Dear Educator,

As you know, it can be tricky at times for young people to identify and focus on an objective until it’s completed. With so many distractions and such busy days, the students might feel overwhelmed, and the important skills of setting and reaching goals can often be left to chance.

That’s why we’ve teamed up with the makers of the Yu-Gi-Oh! TRADING CARD GAME to develop the You Can Duel It! program. All about achieving goals, this in-class initiative combines the excitement of the highly popular card game with easy-to-use curriculum resources, including

- **Background Info, Discussion Starters, and In-Class Activities** on pages 2 through 4.
- **Four Reproducibles** for classroom and home use on pages 5 through 8.
- The *Tournament of Monsters Poster* on the back of this guide. Turn to page 4 to learn about different ways you can maximize the interactivity of the poster.

Chances are that some students in your class are already enjoying the Yu-Gi-Oh! TRADING CARD GAME. We hope you’ll take this opportunity to expand that excitement into other areas of their lives. After all, the skills they learn today could be the ones that help them reach their goals in the future!

Sincerely,

The Editors of TIME For Kids

---

**Q: WHAT IS THE YU-GI-OH! TRADING CARD GAME?**

**A:** A game of strategy, skill and fun, Yu-Gi-Oh! is played worldwide and first came to the U.S. 10 years ago. In the game, two players use cards they’ve collected from thousands of available cards.

While Yu-Gi-Oh! is designed for kids ages 8 to 14, many who got into the game 10 years ago are still playing as they enter college and start careers. Through Yu-Gi-Oh!, they’re forming lasting friendships around the world, as they continue to sharpen their minds.

The game is part of a family of Yu-Gi-Oh! TV and comic book mega-hits. Visit [www.yugioh-card.com](http://www.yugioh-card.com) and see inside this guide for more info about the social, educational and skill-building benefits of Yu-Gi-Oh!

---

**HOW DOES YU-GI-OH! HELP KIDS GROW?**

Powerful classroom tools can be found in the most unexpected places. Here are just some examples of the educational benefits of the Yu-Gi-Oh! TRADING CARD GAME.

**MATH:** Players start each game with 8,000 Life Points. During the Phases of a Duel, players use Monster Cards in different ways to add to and subtract from their Life Points and those of their opponents. While pen and paper are often used, the quick game play encourages players to make calculations in their heads—and those can often involve numbers in the thousands.

**READING COMPREHENSION:** When playing, both players select their own cards. Since every card does something different, reading the instructions on the cards is important, with benefits to reading comprehension, problem-solving skills and basic math, in addition to forward planning, patience and critical thinking.

**SOCIAL SKILLS:** Yu-Gi-Oh! Duels take place face to face, giving players opportunities to connect with new friends who have similar interests. They can play anywhere—including weekly tournaments at one of more than 1,000 official tournament stores across the country—all while learning the importance of fair play, competition etiquette and good sportsmanship.

**Yu-Gi-Oh! is not a video game.** It’s played with real cards in real settings. Kids get out of the house and shake hands with opponents from a variety of diverse backgrounds. It’s a great way for them to meet and make friends with people who have similar interests, and have lots of fun!

---

**CURRICULUM STANDARDS**

**Social Studies (NCSS)**
- Individual Development and Identity—Students will be able to identify the relationship between individual qualities and career or professional choices.
1. Ask students with Yu-Gi-Oh! cards to show them to the class and give examples of the Monsters. The class can also look at the images of Monsters in the student guide.

2. Start the conversation about goals by explaining to students the basics of a Yu-Gi-Oh! Duel.

A single game in Yu-Gi-Oh! is called a Duel, and a Duel ends when one player wins or the game ends in a Draw. Duels are played in sets of three called a Match, and the best of three Duels wins the Match.

Each player starts a Duel with 8,000 Life Points. You can win a Duel if you reduce your opponent’s Life Points to zero, if your opponent is unable to draw a card (if they run out of cards, for example, to draw), or if a card’s Special Effect says you win. If you and your opponent both reach zero Life Points at the same time, the Duel is declared a Draw.

3. Now ask students . . .

- Historically, what is a duel? What types of duels can you name? Who might be involved in one?
- What are Yu-Gi-Oh! Monster Cards? How are they used in a Yu-Gi-Oh! Duel?
- What kinds of skills do the Monsters on the cards possess? How could some of the skills help you achieve your goals?
- Can you describe how obstacles to reaching a goal can be like opponents in a duel?
- How do you think imagination and creativity can help in a duel?

**PROGRAM BACKGROUND: EFFECT MONSTERS**

**What are Yu-Gi-Oh! Monsters?** They appear on the trading card game used in Duels between two players. Because the game is more than a simple slugfest, Monsters with high Attack and Defense Points will not be enough to win a Duel. Some Monsters have strong Special Effects, even though their ATK and DEF points are low. Therefore, success in a Duel depends on how skillfully cards are used. It takes strategy and thinking about how to reach the goal of victory.

**Effect Monsters** are just one example of many types of Monsters in Yu-Gi-Oh! cards. They have special abilities that can be split into five categories:

- **The Flip Effect** is activated when a face-down card is flipped faceup.

- **The Continuous Effect** is active while the Effect Monster Card is facedown.

- **The Ignition Effect** is activated simply by declaring it is in use.

- **The Trigger Effect** is activated at specific times, such as “when this Monster is destroyed.”

- **The Quick Effect** is a special Monster effect that can be activated during an opponent’s turn and is a good way to surprise an opponent.
Language Arts

MONSTER MATCH
Instruct students to create three columns on a sheet of paper with the following headings: 1 WEEK, 1 MONTH and 1 YEAR. Have them write goals they would like to reach in each of those time periods. Ask which Yu-Gi-Oh! Monsters from the student guide or their own card packs they would team up with to reach that goal. Have students write short letters to the Monsters, introducing themselves and their goals, and explaining why they believe they would get along so well.

Math

ARITHMATTACK
In Yu-Gi-Oh!, each player starts a Duel with 8,000 Life Points. Those points can go up and down during game play, depending on the ATK and DEF points of their Monsters. With that in mind, write 8,000 LIFE POINTS on the board at the front of the room. Write ATK on five scraps of paper and DEF on another five, and put them in a small bag. In a separate bag, place 10 scraps of paper with numbers ranging from 100 to 4,500 points. Now you’re ready to start the activity!

While the students keep track of the Life Points at their desks, draw a scrap from each bag. Call out the number first, followed by whether you have drawn ATK or DEF. If it’s DEF, the number is added to the Life Points. If it’s ATK, the number is subtracted from the Life Points. A new number and ATK/DEF paper should be picked every five seconds. Challenge students to keep track of the Life Points until all the numbers have been drawn.

Critical Thinking

LIGHTNING ROUND
Using the card images in the student guide, ask each student to create three trivia questions about the Monsters, such as “Which Monster has the highest number of stars?” Gather the questions and read them out loud. The first student to “buzz in” and answer five questions correctly wins the round.

History/Research

MONSTER MYTHS
Ask students to take a look at the Take Your Time feature in this week’s TFK Extra! Have them choose one of the Yu-Gi-Oh! Monsters and research the origin story/cultural background of that Monster. Possible topics might include gladiators from ancient Rome or creatures from ancient Egypt. Students will present their findings to the class.

Geography

JOURNEY TO THE TOURENY
Students in your class might have the goal of attending a nearby Yu-Gi-Oh! Tournament. Visit www.yugioh-card.com/en/events/ to find lists of organized events in your area. Ask students to create welcome pamphlets for visitors who might be coming to the area for the event. Where should they stay? Where should they eat? Have students include written instructions for getting from the airport (or your school) to the event.
HOW TO USE THE CLASSROOM POSTER

On the back of this guide, you’ll find a valuable classroom tool: the Tournament of Monsters Poster. After you make copies of this guide, including the reproducibles, be sure to put up the poster for use during the next month.

TAKE-HOME REPRODUCIBLE

When students return the Family Goal-Getters form to the classroom with the signature of a parent or guardian, add their names to the tracking device on the poster. It’s a great way to make sure that everyone is included in the program!

FEATURED CREATURES

- Provide students with copies of the Enter the Tournament of Monsters reproducible, and allow them time to make their own Monster Cards.
- Choose six student cards to feature on the poster each week—you can do so randomly or as a reward. Your decisions might depend on that week’s theme:
  - Family: Who were the first six students to return the signed take-home reproducible?
  - Reading: Which students read a book outside of class?
  - Classroom: Who are the students who fully participate each day?
  - Mystery: Choose your own theme for this week, such as listening or helping others.
- Fill in the Special Effect sections of these featured students’ cards, and then tape or tack the selected cards in place on the poster.

GRANTING SPECIAL EFFECTS

Only you can fill out the Special Effect section on students’ cards. (See Program Background: Effect Monsters on page 2.) Possible effects that you might consider:

- Five minutes of free time
- 10 seconds of applause from the class
- Note of congratulations from each student
- Two extra credit points on a quiz

Instruct students that these Special Effects can be used only once and that they expire in one week.
ENTER THE TOURNAMENT OF MONSTERS

Want to have your Monster featured on the Tournament of Monsters classroom poster? Create a new Monster Card each week!

WEEK 1
MONSTER NAME
DESCRIPTION
SPECIAL EFFECT

WEEK 2
MONSTER NAME
DESCRIPTION
SPECIAL EFFECT

WEEK 3
MONSTER NAME
DESCRIPTION
SPECIAL EFFECT

WEEK 4
MONSTER NAME
DESCRIPTION
SPECIAL EFFECT

Leave the SPECIAL EFFECT sections of your cards empty for now. Your teacher will fill them in for you.
Circle the right answers to the problems below—they get trickier as you move down the page! If you choose correctly, the letters will spell out the name of the Yu-Gi-Oh! Mystery Monster.

1. Which trio of cards has the highest combined ATK?
   - E: 2500 / 2400 / 3000
   - U: 2100 / 2500 / 300
   - X: 200 / 1800 / 1800
   - E: 1000 / 2100 / 1000

2. Which mini-Deck has the lowest combined DEF?
   - E: 2500 / 2400 / 3000
   - U: 2100 / 2500 / 300
   - X: 200 / 1800 / 1800
   - E: 1000 / 2100 / 1000

3. One of these Monsters was inspired by the Roman Empire. Which one is it?
   - L: Athena
   - O: Gladiator Beast Octavius
   - A: Shadow of the Six Samurai-Shien

4. Which card illustrates a famous hyperbole used to describe something that will never happen?
   - B: "These books weigh a ton"
   - P: "That's older than dirt!"
   - D: "When pigs fly!"

5. One of these Monsters was inspired by Incan architecture. Which one is it?
   - E: Chronomaly Moai
   - I: Number 33: Chronomaly Machu Mech
   - U: Chronomaly Mayan Machine

6. Which of these Monsters is NOT inspired by Japanese folklore?
   - K: Armed Samurai-Ben Kei
   - D: Tsuyuomi
   - A: Noble Knight Artotigus

Mystery Monster: Write the letters you circled here to discover this Monster’s name.
ME AND MY MONSTER

If your goal today is to have a good laugh, try this activity. Fill in the blanks in the story below. When you’re done, read it out loud to a friend.

From the time I was _______ growing up in ________________________________,
NUMBER PLACE
I’ve wanted to be the best in the world at _______________________________. I know it will take at least
NOUN
_______ years of ___________________ practice to master that _____________________ goal,
NUMBER ADJECTIVE ADJECTIVE
and that I will have to ______________ very ______________ at least once each time
VERB ADVERB
I _______________

VERB

Of course, the hardest obstacle to overcome will be the ___________________ ______________
ADJECTIVE PLURAL NOUNS
who __________________ in the ___________________________. To make it easier, I created the
VERB PLACE
_________________________ Monster. It has the skill to __________________ and to ________________
NOUN VERB VERB
all while __________________-ing ___________________.
VERB ADVERB

That’s right! My Monster will help me reach my goal. Don’t believe me? You’ll probably soon be reading

my ______________ story in The ______________________________ Tribune or seeing the
ADJECTIVE CITY
movie about me called The ____________________________ Who Can ________________
NOUN VERB
_________________________
ADVERB
DEAR PARENT OR GUARDIAN,

Does your child have specific goals that you are working on together? Maybe it’s learning to shoot a free throw, finishing homework on time or writing in a journal each day?

The makers of the popular Yu-Gi-Oh! TRADING CARD GAME have teamed up with TIME For Kids to create a fun way to make reaching those goals easier. For the next month, your child’s class is taking part in the You Can Duel It! program and learning more about setting and reaching goals.

You can help build these important life skills at home, too. Just as there are six phases to each turn in Yu-Gi-Oh!, there are six steps to setting and achieving objectives. Cut out the checklist below and tape it to the refrigerator. It’s a terrific way to encourage your child to Go for the goal!

Sincerely,
The Editors of TIME For Kids

---

**MONSTER CHECKLIST: SIX PHASES OF REACHING A GOAL**

Check off each step as you complete it!

1. **DRAW PHASE:** Choose your goal. Write it here: ____________________________

2. **STANDBY PHASE:** Outline a plan of attack. Think about the cost of time and effort that you will need to reach your goal. When would you like to complete it? ____________________________

3. **MAIN PHASE 1:** No time like the present! Go after your goal! ____________________________

4. **BATTLE PHASE:** You’re bound to run into a few obstacles. What are they? ____________________________

5. **MAIN PHASE 2:** If necessary, go back to your plan from Main Phase 1. Now that you’ve identified obstacles, do you need to make changes in your plan? ____________________________

6. **END PHASE:** Congratulations! You’ve reached your objective! What’s your next goal? ____________________________

---

**FAMILY GOAL-GETTERS**

I, ____________________________, hereby certify that ____________________________ supports ____________________________ in reaching the goal of ____________________________!

Child’s Name ____________________________

Parent/Guardian’s Signature ____________________________

Name of Your Family ____________________________

Child’s Goal ____________________________

---

©1996 KAZUKI TAKAHASHI
©2011 NAS • TV TOKYO