

# Cal Plays by the Rules

## National Day Classroom

Cal's class was buzzing with excitement. Ms. Carter had brought in a big box of cards, board games, and dice.

"Today," she announced, "is *According to Hoyle Day*! It honors Edmond Hoyle, who lived in the 1700s and was famous for writing down the official rules for games."

"Rules?" groaned Ben. "Games are supposed to be fun!"

Ms. Carter chuckled. "Yes, but rules make sure everyone plays fair. Imagine playing a game where nobody agreed on the rules—what would happen?"

Mia raised her hand. "People would argue."

"Exactly," said Ms. Carter. "Hoyle believed that rules keep games fair and friendly."

The class split into groups. Cal's group opened a deck of cards.

"I want to play Go Fish!" Cal said.

"No, let's play War," said Ben.

"Let's make up our own game!" suggested Emma.

Pretty soon, voices were rising. Cards were tossed onto the table without order.

"This isn't fun!" Cal groaned. "We don't even know who's winning."

Ms. Carter walked over with a smile. "Looks like your game could use some Hoyle." She handed them a little booklet of rules for card games.

Cal read aloud: *Go Fish—Players ask each other for cards to make sets. If the other player doesn't have it, they say 'Go fish!' and you draw from the deck.*

"Ohhh," said Ben. "Now it makes sense!"

They started again, this time following the directions. Soon they were laughing, shouting "Go fish!" and cheering when someone made a set.

When the game ended, Mia said, "You know what? Playing by the rules really did make it more fun."

Cal nodded. "Hoyle was right—rules don't ruin games. They make them work!"

Ms. Carter clapped her hands. "And that's why we celebrate *According to Hoyle Day*—because games, just like life, are better when everyone plays fair."

✧✧ **Classroom Activity Idea:**

- Split into groups and try playing a simple card or board game **two ways**: first with no rules, then with the real rules. Discuss which version was more fun and why.

