

Double Take Rules

Version One:

1. Mix up the cards.
2. Lay out all of the cards on a flat surface picture side down.
3. The first team turns over two cards. If they match, this team keeps the cards and gets one point. That team continues with their turn until they pick two cards that do not match. Once they choose two cards that do not match it becomes the other teams turn.
4. Play continues in this way until all of the cards are gone.

Version Two:

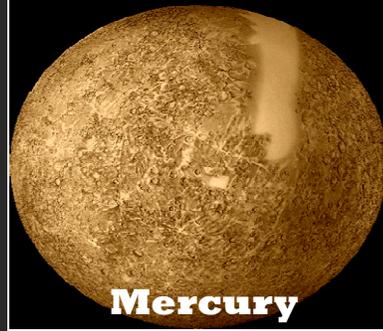
1. Mix up the cards.
2. Lay out all of the cards on a flat surface picture side down.
3. The first team turns over two cards. If they match, this team keeps the cards and gets one point. If the students can match the type of card (bird, reptile, fish, amphibian, mammal, insect, light pollution, or environment) to another card of the same type, then that team receives two points. That team continues with their turn until they pick two cards that can not be matched. Once they choose two cards that do not match it becomes the other teams turn
4. Play continues in this way until all of the cards are gone.

Setup:

1. Print two copies of pages 2-4. To do this, go to file -> print and change the page range to be 2-4, and increase the number of copies to two. This will ensure that there are two copies of each match card. Cards will last longer if printed on cardstock.
2. Next, print the back of the match cards. To do this, flip over the copies of pages 2-4 and prepare them to go through the printer again. Print 3 copies of page 5. It might be necessary to do a test page first to ensure that the back of the cards are printed accurately.
3. Finally, cut along the dotted lines. To ensure the cards are more durable, lamination is recommended.



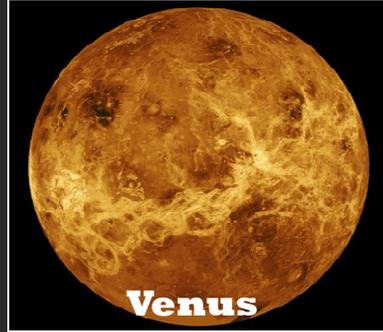
The Sun



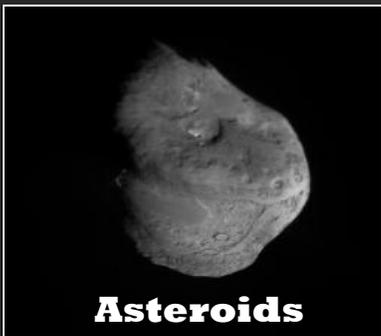
Mercury



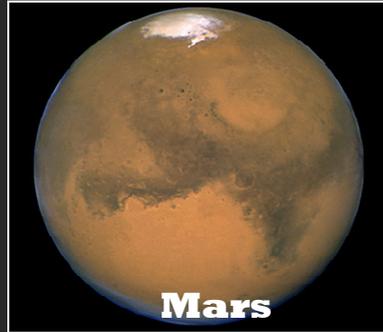
Earth



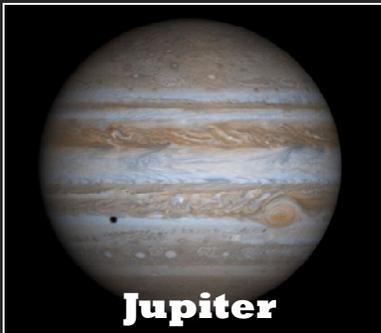
Venus



Asteroids



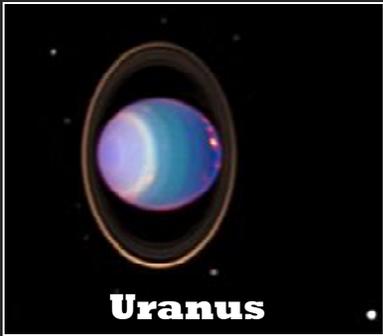
Mars



Jupiter



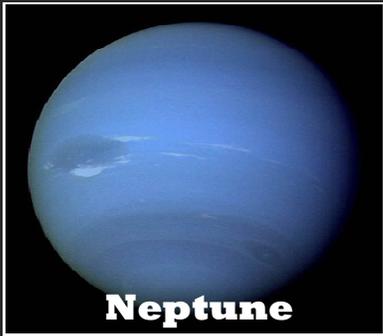
Saturn



Uranus



Pluto



Neptune



Comets



Meteoroids



**Hubble Space
Telescope**



Astronomy



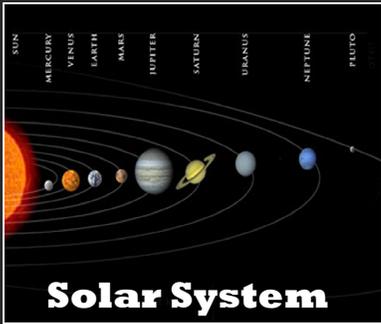
Kuiper Belt



Light Pollution



Bad Light



Solar System



Wildlife



Wasted Energy



Human Health



Circadian Rhythm



Good Light

