

Bakers Dozen Checklist

Use the check boxes for up to four groups at a time, or use them one at a time for smaller groups. The group must “name” the sequence they have put together – it is up to you to decide if the name they have come up with is close enough to any one below (if the group shows you the cards in the order represented on the sheet, it should count).

Cards must be shown to you lined up in the hands of the group participants – each group participant will have at least one card in his or her hand. This works with groups of 6 to 13 players for every suit of a deck. (If it’s more appropriate, have the group line up the cards on a table or on the floor in their work area. This plays well with groups of less than 6 participants.)

1 2 3 4

- Card Sequence Order** (A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K)
- Reverse Sequence Order** (K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A)
- Alphabetical Order** (A, 8, 5, 4, J, K, 9, Q, 7, 6, 10, 3, 2)
- Random Order** (It doesn’t matter what order – used only once)
- Numbers Before Letters** (2, 3, 4, 5, 6, 7, 8, 9, 10, A, J, Q, K)
- Letters Before Numbers** (A, J, Q, K, 2, 3, 4, 5, 6, 7, 8, 9, 10)
- Evens Before Odds** (2, 4, 6, 8, 10, Q, A, 3, 5, 7, 9, J, K)
- Odds Before Evens** (A, 3, 5, 7, 9, J, K, 2, 4, 6, 8, 10, Q)
- Royalty First Order** (Face cards before remainder, any order)
- Upside Down Order** (Any order on this list, cards upside down)
- Sideways Order** (Any order on this list, cards sideways)
- Bonus Order** (Group discovers an order not on the list)

(For a full description of this activity, go to: www.fundoing.com/blog/bakers-dozen)