



Card games for two to six players

Soil Works is a card activity for 2-6 players designed to help learners understand the characteristics of the main components of soil. It comes as a pack of cards organised into five suits, each of which has 13 cards.

The suits are:

- Clay
- Silt
- Sand
- Living organisms
- Organic particles

Rules for Sevens

- Shuffle the cards and decide who will deal.
- The dealer deals out all the cards in a clockwise direction. Each player makes an initial attempt at sorting their cards into suits.
- The player with the 7 of silt goes first and lays the card face up on the table.
- The next player checks their cards to see if they can go. They can place either a 6 or 8 of silt or another 7 of any suit. Cards are placed down in rows of the same suit (sand, silt or clay), starting with a 7, working down to ace (7, 6, 5, 4, 3, 2, ace) or up from the 7 to the king (7, 8, 9, 10, J, Q, K).
- The next player lays down a card if they can. If they cannot, they pass to the next player.
- The winner is the first to go out, by using up all their cards.