

**GAME**

DONKEY

**AGE**

5 years old and on

**WHERE TO PLAY**

Anywhere

**NUMBER OF PLAYERS**

At least 3

**NEEDED MATERIAL**

In the original game some cards from a deck. In the learning version we can create our own cards.

## **RULES AND DEVELOPMENT OF THE GAME**

We select some cards from a deck. We select all the cards with the same number, and we select as many numbers as players there are.

For example, if there are 4 players we select from the deck the four cards with number 1, the four cards with number 2, the four cards with number 3 and the four cards with number 4.

The cards are shuffled and then we deal 4 cards to each player.

The aim of the game is to collect 4 cards with the same number. It is very difficult to get 4 cards with the same number when we deal them, and the more players in the game, the more difficult it will be. So, when all players have their 4 cards they decide which number of cards they are going to collect. The decision is usually taken according to the cards they have and logically they will try to collect those numbers they have repeated. For example, if a player gets two numbers 1, one number 2 and one number 4, he or she will surely try to collect numbers 1.

Then, all players select one card to pass it away to the player on his/her right and take the card the player on his/her left is passing away. This process is repeated until one of the players has collected all the cards with the same number.

When a player gets the four cards with the same number, he or she shouts "donkey" and puts one hand on the centre of the table. The rest of players must do the same, putting their hands on the other players hands. The last player doing so is the loser.

So, the winner gets one point and the loser loses one point.

If two or more players get the four cards with the same number at the same time, the winner will be the first saying "donkey" and obviously his/her palm will be touching the table and not another player hand.

## **POSSIBLE APPLICATION IN EDUCATION (SUBJECT, LEARNING FIELD, ...)**

In this game we can create our own categories instead of numbers, and doing so we can also change the number of cards we have to collect.

For example, in a Language class we can create 4 (or more) cards with verbs, other cards with adjectives, nouns, prepositions, etc. And players must collect the same type of words.

It can also be used to learn different verb tenses, family words, geographical features, etc.

We can also use it in English in a different way. Players must create logical sentences. For example, we make 5 cards with a subject, 5 cards with a verb, 5 cards with a direct object, 5 cards with a place complement and 5 with a time complement. Obviously, the time complement must be in concordance with the verb tense, the subject and the verb must also be in concordances, etc.

In fact, changing the categories, you can use this game almost in every subject.

## **TYPE OF LESSON**

This game can be used as a learning activity, since students must be thinking of the category they are collecting and also they must recognise the categories they don't need.



13 year old students playing "Donkey" in Spanish language class to learn the different verb tenses.