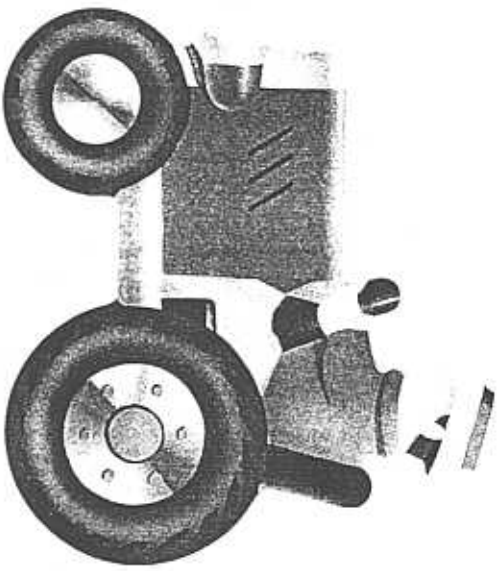


Alternative Game Play

Rather than using the farmhouse, one child could ask the other any 4 questions about the shape they have ie. is it rounded? is it an animal? etc. After 4 questions the questioner has to say which piece they think it is and the player reveals it. If they are correct they keep the shape.

This could also be played in teams eg. teams of 2 or 3.

The farmhouse can also be used in a pretend play scenario. Play could be further expanded by adding plastic animals etc.



find the shapes

Number of players - 2 or more.

The object of the game is to correctly identify the different card shapes by touch alone.

Contents:

- 1 Playing board
- 1 Shape Guide

Shapes

- 2 Circles
- 2 Squares
- 2 Stars
- 2 Triangles
- 2 Diamond
- 2 Egg Shapes

Animals

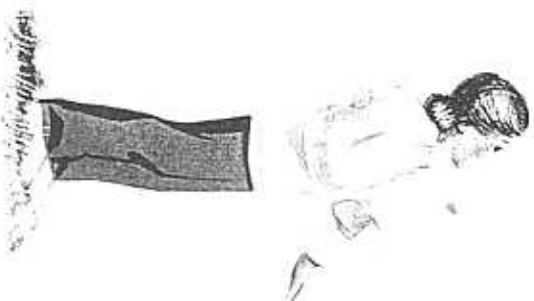
- 2 Pigs
- 2 Horses
- 2 Cows
- 2 Ducks
- 2 Cats
- 2 Sheep

Objects

- 2 Clouds
- 2 Wheelbarrows
- 2 Buckets
- 2 Tractors
- 2 Trees
- 2 Fences
- 2 Ladders
- 2 Shovels

People

- 1 Farmer
- 1 Farmer's Wife



How to play

The game is designed to be played on different levels and therefore as children gain greater competence, they can move onto the next level. Before starting, erect the farmhouse by slotting it into the base and placing the roof on top.

Level 1 - Sort out just the 12 shape cards ie. circles, squares etc. and place them in the farmhouse. Ensure each child can see the shape guide. Starting with the youngest player, they place their hands inside the house and pick up a shape and without removing their hands from the farmhouse try to identify it by touch alone. When they think they recognise the shape, they call out the shape to the other players and remove it from the house. If they are correct they keep the shape, if not the shape is returned to the house and play moves to the next player. Play continues until all the shapes have been identified. Each player totals the numbers on the back of the shapes they've identified and the one with the most points is the winner.

Level 2 - Repeat as per level 1 ie. with the shape pieces but remove the shape guide to make the game more difficult.

Level 3 - Replace the shapes with the 16 object cards ie. wheelbarrow, bucket etc. and allow the children to use the shape guide.

Level 4 - As per level 3 but remove the shape guide.

Level 5 - Replace the object cards with the 14 animals and people cards ie. Pig, farmer, etc and allow the children to use the shape guide.

Level 6 - As per level 5 but remove the shape guide.

Level 7 - Take one of each of the shapes, object and animal and people cards and allow the children to use the shape guide.

Level 8 - As per level 7 but remove the shape guide.

Level 9 - Use all the pieces with the shape guide.

Level 10 - As per level 9 but remove the shape guide.



Adult

There can of course be variants to the levels shown above. It is important that children have fun playing the game so do not push them too hard at the beginning.