

# Plastics Game Cards

Mixed up about the different kinds of plastics there are? Use these game cards to become more familiar with six of the seven kinds that are recycled by many cities, towns and counties.

There are 6 sets of four cards, one set each for plastics 1, 2, 3, 4, 5 and 6. Each set has a card:

- with the trade name, abbreviation and the plastic's recycle number
- with the plastic's chemical formula
- showing products made with the virgin plastic, its initial use
- showing products made from the recycled plastic

Making the cards

- print out two copies of the first two pages of the pdf – the 1-3 plastics page and the 4-6 plastics page – 4 pages total
- print the third page with the ? inside the recycle symbol on the back side of the four pages
- carefully cut the cards apart using the guide lines between the 12 sections of the card so that you have 12 cards per sheet
- when you are done you should have 48 cards total, with two matching cards for each plastic and trait

## Game 1 – Matching (for one to four players)

- Shuffle or mix up the cards and then lay them out face down
- Taking turns, have each person turn over two cards at a time to find a match
- If a person finds two matching cards, he or she sets them aside and takes another turn, continuing until there is no match
- Keep track of the cards others turn over as well as your own to make new matches.
- Play continues until all the cards are matched. The winner is the player with the most pairs.
- Tips – focus on one kind of card (formula, name, etc.) and/or work through a row or column at a time instead of jumping around

## Game 2 – Go Fish (for three to four players)

- Shuffle or mix up the cards and then deal out seven cards to each player. Place the remaining cards face down in a pile in the center of the table.
- The player to the left of the dealer goes first. She or he can ask any other player (by name) if he or she has a card matching one in their hand.
- If the player asked has a matching card, she or he must give it to the person who asked. The person can keep asking other players (by name) for cards until there is no match.
- If the player asked does not have a matching card, he or she says “go fish” and the asker picks a card from the pile in the center. Whether or not it is a match, the asker's turn is over.
- Play continues to the left of each player until all the cards are matched. The winner is the player with the most pairs.
- Tips – read the cards before playing and agree what to call the cards so there is less chance of a misunderstanding.