

# Dobble Card Game

## Kinder Words of the Week

### Module 3



DOBBLE



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DOBBLE

Play these 5 fantastic card matching games and learn the 120 high-frequency HMH Kindergarten words with each of the 9 Dobble-style card sets (one for each HMH module).

Get them individually or all together. Your students will love playing it over and over again like mine do, and I can see how much they have progressed since they started playing.

The goal is to discover the one identical word between two cards. There is always one and only one word in common between any pair of cards in the game. There are five ways to play this game explained further below.

Each set has 13 cards, with 4 words per card, and each set reviews 16 words except for sets 2 and 3, which review 12 words each.

Modules 1 and 2 form the first set of cards because module 1 does not have enough words to form its own set of 13 cards. The rest of the modules (2 and 3) form individual sets with the 12 words from each module plus a review word from the previous module.

### **Contents of this resource:**

- The front and back design of the cards for **Module 3** (4 weeks) to be cut into square cards.
- The front and back design of the cards for **Module 3** (4 weeks) to be cut into round cards.
- The rules for the five quick games you can play with these cards.
- A guide for printing the cards.
- The list of words for each week and module.

# How to print The Cards

Do not print both sides automatically. Print them manually.

**1. Print the front of the cards:** Use regular paper to print the front of the cards. Make sure the design aligns correctly on the printed pages.

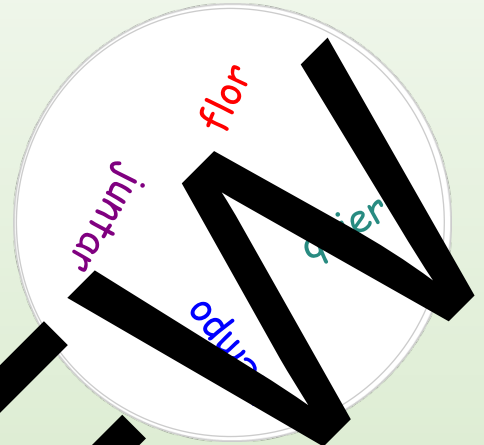
**2. Reload the printer with the printed pages:** Once you have printed the front of the cards, reload those pages into the printer.

**3. Print the back of the cards:** Print the back of the card on the same sheets where you printed the front. Make sure each card has its back printed correctly. You can save ink by printing the back with only one card on the sheet when the front of only one card was printed.

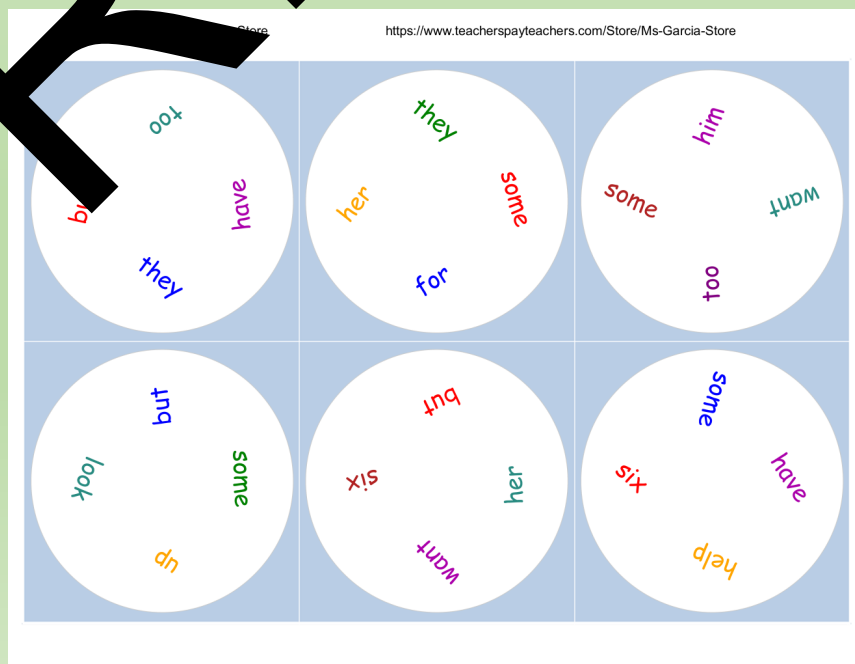
**4. Laminate the cards:** Once you have printed the front and back of the cards on the pages, laminate them to protect and give them durability.

**5. Cut the cards:** Use the guidelines for a perfect cut. You can cut the cards into round or square shapes, according to your preference. Make sure to follow the cutting instructions for a clean and precise result.

# You can cut them square or round



Follow the guidelines for a perfect cut



PREVIEW

# PREVIEW

she  
you  
did

an  
in  
me

with  
sits  
an  
did

he  
in  
put  
did

he  
it  
an

has  
ran  
the

# PREVIEW

with  
me  
me

you  
sits  
put  
me

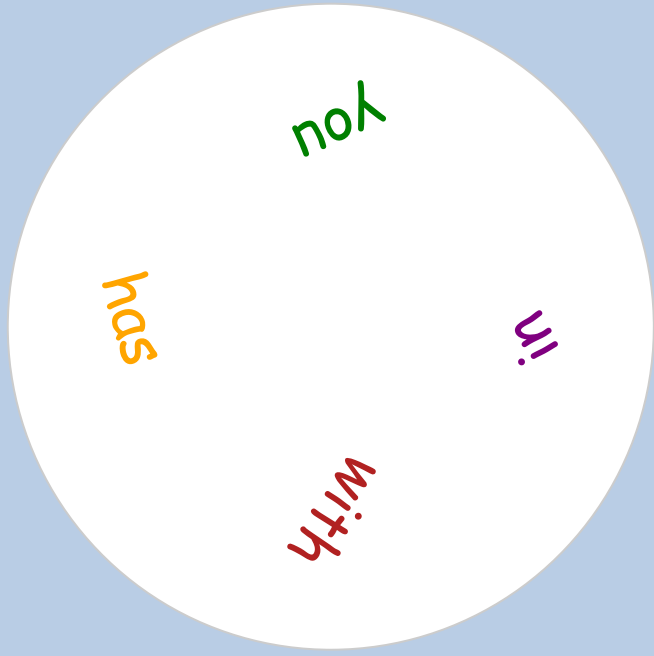
she  
sits  
has  
he

did  
it  
has  
me

but  
it  
she  
with

ran  
sits  
in

**PREVIEW**





Kinder High-frequently Words

Module 3

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Module 3

PREVIEW

**PREVIEW**



Kinder High-frequently Words

Module 1

# PREVIEW



Circle containing words: with, did, an, sits

Circle containing words: has, ran, the

Circle containing words: an, in, me, he

Circle containing words: it, an

Circle containing words: she, you, di

Circle containing words: did, in, he, put

# PREVIEW



she has sits he

in ran sits

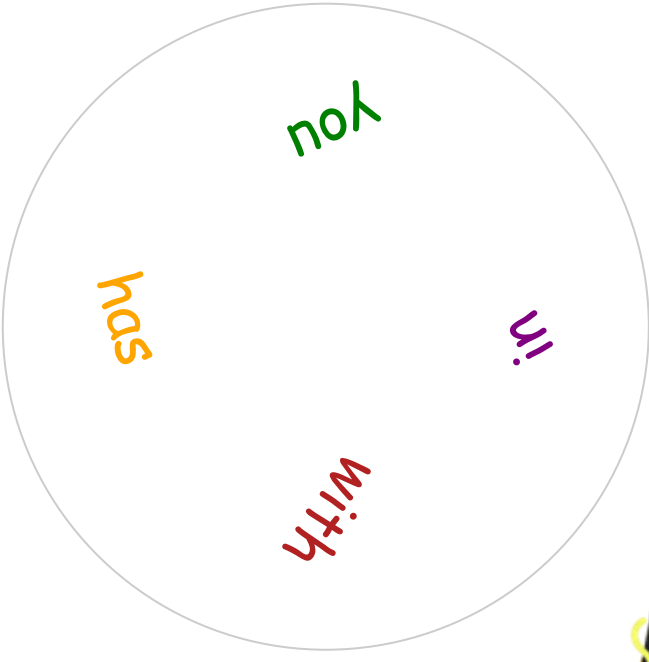
sits you put me

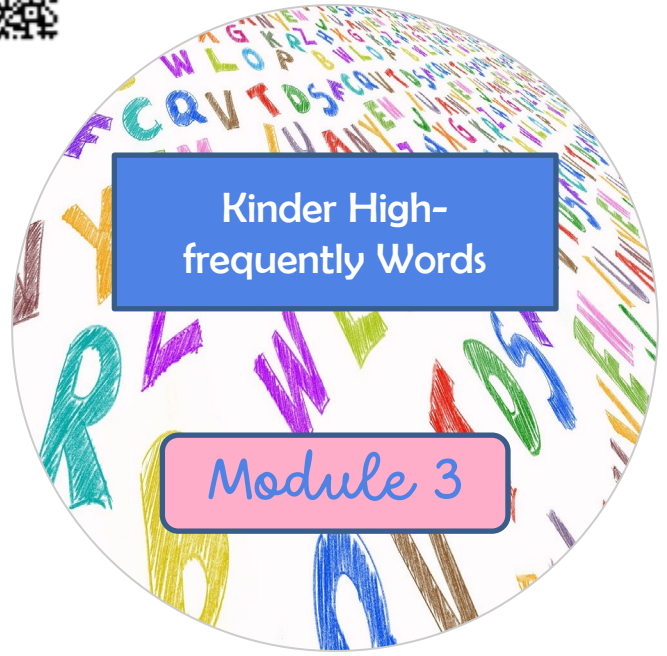
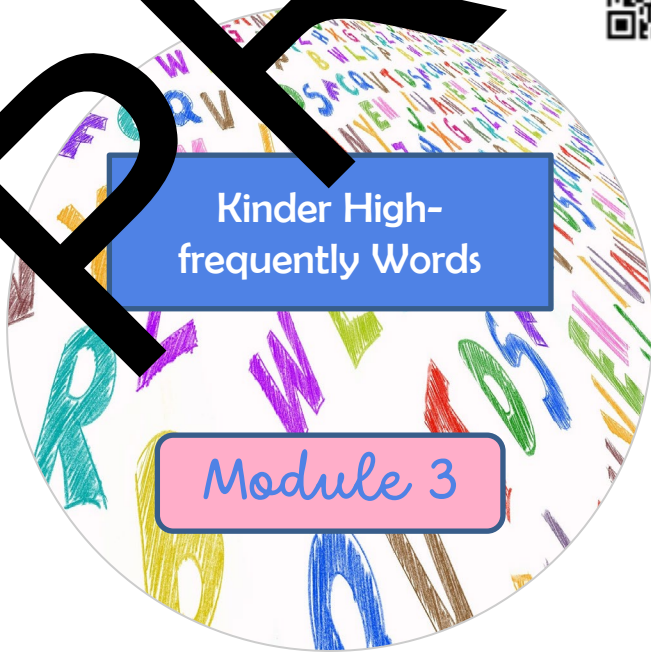
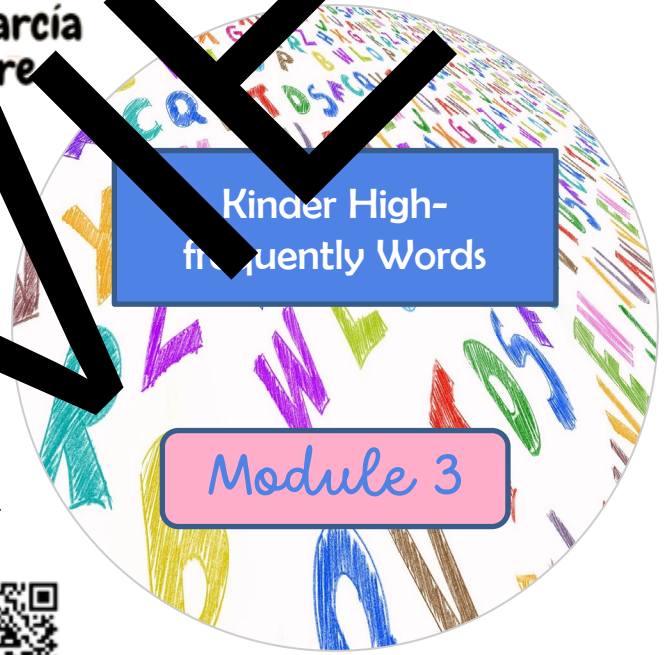
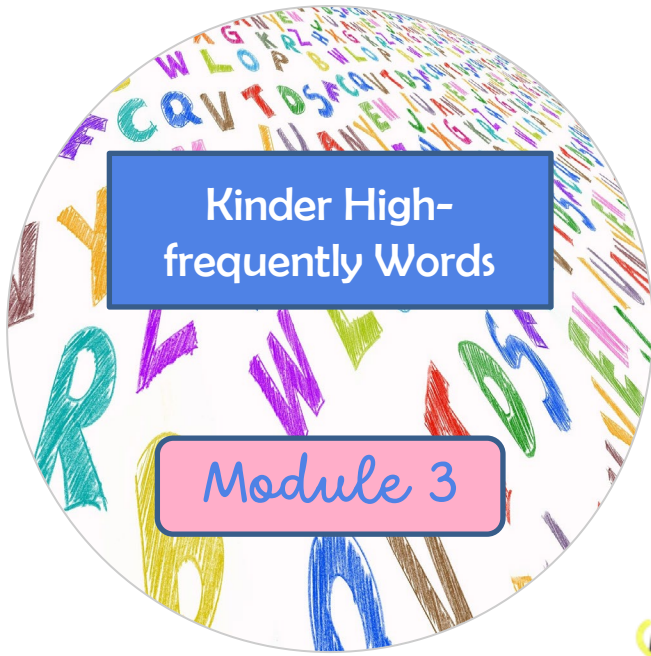
but she it

with me

has did me

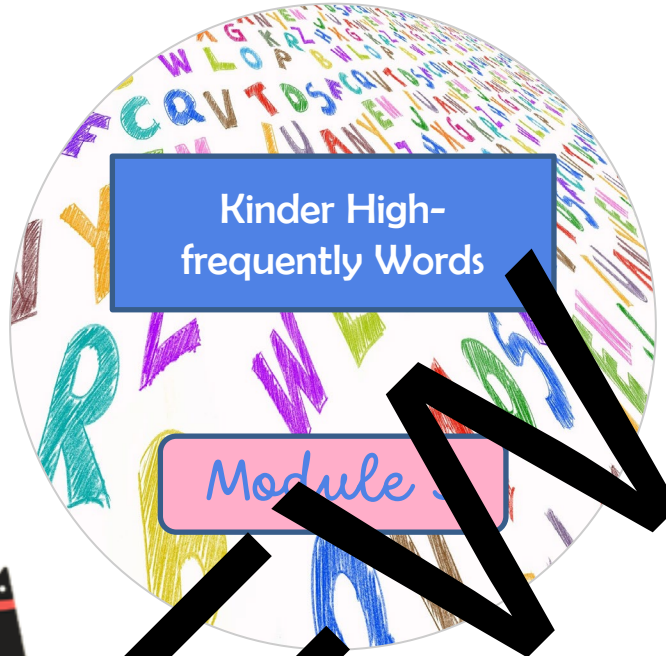
# PREVIEW





PREVIEW

# PREVIEW

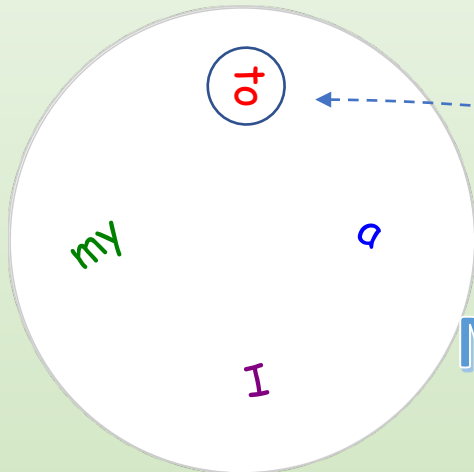


Kinder High-frequently Words

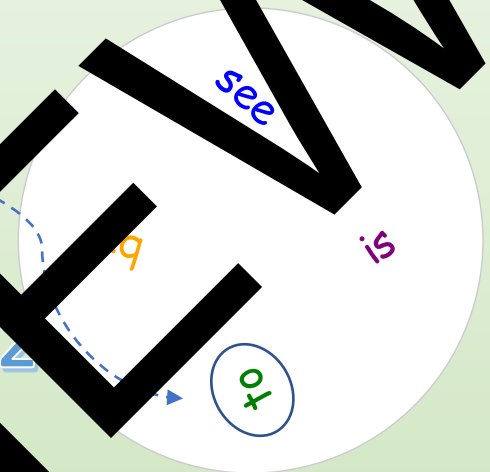
Module 1

# Be the fastest to spot the matching word between 2 cards!

16 words



13 cards



Modules 1 & 2

Module 1- Week 1
HFW
the

Module 1- Week 2
HFW
a

Module 1- Week 3
HFW
see

Module 1- Week 4
HFW
I

Module 2- Week 1
HFW
by
my
to

Module 2- Week 2
HFW
am
at
go

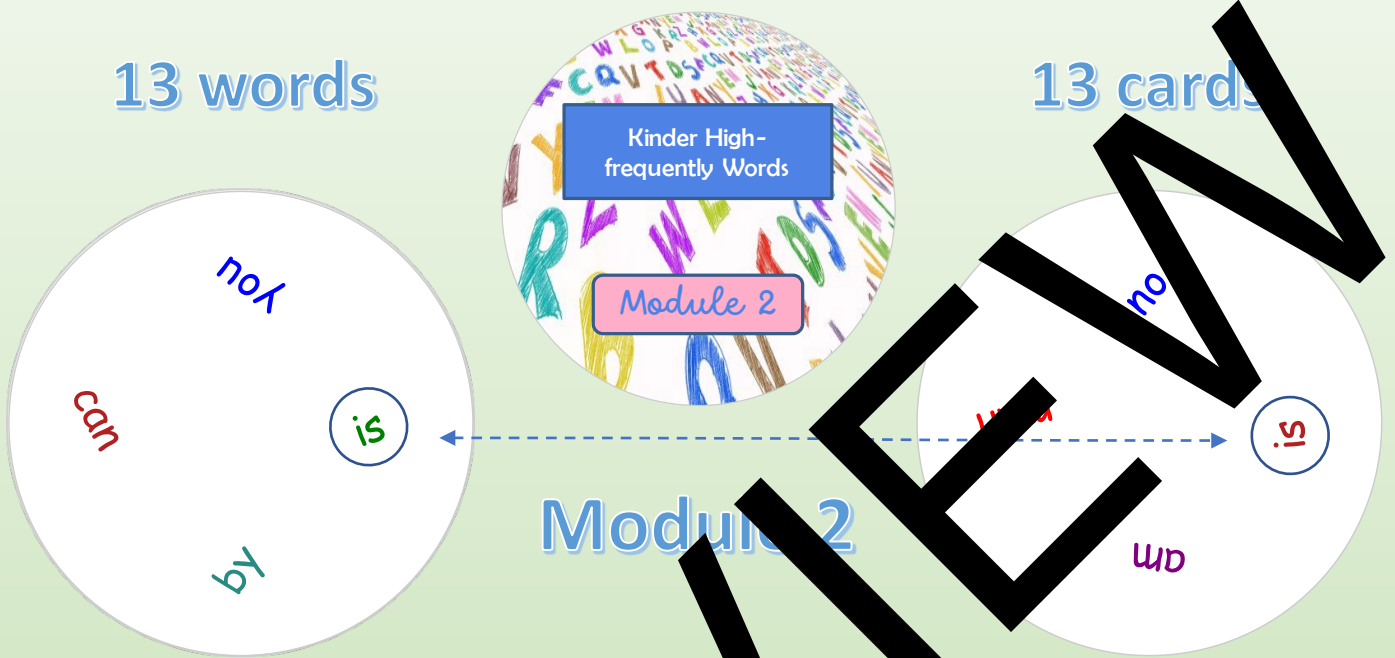
Module 2- Week 3
HFW
is
man
no

Module 2- Week 4
HFW
and
can
you





# Be the fastest to spot the matching word between 2 cards!



Module 2- Week 1
HFV
by
my
to

Module 2- Week 2
HFV
an
a
go

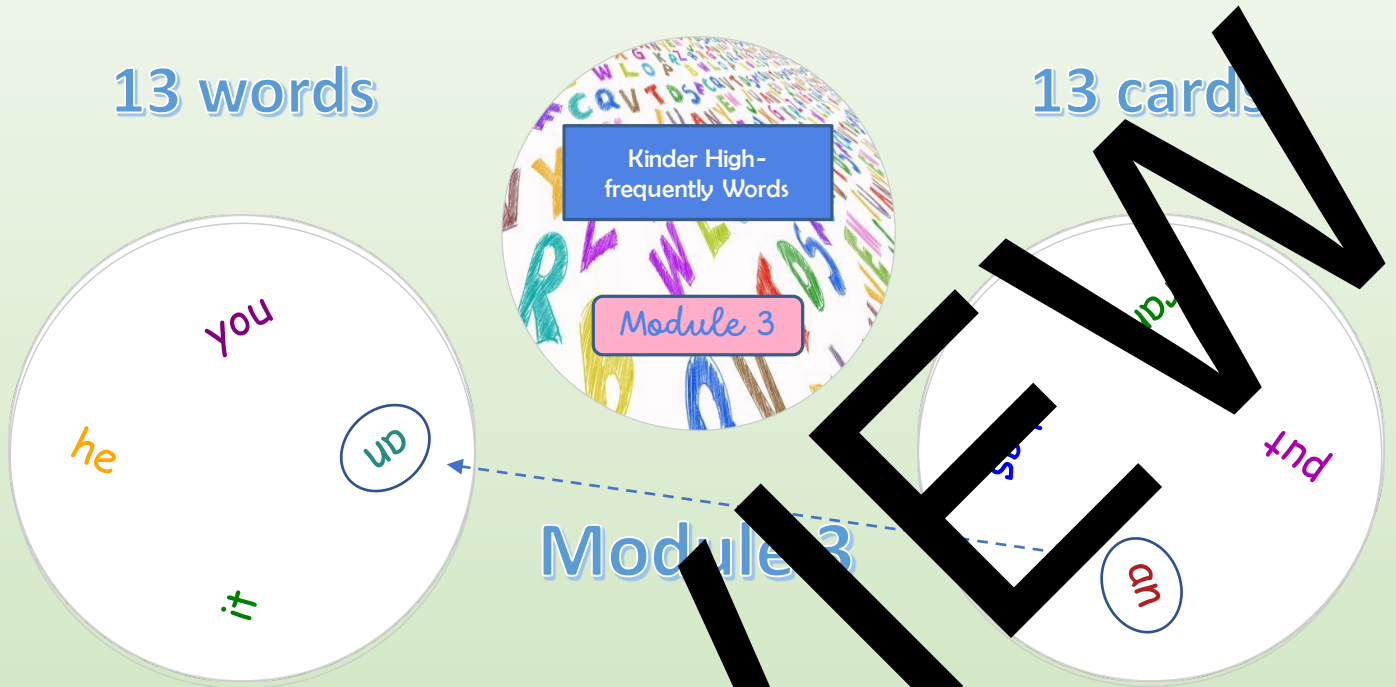
Module 2- Week 3
HFV
is
man
no

Module 2- Week 4
HFV
and
can
you

Review words of module 1



# Be the fastest to spot the matching word between 2 cards!



Module 3- Week 1
HFW
an
has
it

Module 3- Week 2
HFW
he
ra
she

Module 3- Week 3
HFW
did
in
put

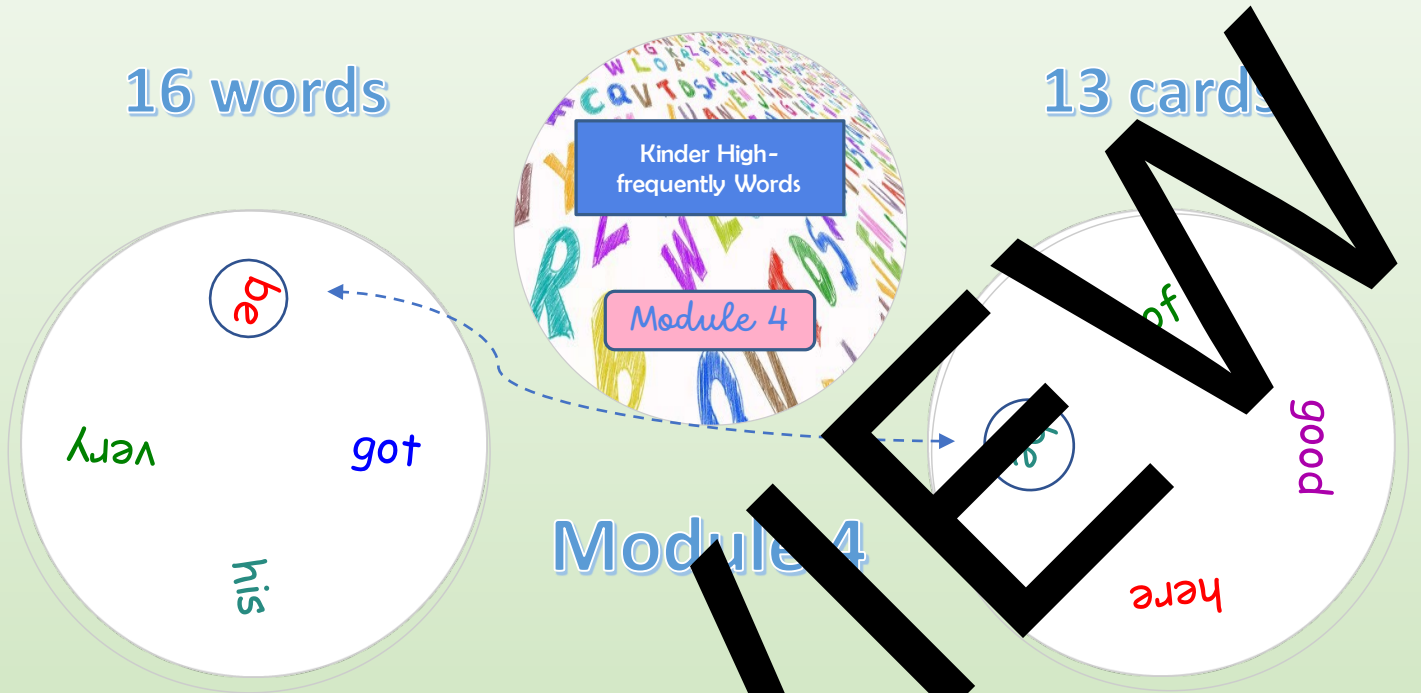
Module 3- Week 4
HFW
me
sits
with

Review words of module 2

you



# Be the fastest to spot the matching word between 2 cards!



Module 4- Week 1
HFW
big
good
his
very

Module 4- Week 2
HFW
at
he
of
on

Module 4- Week 3
HFW
are
lot
not
was

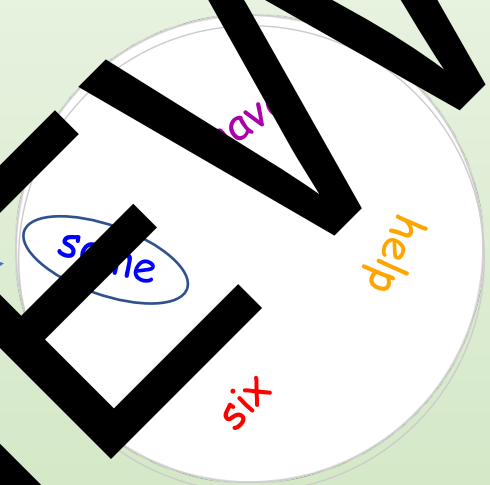
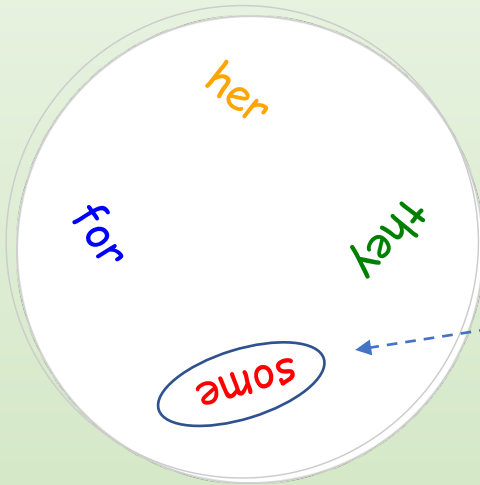
Module 4- Week 4
HFW
be
do
had
ten



# Be the fastest to spot the matching word between 2 cards!

16 words

13 cards



Module 5

Module 5- Week 1
HFW
but
look
up
want

Module 5- Week 2
HFW
for
he
him
us

Module 5- Week 3
HFW
help
they
too
yes

Module 5- Week 4
HFW
have
six
some
we

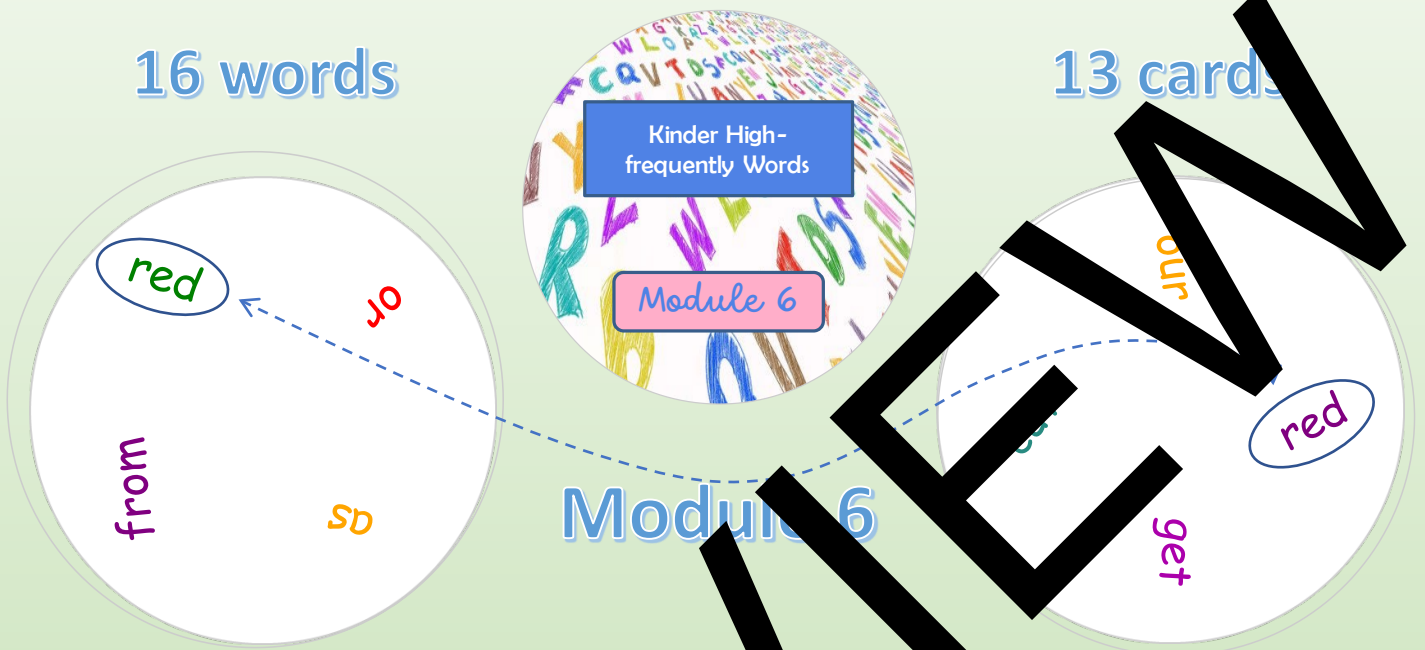
**PREVIEW**



# Be the fastest to spot the matching word between 2 cards!

16 words

13 cards



Module 6- Week 1
HFW
get
hot
or
where

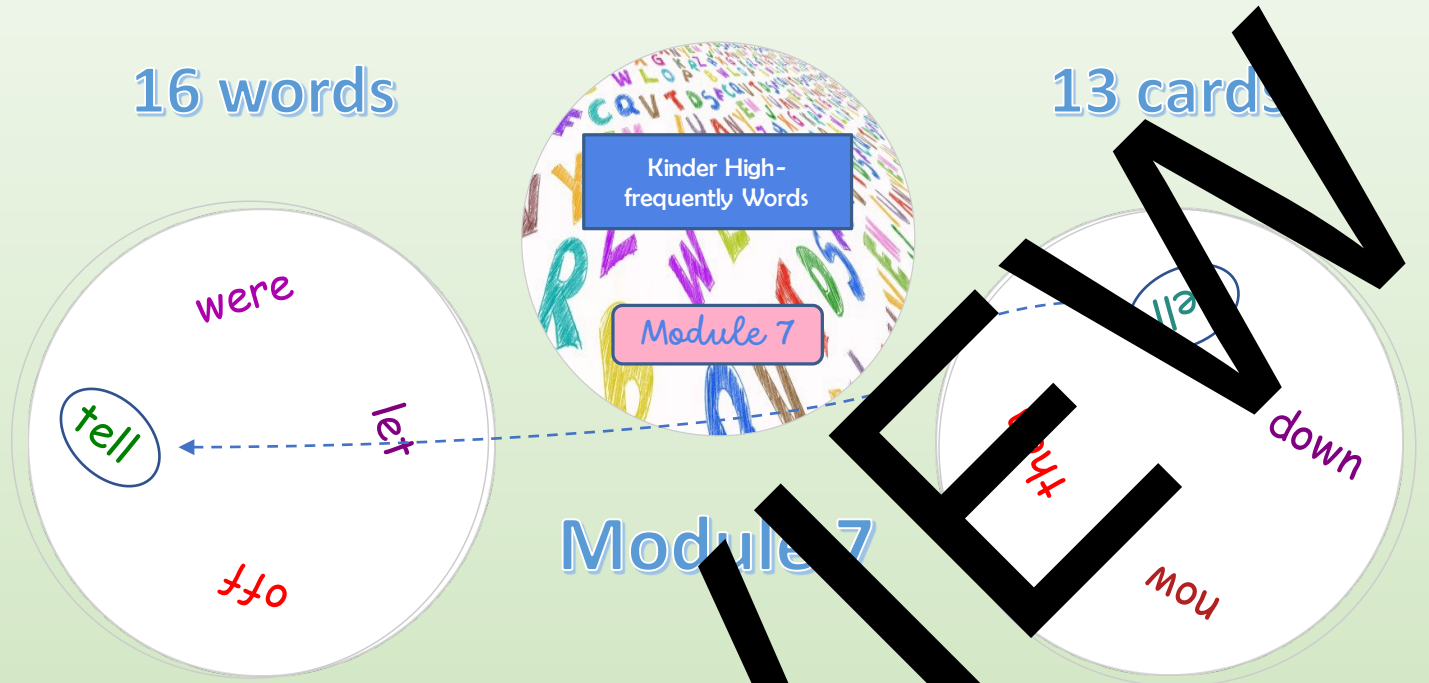
Module 6- Week 2
HFW
me
from
if
stop

Module 6- Week 3
HFW
as
our
red
that

Module 6- Week 4
HFW
cut
must
said
when



# Be the fastest to spot the matching word between 2 cards!



Module 7- Week 1
HFW
down
off
so
will

Module 7- Week 2
HFW
back
let
were
what

Module 7- Week 3
HFW
could
now
then
this

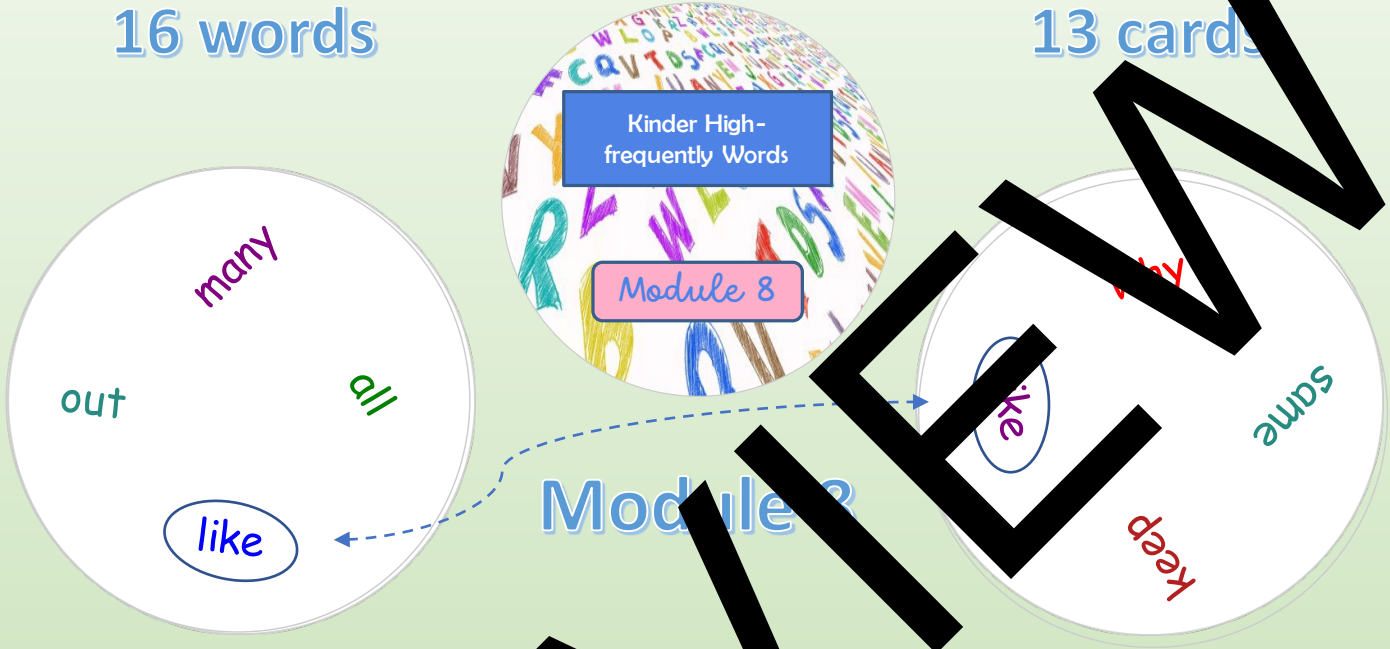
Module 7- Week 4
HFW
tell
well
who
your



# Be the fastest to spot the matching word between 2 cards!

16 words

13 cards



Module 8- Week 1
HFW
know
out
same
take

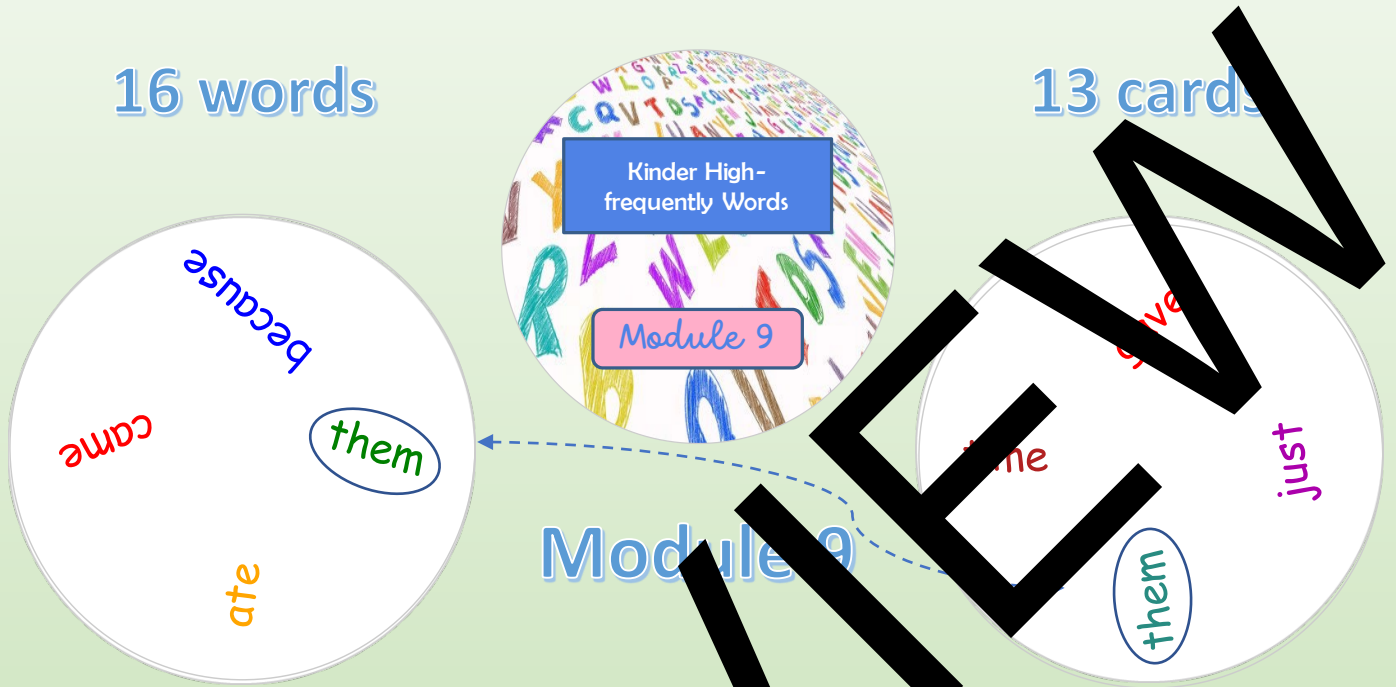
Module 8- Week 2
HFW
one
in
many
right

Module 8- Week 3
HFW
keep
made
why
would

Module 8- Week 4
HFW
all
into
make
time



# Be the fastest to spot the matching word between 2 cards!



Module 9- Week 1
HFV
about
came
gave
one

Module 9- Week 2
HFV
because
just
pick
play

Module 9- Week 3
HFV
again
ate
how
them

Module 9- Week 4
(review)
have
a
good
time

**PREVIEW**





# How to play

The goal is to find the one identical word between two cards. There is always one and only one word in common between any pair of cards in the game.

All players play simultaneously. No matter which variant you play, you must always:

- be the fastest to locate the identical word between 2 cards and say it out loud.
- Then (depending on the variant), take the card, leave it, or discard it.

The rules below are for the most played variant of Double.

## The Infernal Tower

**Game Objective:**

Collect as many cards as you can.

**How to Play:**

As soon as the game begins, players turn over their cards.

Then, each player must find the same word between their card and the card in the center of the table (in the draw pile). If a player finds an identical word, they name it, take possession of the card in question, and place it in front of them, on their card.

By taking this card, they reveal a new card.

### **How to Win:**

The game stops when the players have acquired all the cards from the deck.

The winner is the player with the most cards.

### VARIATIONS

#### The Well

**Preparation:** Deal all the cards to the players, one by one. Place the last card on the table, face up. Each player shuffles their cards to form a deck in front of them, face down.

**Objective:** Get rid of all your cards before everyone else and, above all, don't be the last!

**How to Play:** Players turn their deck face up. You must discard the top card of your deck by placing it on the central card. The player who is fastest in naming a word shared by their card and the central card can place their card in the

center. You have to be very quick, because the central card changes every time a player places their card in the center.

**End of the Game:** The player who discards all their cards first wins the game; the last one to do so loses the game.

### The Poisoned Gift

**Preparation:** Shuffle the cards and place one card face down in front of each player, then place the remaining cards in the middle of the players to form the draw pile, face up.

**Objective:** Collect as few cards as possible from the deck.

**How to Play:** Players turn over their cards. Each player tries to find the identical word between another player's card and the card from the deck, names it, takes the card from the middle, and puts it on the player's card. By taking this card, they reveal a new card.

**End of the Game:** The game continues until the draw pile is exhausted. The winner is the one with the fewest cards.

## Catch them all

To be played in several rounds.

**Preparation:** In each round, place one card face up in the middle of the players, then place as many cards as there are players around the central card, face down. The remaining cards are set aside and will be used for the next rounds.

**Objective:** Collect as many cards as possible before the other players.

**How to Play:** Flip all the cards around the central card. Players must find a word shared by one of these cards and the central card. As soon as a player finds an identical word, they name it and take the card (warning: never take the central card).

**End of the Game:** As soon as all the cards (except the central card) have been collected, the central card is placed back under the deck and a new round begins. Players keep the cards they have acquired. When there are no more cards to play a new round, the game ends and the winner is the player with the most cards.

## The Hot Potato

To be played in several rounds.

**Preparation:** In each round, deal one card to each player, who keeps it in their hand, face down, without looking at it. The remaining cards are set aside and will be used for the next rounds.

**Objective:** Get rid of your card faster than the other players.

**How to Play:** Players reveal their card by holding it flat in their hand, so that each word is clearly visible. As soon as a player finds the word shared by their card and another's, they name it and place their card on the opponent's card. The opponent must now use their new card to continue playing. If they can find a word shared by their new card and another player's card, they give all their cards at once.

**End of the Game:** The player who ends up with all the cards loses the round and places these cards on the table in front of them. Players play five or more rounds. When there are no more cards left, the game ends, and the loser is the player with the most cards.