

3. Explain that everyone will be learning some facts about kings and queens.
4. Read the story with expression. (Consider sitting in a rocker. The sounds of movement heighten the effect of this activity.) Show participants the pictures of the king and queen. Talk about how they are dressed.
5. Gather the group around a table. Show everyone the playing cards, and identify the king, queen and jack. Note characteristics of each that make them easy to remember.

### Dialogue

- Maintain a cheerful, running commentary throughout the activity.
- Explain that kings and queens live in palaces. Describe how palaces differ from ordinary houses.
- Watch for any participant's negative reactions, and respect them by offering him or her other activities in the learning environment.

6. Distribute the cards (jacks, kings and queens) face down. Count out loud as you deal them to each person.
7. Encourage the participants to turn the cards over one at a time. Give assistance if necessary.
8. Develop a game. Say, "Who is the queen for the day? Who is the king for the day? Who is the jack of all trades for the day?" The person with the most cards of the same kind is the winner.
9. After playing the game as often as time allows, present each person with a prize for participation. Congratulate them for being part of the activity.

- ✓ If time is an issue, select and read only a portion of the story that describes a self-contained event. You may also extend the activity into a second hour or complete it the next day.
- 💰 Rent a crown from a costume shop or borrow one from a college drama department so participants can wear a "real" crown during the activity.
- 🖱️ Find pictures of kings and queens on the Internet. Engage participants in the process, and print off the pictures everyone finds. Talk about similarities and differences, especially between current royalty and their predecessors in history.