

HOGWARTS SCHOOL CURRICULUM

For 2 to 4 players.

Each set of 13 cards is colour-coded to represent one of the four Hogwarts houses. The face of each card is marked with a number ranging from 1 to 13. Each player's goal is to locate all the cards they need to complete their house curriculum, in ascending numerical order, by turning over one card at a time.

To begin, shuffle all 56 cards and place them face down in 7 rows of 8 cards.

The first player turns over a card so all players can see it. If it is not one of the four house cards marked number „1“ – Slytherin, Ravenclaw, Hufflepuff or Gryffindor – the player turns the card face down and the next player turns over a card. Once a player has turned over one of the four cards marked number „1“, that player places the card in front of him or her and must now search for cards of that house colour for the remainder of the game. For example, a player who has selected the Gryffindor house card (number 1) must next turn over Gryffindor card number 2 to continue their turn. Each time a player turns over the next consecutive card in his or her curriculum, he or she places the card in line in front of him or her.

A player may continue to turn cards over during a turn until the player reveals a card that is not from his or her house, or is from his or her house but not the next card in numerical order.

Note: try to remember the placement and numbers of as many cards as possible!

All four final cards, numbered „13“, feature the Hogwarts crest. Once a player has completed his or her curriculum – i.e., has found the first 12 cards for his or her house in numerical order – he or she must then find the Hogwarts crest card for his or her house to pass the final exam and win the game.

TIME-TURNER CARDS:

The four Time-Turner cards act as wild cards, and may be substituted for any card during the game. If a player turns over a Time-Turner card, he or she may substitute the next card in his or her house sequence with it. The player then goes on to look for the following card in his or her house sequence (e.g., if a player substitutes a Time-Turner card for card number 3 in his or her curriculum, the player can then go on to look for card number 4).

Note: Any player who finds the card that a Time-Turner card replaced – whether in that player's curriculum or another player's curriculum – may exchange that card for the Time-Turner card used to replace it; then, that player may use the Time-Turner card in his or her sequence of courses.

The number of Time-Turner cards in one player's row is not limited, except that the Time-Turner card may not be used to replace card No. 1 (Hogwarts house) or card No. 13 (Hogwarts crest).

While the game is best played with four players, two or three players may also play. You can choose to use only two or three sets of house cards, or leave all cards on the table and allow the unused house cards to act as a challenging distraction.

To speed up any of the game variations described above, try turning two cards on each move.



The Time-Turner card



POTIONS was a core class and subject taught at Hogwarts School of Witchcraft and Wizardry. In this class, students learnt the correct way to brew potions. They followed specific recipes and used various magical ingredients to create potions, starting with simple ones and moving to more advanced ones as they progressed in knowledge.



HISTORY OF MAGIC was a core class and subject taught at Hogwarts School of Witchcraft and Wizardry. This class was a study of magical history. This was one of the subjects where the use of magic practically was not necessary. History of Magic was taught from the first year to the fifth, and was completed with an O.W.L. exam with only a written section.



MUGGLE STUDIES was an elective class and part of the non-magical studies curriculum at Hogwarts School of Witchcraft and Wizardry. It involved the study of the history and daily lives of Muggles, and how they were able to live without magic, but instead used electricity, technology and science.



DEFENCE AGAINST THE DARK ARTS was a subject taught at Hogwarts School of Witchcraft. In this class, students studied and learnt how to defend themselves against all aspects of the Dark Arts, including dark creatures, curses, hexes and jinxes and duelling. The class was a core subject at Hogwarts. The position of Defence Against the Dark Arts professor at the school was once rumoured to be jinxed, as no teacher could hold the post for more than a year without suffering an unpleasant fate. The fact that no teacher has lasted longer than a year meant that the subject had numerous Professors over the years.



ASTRONOMY was a core class and subject taught at Hogwarts School of Witchcraft and Wizardry. Astronomy was the branch of magic and science that studied stars and the movement of planets. It was a subject where the use of practical magic and spells during lessons was not necessary.



TRANSFIGURATION was a core class and subject taught at Hogwarts School of Witchcraft and Wizardry. It taught the art of changing the form and appearance of an object or a person. This type of magic was commonly referred to as „Transfiguration“ and was considered both complex and dangerous. There were limits to Transfiguration, which were governed by Gamp's Law of Elemental Transfiguration. There were also many branches of Transfiguration, including Trans-Species Transformation and Human Transfiguration. This type of magic was regarded as „very hard work“ and was „more scientific“ than charms-work, as one had to get it exactly right for the transfiguration to be successful.



GRYFFINDOR was one of the four Houses of Hogwarts School of Witchcraft and Wizardry and was founded by Godric Gryffindor. Gryffindor instructed the Sorting Hat to choose students possessing characteristics he most valued, such as courage, chivalry, and determination, to be sorted into his house. The emblematic animal was a lion, and its colours were scarlet and gold.



RAVENCLAW was one of the four Houses of Hogwarts School of Witchcraft and Wizardry. Its founder was the medieval witch Rowena Ravenclaw. Members of this house were characterised by their wit, learning, and wisdom. The emblematic animal symbol was an eagle, and blue and bronze were its colours.



SLYTHERIN was one of the four Houses at Hogwarts School of Witchcraft and Wizardry, founded by Salazar Slytherin. In establishing the house, Salazar instructed the Sorting Hat to pick students who had a few particular characteristics he most valued. Those characteristics included cunning, resourcefulness, leadership, and ambition. Many Slytherin students tended to clique together, often acquiring leaders, which further exemplified Slytherin's ambitious qualities. The emblematic animal of the house was a snake and the house's colours were green and silver.



HUFFLEPUFF was one of the four Houses of Hogwarts School of Witchcraft and Wizardry. Its founder was the medieval witch Helga Hufflepuff. Hufflepuff was the most inclusive among the four houses, valuing hard work, dedication, patience, loyalty, and fair play rather than a particular aptitude in its members. The emblematic animal was a badger, and yellow and black were its house colours.



HERBOLOGY was the study of magical and mundane plants and fungi, making it the wizarding equivalent to botany. Herbology was a core class and subject, in which students learned to care for and utilise plants, learn about their magical properties and what they are used for. Many plants provided ingredients for potions and medicine, while others had magical effects of their own right.



CARE OF MAGICAL CREATURES was an elective course at Hogwarts School of Witchcraft and Wizardry that could be chosen by students in their third year. In the class, students learnt about a wide range of magical creatures, from flobberworms, hippogriffs, unicorns and even thestrals. Students were taught about feeding, maintaining, breeding, and proper treatment of these creatures and many more.



STUDY OF ANCIENT RUNES (commonly shortened to Ancient Runes) was an elective course at Hogwarts School of Witchcraft and Wizardry. It was the study of runic scriptures, or Runology. Ancient Runes was a mostly theoretical subject that studied the ancient runic scripts of magic.



CHARMS was a core class and subject taught at Hogwarts School of Witchcraft and Wizardry. Unsurprisingly, it specialised in the teaching of charms. Even though mastering the science of charm-work was clearly essential to performing the greater part of magic, charm-work was seen as a „softer option“ by some such as Augusta Longbottom who, incidentally, failed her Charms O.W.L.



DIVINATION was an elective course taught at Hogwarts School of Witchcraft and Wizardry. It taught methods of divining the future, or gathering insights into future events, through various rituals and tools. The magic taught in this class, as well as the ability to say prophetic things was a branch of magic referred to as „Divination“.



A TIME-TURNER was a magical device used for time travel. It was a special timepiece which resembled an hourglass on a necklace.

The number of times one turned the hourglass corresponded to the number of hours one traveled back in time. However, they could only stay in the past for five hours at a time, without the possibility of serious harm to the traveler or to time itself.

Hermione Granger received one from Professor McGonagall, so that she could attend more classes in her third year than time would allow.



HOGWARTS SCHOOL OF WITCHCRAFT AND WIZARDRY, often shortened to Hogwarts, was the British wizarding school, located in the Scottish Highlands. It accepted magical students from Great Britain and Ireland for enrolment. It was a state-owned school, funded by the Ministry of Magic. The precise location of the school could never be uncovered because it was rendered Unplottable. To Muggles, the school appeared to be an old, abandoned castle. Similarly, most wizarding schools' locations were protected in order to prevent their ways of teaching being revealed, as well as protect the students and schools themselves from any harm.

