

# VALUES

**TITLE:** Macau

**AGE GROUP:** 9-11

**PREPARATION:** formation of playing groups so that everybody can play; arrangement of tables and chairs to play cards; getting to know suits and numbers/figures.

**DURATION:** 5-10 minutes per round, multiplied by the number of rounds

**LEARNING OUTCOME:** Enable learners to develop appropriate values, habits and attitudes when handling money.

**KEY CONCEPTS:** the winner is the person who plays all their cards

**MATERIALS NEEDED:** 1 deck of German playing cards for each playing group; can be replaced by French playing cards, in which case we remove cards 2-3-4-5-6

**LESSON DESCRIPTION:**

The players are dealt 5 cards each; the deck is then cut and the cut card becomes the first card in the discard pile. Play starts to the dealer's right.

The next card played must be of the same suit or the same value as the card on the top of the discard pile. If the player cannot play a card, he must draw from the deck. Cards can be played in runs. A player can decide to draw a card instead of playing one.

When down to a single card, a player must say "Macau!". If an opponent calls Macau before the player, the player must draw five cards.

When an action card is played, the player next in the sequence must complete the action or add to it to pass it onto the next player in sequence. A player can ask for suit with an Ober or for number/figure with an Unter. An Ace means the next player in the sequence must miss a go. Number 7 forces the next player to draw 2, unless they also have 7 and play it, forcing the following player to draw 4 and so on until there are 7-s to play.

Variations:

Only same suit or same value. The winner is the person who plays all their cards.

One can only play one card at a time.

If one has a matching card, they have to play it.

Only same suit or same value. A player can ask for suit with an Ober. The winner is the person who plays all their cards.

Only same suit or the same value. A player can ask for number/figure with an Unter. The winner is the person who plays all their cards.

Only same suit or same value. An Ace means the next player in the sequence must miss a go. The winner is the person who plays all their cards.

... and so on, adding the rules one by one, as pupils learn them.

The players agree at the beginning on the number of rounds or on the number of points to be reached. They summarize the remaining cards at the end of each round to get the score of the winner of that round. The final winner is the person with the top score or the one who reaches the pre-set score.