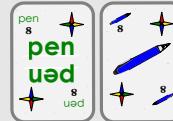


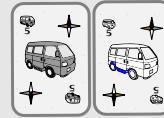
Karuta (Slam) Ages 5+, 3-7 players

1. Choose a desired set of cards

picture and written-word cards



picture cards only



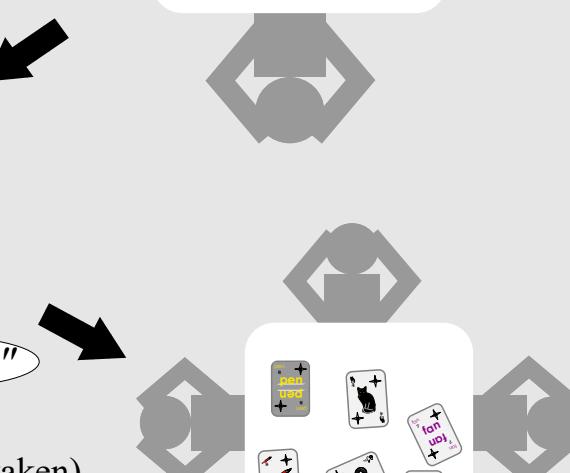
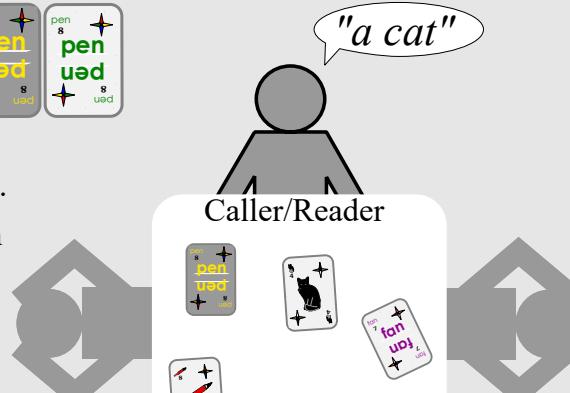
or written-word cards only



2. Lay the cards face up on the table.

3. One reader/caller chooses an item and calls it out.

4. The remaining players, waiting patiently with their hands on their heads, race to touch or "slam" and say the card first.



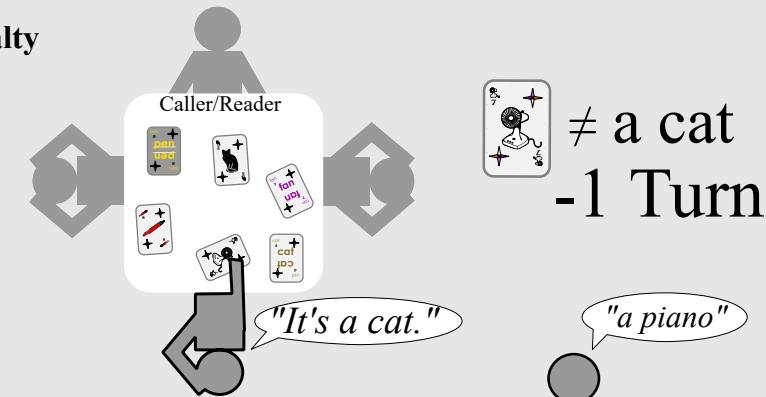
5. The card is turned over (not taken), and the winner of the previous card becomes the next caller.

The previous caller can now slam the next card.

Wrong-Card Penalty

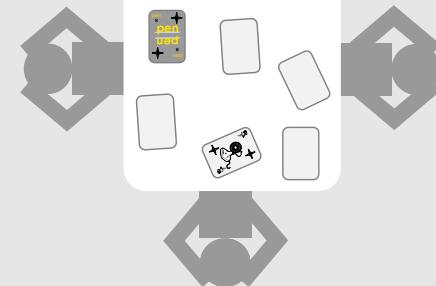
If a player touches an incorrect card, that player must sit out the next turn.

(-1 Turn)



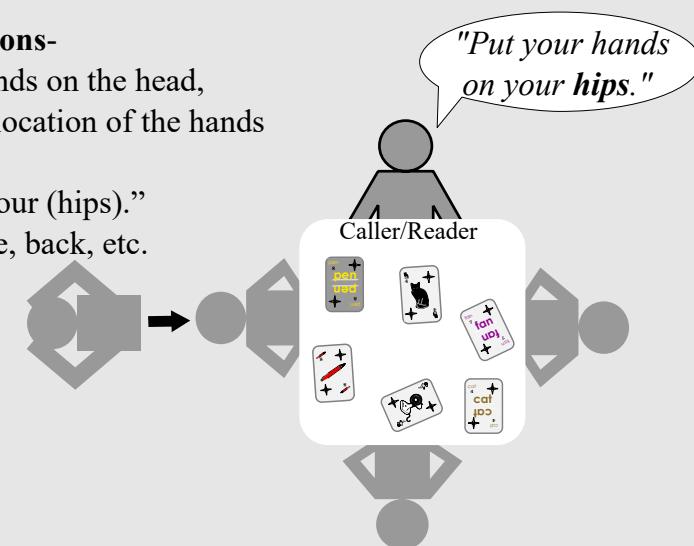
6. Play continues until all cards are turned over.

When only a couple cards remain, it is fun to call a similar-sounding word to trick the players into a wrong card penalty.



Potential Karuta variations-

1. Instead of requiring hands on the head, the caller can choose the location of the hands for that turn, e.g. "Put your hands on your (hips)." shoulders, ears, eyes, nose, back, etc.



2. "No look" Karuta - Players attempt to slam using their memory, with eyes closed. Once they open their eyes, they may not change their hands position. The caller is judge.