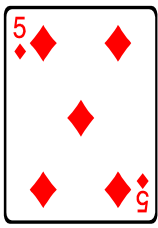
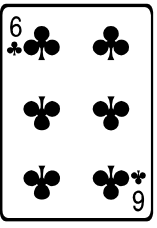
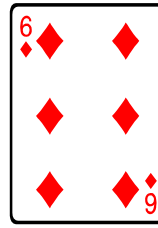
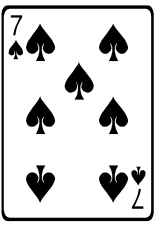


In addition to "playing cards" with *standard* and/or *Alphabet* decks, participants might find *other* uses for their cards. They might build houses or towers with them. They might fold them in half lengthwise and set them up—one behind the other—as a "card snake" to knock down like a set of *Dominos*. Hopefully, the *educational intent* of the materials will also



Instructions for *Alphabet-Card Solitaire Games*

To use these “real” playing cards for *Alphabet-Card Solitaire Games*, you can [a] glue the page on card stock and cut the cards out, and/or [b] photocopy the cards in a larger size, cut them out, and paste each letter on a separate index card or piece of card stock.

 A	 a	 <i>A</i>	 <i>a</i>	 B	 b
 B	 <i>b</i>	 C	 C	 <i>C</i>	 <i>c</i>
 D	 d	 <i>D</i>	 <i>d</i>	 E	 e
 E	 <i>e</i>	 F	 f	 <i>F</i>	 <i>f</i>
 G	 g	<p>For a full 52-card deck of 13 four-of-a-kind sets, combine the cards on this page with the <i>G</i> to <i>m</i> (♣ to ♠) cards on page 42.</p> <p>For a 104-card deck of 26 alphabet-card sets (A-z in four forms) and two sets of 52 playing cards (♣ to ♠), add the cards on page 43-44.</p>			



Instructions for *Alphabet-Card Solitaire Games*


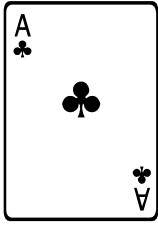
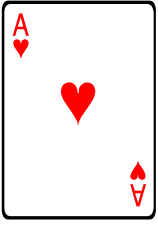
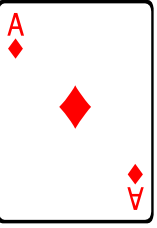
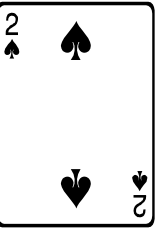
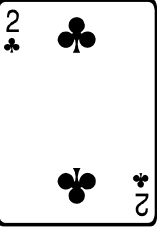
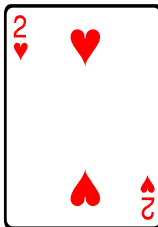
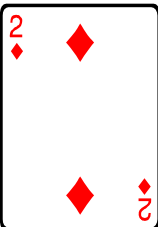
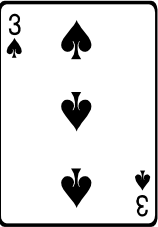
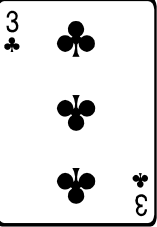
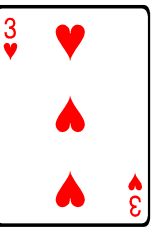
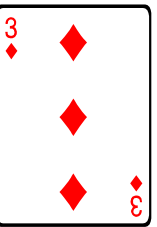
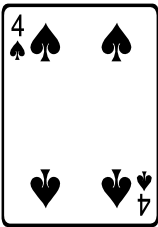
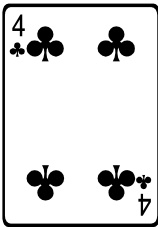
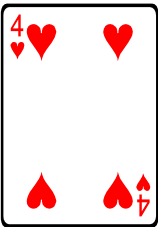
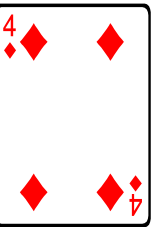
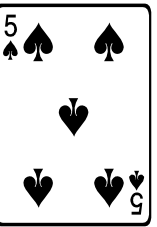
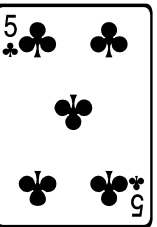
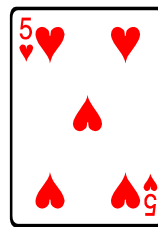
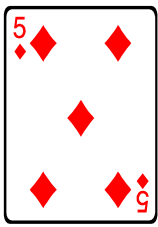
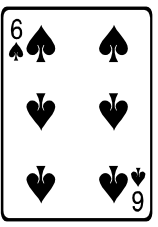
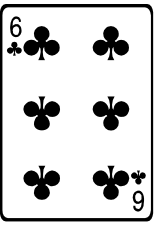
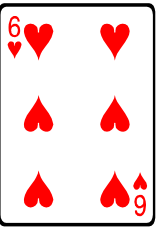
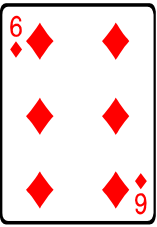
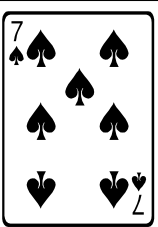
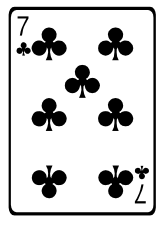
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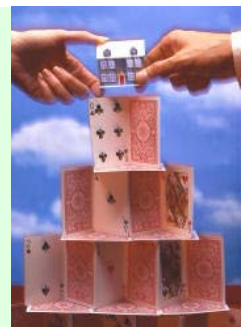
 G	 g	 H	 h	 H	 h
 I	 i	 J	 i	 J	 j
 J	 j	 K	 k	 K	 k
 L	 I	 L	 l	 M	 m
 M	 m	<p>For a full 52-card deck of 13 four-of-a-kind sets, combine the cards on this page with the A to g (♠ to ♣) cards on page 41.</p> <p>For a 104-card deck of 26 alphabet-card sets (A-z in four forms) and two sets of 52 playing cards (♠ to ♣), add the cards on page 43-44.</p>			



Instructions for *Alphabet-Card Solitaire Games*

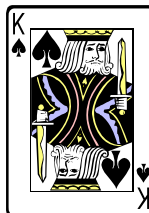
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 N	 n	 N	 n	 O	 O
 O	 a	 P	 p	 P	 p
 Q	 q	 Q	 q	 R	 r
 R	 r	 S	 S	 S	 s
 T	 t	<p>For a full 52-card deck of 13 four-of-a-kind sets, combine the cards on this page with the <i>T</i> to <i>z</i> (♣ to ♠) cards on page 44.</p> <p>For a 104-card deck of 26 alphabet-card sets (<i>A-z</i> in four forms) and two sets of 52 playing cards (♠ to ♣), add the cards on page 41-42.</p>			



Instructions for *Alphabet-Card Solitaire Games*

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 T	 t	 U	 u	 U	 u
 V	 v	 V	 v	 W	 w
 W	 w	 X	 x	 X	 x
 Y	 y	 Y	 y	 Z	 z
 Z	 z	<p>For a full 52-card deck of 13 four-of-a-kind sets, combine the cards on this page with the N to t (♠ to ♣) cards on page 43.</p> <p>For a 104-card deck of 26 alphabet-card sets (A-z in four forms) and two sets of 52 playing cards (♠ to ♣), add the cards on pages 41-42.</p>			

