Play Snap

Learning Experience 11

Foundation/Prep – suggestions for teachers:

Snap is an effective play-based way to measure skills under ACARA guidelines – children play the game while you watch how they talk, listen and take turns.

Before you begin

- Use the snap cards provided. There are four of each card. Two to four players works best, with an adult or an older child nearby for the first few rounds.
- Play on a flat surface where every child can reach the central stack.

The snap cards

https://nanniebook.com/downloads/snap-cards.pdf

scan to open

How to play

1. **Deal the cards**
   Shuffle and deal all the cards, face down, evenly. Players must not look at their cards.
2. **Take turns**
   Take turns moving clockwise. Each student flips over their top card and places it face up in a central stack.
3. **Call snap**
   The 'snap' moment comes when a card matches the previous card.
4. **Take the pile**
   The winning player takes the central pile and puts it at the bottom of their deck.
5. **Finish the game**
   The game ends when one player collects all the cards, or time runs out.

What 'at standard' looks like

- **Oral language and vocabulary** — Uses single words or a fragment to label the cards when a match is called.
- **Listening and social interaction** — Follows basic rules with frequent adult reminders to wait their turn.

Assessment rubric for this activity: nannie-le11-play-snap-assessment.pdf