

World of Wonder

Educational Standards and Suggested Activities

Release week Aug. 23, 2009: Playing Cards

Standards

- *Current Events*: Students will identify symbols in today's culture and advertising.
- *Fine Art*: Students will make their own playing cards.
- *Social Studies*: Students will research and report on tarot cards or other card decks.

Activities

1. *Use the News*: Playing-card pictures contain symbols with various meanings. Tarot cards are full of them. What modern symbols can you find in newspaper photographs and product advertisements? For example, the Nike "swoosh."
2. Make your own playing cards with a computer-graphics program such as Microsoft Paint or Adobe Photoshop. The card could also be made oversized on a poster board and hand-painted or drawn. Bring a deck of cards to class as models. The design is your choice after examining existing cards for reference. Be creative -- the image could be a replica of traditional cards, your portrait, a favorite animal, the teacher, etc.
3. What are tarot cards? What do the symbols mean on various cards? How did it originate? Research and write a report on the history of tarot cards or other card decks.

World of Wonder meets many state educational standards. This guide helps teachers identify standards and related activities generally intended for Grade 6, but teachers can modify activities to the appropriate grade level.