



# RINK RATZ: THE HOCKEY CARD GAME EDUCATIONAL PACKAGE

## Overview

Rink Ratz is a game created by 4 retired teachers. It is easy to learn and challenging to play. It is innovative and strategic with 3 levels of play-Rookie, Junior and Pro. This means Rink Ratz can and should be introduced in sequenced layers starting with very young students and accelerated as the age of the students increases. Most students from grade 5 and beyond should be able to move up through the levels with relative ease. We do strongly suggest that a few games should be played at each level before moving on to the next level.

Once you reach the Pro Level of Rink Ratz , you will see that it includes all of the fun and important components of a real hockey game. From learning to create shots, blocks shots and create rebound shots at the Rookie level to breakaways, miraculous saves, power plays, and even pulling your goalie at the Junior and Pro levels.

## Objectives:

### **To have fun playing a card game in a social environment.**

To introduce and/or reinforce early math skills including: number recognition, matching, sequencing, greater than/less than, basic probability and numeric based defensive/offensive strategies.

Statistics. Students can form leagues, construct schedules and keep formal statistics in the same manner as the NHL. Statistics such as: Wins, Losses, Ties, Overtime wins/losses, Goals for/against, Winning percentages, Goals Against Averages and Save Percentages are all math skills well within the range of grade 5 and on. (For more math based activities checkout "Supplemental Activities" below.

Social literacy. Being engaged in a card game with other people creates an environment where students learn and use socially appropriate language as well as how to discuss and resolve issues/disagreements that arise during the game.

## Activities

How to introduce the game to your students:

P-3: Remove all special cards (red dot cards). Remove 11's to 15's for younger students. Deal 5 to each player. First match is a shot, next consecutive match is a goal. Younger students can go with 1<sup>st</sup> match being a goal.

4 + up: 1. Remove all special cards from the deck. Deal 8 to each player. (Last shift will only have 6). Play back and forth on common pile until a match occurs. That is a shot for the player who made the match. If he/she can match the next card the opponent plays, it results in a goal. Mark this on a piece of paper. Play at least one period in this fashion.

2. REBOUNDS: After a shot occurs, if the player cannot match his/her opponent's next card, but has a card one number higher or lower than the opponent's card, it is a rebound shot. This gives the player another chance to match the next card played by the opponent for a goal. Play at least one period with rebound shots. Remember, a rebound cannot happen unless a shot has occurred first. Only the player who made the shot can have a rebound.

3. SHOT/BLOCKED SHOT CARDS: Add these 4 cards to the deck. Players decide how they wish to use this card if it is in their hand. They may choose to lay it down for an automatic shot (eliminating the need for the first pair) or they may choose to lay it down to block their opponent's shot so no goal can be scored.

***Students should play a few games at the Rookie Level before including the Junior level cards. Younger students will be quite happy to stay as Rookies.***

## Supplemental Activities:

Statistics: Students can create a spreadsheet to tally shots, blocked shots, rebounds, goals, breakaways (Jr), 2 on 1's (Jr), Power Plays (Pro), Power Play goals (Pro), short handed goals (Pro), etc.

Graphing: Statistics can be transferred to graphs for each player or team.



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### Tournaments:

**A. Speed Tournaments:** Students sit at long tables or desks in a row, opposite an opponent. Students begin play when they hear the whistle and stop play when the next whistle is blown. Students have a name card on which teachers mark the total goals for that student. All students on one side of the table move to the next seat on their right and begin playing a new opponent. For students in grades 4-6, this can last up to 90 minutes. When finished, prizes can be awarded to the students with the most goals.

**B. Bracket Tournaments:** These are easy to set up. Check out this website to set up brackets for any number of students ([www.printyourbrackets.com](http://www.printyourbrackets.com)).

This works great for students to compete in their spare time. Find your slated opponent, play your game and mark the final score on the bracket. Excellent for a string of indoor lunch hours!

Commentary and Social Literacy : Students can perform a “play by play” of the game.

Writing: Students can write a review of their game including highlights and results.

Creating:

- Create a game board to play on.
- Create a new box cover.
- Rewrite the rules in your own words
- Create a new game using the Rink Ratz cards
- Create a poster advertising Rink Ratz the game or an upcoming tournament
- Make up a Jingle to advertise Rink Ratz. Include your school name
- Organize a Rink Ratz Club in your school

French Instructions:

The rules of Rink Ratz: Le jeu de cartes de hockey are available on our website

[www.rinkratzhockey.com](http://www.rinkratzhockey.com)

We have also included with this booklet a list of French vocabulary that can be used while learning how to play Rink Ratz. We hope you enjoy teaching and playing Rink Ratz. If you have any questions or comments, please feel free to email them to us at... [rinkratzcardgame@gmail.com](mailto:rinkratzcardgame@gmail.com)