A little practice between lessons

Pick two exercises. Try them at your own pace. Bring one question to your next lesson.

For teachers: circle one or two exercises. Tap a title or scan its code to practice. No account needed.

Teacher / circle: _____ Next lesson: _____

1. Meet the suits

Find the bams, dots and craks. Say the suit and number aloud.

2. Try a Charleston pass

Choose three tiles for the first pass. Notice which tile must stay with you.

3. Give a joker a job

Build a matching group of four. Explain what the joker is standing in for.

4. Make a pair

Decide where a joker cannot help. Two matching natural tiles make a pair.

5. Think before you call

Compare a call for a pair with a call that completes the whole winning hand.

6. Leave room for another plan

Compare two reasonable choices. Explain the tradeoff to your teacher.

7. Table manners

What to say when you call, discard or swap a joker. Practice the words out loud.

My question:

_____

_____

These are tile and rule exercises, not complete winning hands or a replacement for your NMJL card. Bring your own card for full play. Progress stays with this player on this device; this sheet does not send results to a teacher.