

A.J.

weirdest

My WeirD School POINTS

9

rock

Ryan

weirder

My WeirD School POINTS

8

paper

Michael

weird

My WeirD School POINTS

7

scissors

Miss Daisy

weird

My WeirD School POINTS

6

paper

Mr. Klutz

weirdest

My WeirD School POINTS

5

scissors

Miss Lazar

weird

My WeirD School POINTS

4

Rock

Mr. Docker

weirder

My WeirD School POINTS

3

scissors

Emily

weirder

My WeirD School POINTS

2

Rock

Andrea

weirdest

My WeirD School POINTS

1

paper



## **Game #1: Who's Weirdest?**

**Players:** 2 to 4

**Materials:** Two decks of My Weird School trading cards

**To Win:** Collect all the cards in the My Weird School double deck

### **Directions:**

1. Deal the cards. Begin by giving a card to the person on your left. Pass out cards to everyone in the circle until all the cards are gone.
2. Players keep their cards in a pile facedown in front of them.
3. Begin with the player to the left of the dealer. That player lays one card in the middle of the table.
4. The other players take turns laying one card in the middle of the table, for everyone to see.
5. The player with the highest number on their card wins all the cards.
6. If two players lay cards with the same number, the words on the left side of the cards will tell who wins. The weirder, the better. "Weirder" beats "weird." "Weirdest" beats "weirder."
7. Continue taking turns, following steps 3–6.
8. The player who collects all 18 cards is the winner.

## **Game #2: Rock, Paper, Scissors**

**Players:** 2

**Materials:** Two decks of My Weird School trading cards

**To Win:** Collect the most cards.

### **Directions:**

1. Each player gets a set of trading cards and puts them facedown in front of him/her.
2. Each player flips over a card and lays it in the middle of the table.
3. Players look at the rock, paper, scissors picture on the bottom right-hand corner of their card to see who wins:
  - rock beats scissors
  - scissors beats paper
  - paper beats rock
4. If both cards have the same symbol, each player flips another card and lays it on top of their first card. The winner collects all of the cards.
5. After ten turns, players count the cards they have won. The player who has collected the most cards wins.