



PLAYING Cards

This lessons are designed to be used in RPM (Rapid Prompting Method) lessons. RPM is a teaching method developed by Soma Mukhopadhyay. For more information on RPM go to <https://www.halo-soma.org>.

Legend for the lesson

Each lesson contains teaching points followed by a related sensory activity and/or question.

As you read the teaching point the **BOLD** words are the key words for the teaching point and should be written down on your paper as you teach.

Following the teaching point you will find:

S=Sensory activity (could include drawing, spelling, reading, looking at pictures, etc)

Q=Questions to go with teaching point (choices will be given in brackets after the question for students who need them, **but not every student needs to use them**)

Lessons should feel conversational so comment on each answer chosen and each response given. *Sometimes there will be additional instructions for you in italics that you don't need to read aloud to your student.*

We recommend reading over the lesson before teaching it and **modifying questions as needed** depending on what goals you are working on with your child.

For more information on teaching lessons using RPM we recommend the following books written by Soma Mukhopadhyay:

- Understanding Autism through Rapid Prompting Method (Red)
- Curriculum Guide for Autism Using RPM (Orange)
- Developing Communication for Autism Using RPM (Green)

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Playing Cards

**Have a deck handy when you do this lesson*

There are an estimated **1000 to 10000 games** in the world that involve **playing cards** and that number is always growing!

S - Let's practice spelling CARDS

Q - Does it sound like there are a LARGE or SMALL amount of games to play with playing cards?

Probably one of the reasons there are so many different games to play is because playing cards have been around for a **very long time!** It's widely thought that playing cards were invented over a thousand years ago in **China** and then the concept evolved and **changed** over time as they spread around the world.

Q - Would you consider playing cards a NEW idea or an OLD idea?

Q - Yes, a very old idea originating in ____ (CHINA / FRANCE)?

A deck of cards uses **4 suits**: clubs, diamonds, spades, hearts.

S - Take a look at the picture of 4 playing cards at the end of this lesson (see page 7) - the suits are shown in this order from left to right, point to them as I read them out: club, then diamond, then spade, then heart.

Q - And what is the term for these categories of cards? Did I call them TYPES or SUITS?

Dividing a card deck into 4 suits is based on how **society** was divided into **social classes** long ago. And different cultures even used different symbols that made sense for their society. These particular 4 symbols on today's playing cards were first used in **France**.

Q - What's a word that goes with society? (Do you think of a word like PEOPLE or a word like JUNGLES?)

Q - Does it sound like these are social classes that exist TODAY or in the PAST?

The **hearts** represent the church/clergy, the **diamonds** represent the merchants, the **spades** represent nobility and the military and the **clubs** represent the peasants and laborers. In addition to the suits, you also have the **royal** cards in each suit, like the jack, queen and king!

Q - Which one of these suit symbols do you want to practice drawing (HEART / DIAMOND / SPADE / CLUB) (Help student as much as needed to draw the chosen suit)

Q - Yes, and each suit has royal cards, what's a word that goes with royal? (CROWN / DANCE)

Over time, French card makers found an **easier**, **faster**, and **cheaper** way to **mass produce** playing cards. This allowed them to be enjoyed by everyone making them a **popular** form of entertainment!

Q - If something is being mass produced, do you think that means that they make them ONE AT A TIME or MANY AT A TIME?

Q - Yes, and this really reduced the price and availability of playing cards, which made them very popular - let's practice spelling POPULAR.

As part of this, they reduced the colouring on the cards to just two colours, **black and red**. And made the symbols much **simpler** in design.

Q - Tell me something else that is red? (STRAWBERRY / WALNUT)

Q - And now think of something else that's black? (LION / NIGHT SKY)

Each suit has **13 cards**: Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King.

Q - There are 4 suits and each suit has 13 cards, so how would we figure out how many cards are in the whole deck? (4+13 or 4x13)? And what would 4x13 be? (*You can work through this calculation with your student, use a calculator, or ask them to reason through it with choices - Do you think it's something small like 20 or bigger like 52?*)

S - Take a look at the picture of the 4 cards again (see page 7) - What kind card are they all? Do you think they are ACES or FOURS?

Look how easy it is to tell that they're **all aces** from the A in the corner, even though much of the cards are covered up! They weren't always like this, but at some point the **corner numbers and suit symbols** were added so players could **fan cards** in one hand and still read them.

Q - Where were the symbols added to the card? The ____ (CORNERS / DIAGONAL)

S - Using our handy dandy deck of cards, let's practice holding 3 cards fanned out in one hand. (*Help student as much as necessary*)

Q - Did you find it EASY or DIFFICULT to hold cards like that?

Cards are also double-headed and **mirrored**, so you can read them upside down or right-side up just as easily. This and the corner symbols were huge **usability** improvements.

S - Let's look at one card (*choose a numbered card*) and point to the symbol and number in the corner, now turn the card upside down and point to the symbol and number in the corner.

Q - Does it look the SAME or DIFFERENT when you turn it?

Q - Do you like it when things are EASY to use or do you prefer more of a CHALLENGE?

Bonus Activity - Learn to play the card game **War**!

To make things as smooth as possible, we recommend setting the game up as follows:

- *Take out the jokers and any extra cards.*
- *Reduce the deck to 2 suits to make for a quicker game to start.*
- *Shuffle the deck and split it into 2 piles.*
- *If you think your student will have difficulty choosing cards from the pile you can set it up like this and then flip over cards one at a time down the row instead of from a pile.*

from the pile you can set it up like this and then flip over cards one at a time down the row instead of from a pile.



War is a game of **chance**! Each player flips over a card and compares the **value** of each card, the player with the higher value wins the pair of cards!

Q - If I say it's a game of chance, do you think who wins will have more to do with LUCK or CAREFUL STRATEGY? Yes, it's all based on luck of the draw!

S - In this game, the Ace is high, meaning it's a higher value than all the other cards. Take a look at the cards on page 6, they are arranged in order from lowest (point to the 2 of spades) to highest (point to the Ace of spades)

S - Point to a card that is higher in value than the 7 of spades.

S - Now point to a card that is lower in value than the Queen of spades.

Some students will have an easier time looking at page 6 held up in their visual field rather than looking at the cards flat on the table. You can use the page to have them show which card wins each round - for example "Which card is higher the King or the 7?" After they point to the answer they can move the winning cards (with prompting if necessary) to the correct player's pile.

The game is pretty straightforward! The only complication is when players flip over cards that have the **same value** as each other so there is no higher value, they are **tied**. This is when you go to War!

S - Practice saying WAR! (or touch the war symbol on page 6)

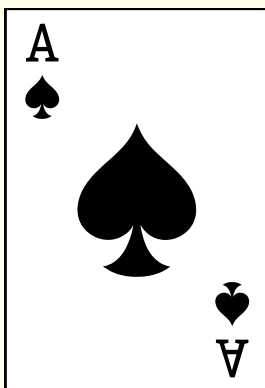
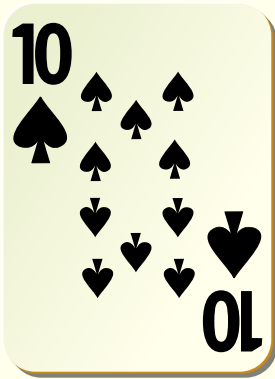
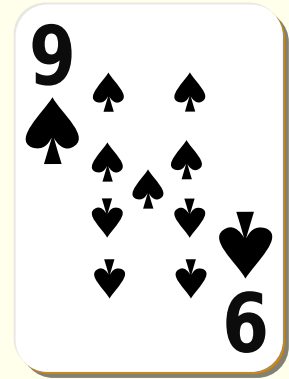
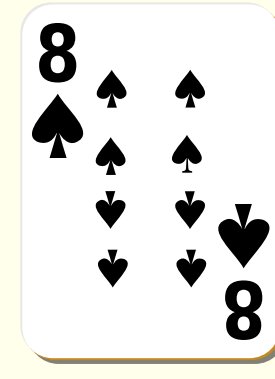
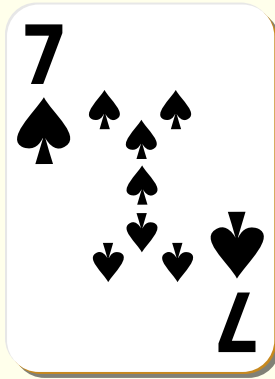
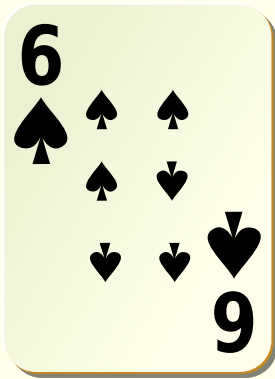
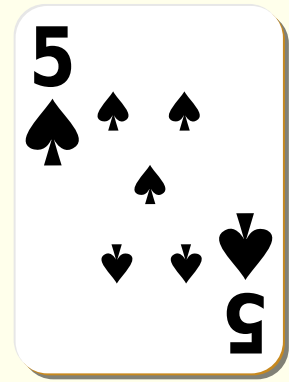
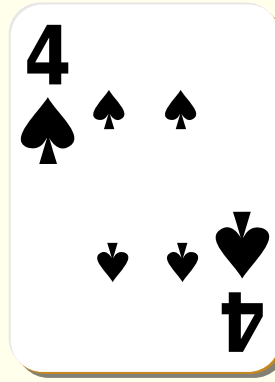
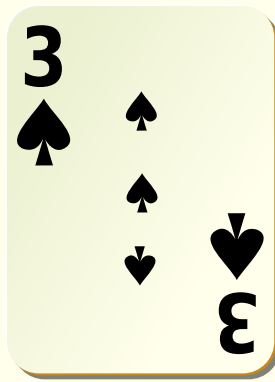
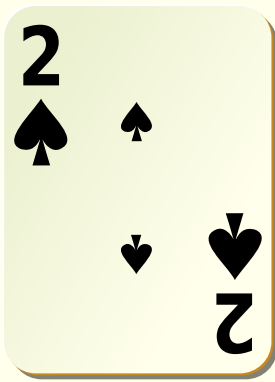
To go to war each player takes **3 cards** from the deck and keeps them **face down** (or moves 3 cards down the row if playing that way). Then flips the **4th card** and the winner of that round wins **all the cards**!

Q - Does it sound like if you win a war you get EXTRA cards or FEWER cards than a normal round.

The game **ends** when someone runs out of cards, or you can set a timer and end after a certain amount of time. Whoever has the **most cards** at the end **wins**!

S - Give the game a try!

Q - How did you like playing War!?





<https://unsplash.com/photos/four-of-a-kind-of-playing-cards-with-a-red-heart--kTQitsL0Is>

Sources

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