

FLEDGE TOWN CARDS / SWAP SHOP GAME

<p>Lessons 1 to 7</p> <p>Character Cards / Fledge Town Swap Shop</p> <p>Yell (YL-cds)</p> 	<p>Lessons 1 to 5</p> <p>8 sets of character cards are available across 5 stories (lessons 1 to 5). Three stories include 2 sets of cards (e.g. Navi and Bear), either or both could be used. The cards can be used to prompt story recall.</p> <p>The cards can also be used to create a card game – Fledge Town Swap Shop.</p> <p>Lessons 6 & 7</p> <p>Lesson 6 – provides the opportunity to finish off the work across lessons 1 to 5.</p> <p>Lesson 7 – time to play Fledge Town Swap Shop.</p> <p>Playing Fledge Town Swap Shop</p> <ul style="list-style-type: none"> • Each player is dealt 6 random cards. • The rest of the cards are placed face down (the pile). • Each player selects a collector card (see Gwana example). • The task is to collect 6 out of a possible 8-character cards. • Take it in turns to pick one card from the face down pile <u>or</u> you can take the top card from the cards 'thrown away' by other players. • Keep the card if it is one of your character cards and throw away one of the cards you no longer need. • The first to collect 6 cards in their character set is the winner. <p>Magpie cards</p> <p>If you have a Magpie card, you can play it at any point to interrupt play and steal the card at the top of the pile which has been thrown away by another player.</p> <p>Swap Shop</p> <p>If you have a Swap Shop card, you can play this when it is your turn. Call out "Swap Shop".</p>
<p>Swap Shop Instructions</p> <p>Gwana's Collector Card</p> 	<p>Game Cards:</p> <p>Magpie MP-cds</p> <p>Swap Shop SS-cds</p> 