

203.2X279.4MM, 折成139.7X203.2

“Winning” the Game:

Depending on which activity is selected, parents and caregivers have the opportunity to introduce children to many early game and learning concepts:

- Taking turns
- Rolling Dice
- Asking open-ended questions
- Identifying colors/colours
- Counting 1-10+
- Cooperative and competitive play
- Vocabulary for animals, objects and concepts from the child’s daily world
- Fine and gross-motor skills associated with game play
- Celebrating small and big wins!

When everyone plays together everyone wins!

“One of the things I tell my team is that we have to remember that any one of the books we are working on could be the first book a child ever sees. Whether they learn their alphabet, start counting or even develop a lifelong love of dinosaurs – making a baby’s first ever book is quite something.”

- Roger Priddy

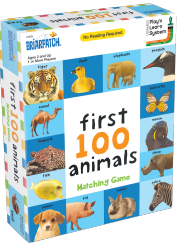
“No significant learning occurs without a significant relationship.”

- Dr. James Comer, Professor of Child Psychiatry in the Child Study Center at Yale University’s School of Medicine, 1995

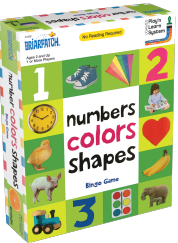
Learning occurs not only through interaction with the world around us, but more importantly, through those who teach us – parents and caregivers. Our first 100 series of games is specifically designed to engage very young children and their parents or caregivers, so that these children will associate learning with fun and with quality time with those important to them.

Look for these and other learning games at:

AreYouGame.com



First 100 Animals Matching Game
Ages 2 and Up



Numbers Colors Shapes Bingo Game
Ages 2 and Up

© 2005, St. Martin’s Press. All Rights Reserved.

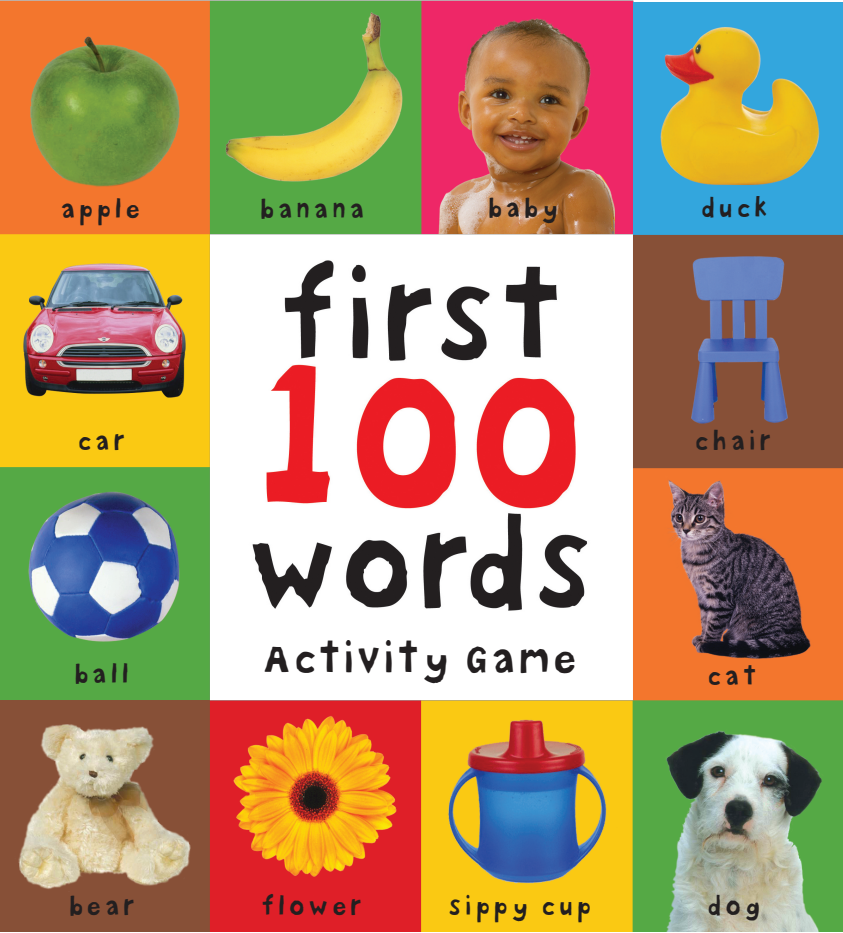
© 2019 University Games Corporation, San Francisco, CA 94110. Briarpatch is a registered trademark of University Games Corporation. All Rights Reserved. U. Games Australia, Level 1, 10 Willoughby Rd, Crows Nest NSW, Australia 2065. University Games UK, 31 Newington Green, Islington, London N16 9PU, UK. Retain this information for future reference. MADE IN CHINA. B011945 05/19



01301

BRIARPATCH®

Ages 2 and Up
1 or More Players



Instructions and Parent Guide

With over 100 essential first words to read and pictures to explore, the first 100 words Activity Game encourages fun, interactive learning through movement and exploration.

contents:

- 50 Double-Sided Picture Cards
- 1 Soft Number Die
- 1 Soft Category Die

Object of the game:

Children will delight in rolling soft, chunky Dice and looking for Picture Cards featuring words and images from three categories: Animals, Things and My World. The First 100 Words Activity Game is the perfect first game. The game features very simple rules and a soft set of first Dice that roll very easily.

Set Up (to be completed by an adult):

- Before playing the game for the first time, punch out the 50 Double-Sided Picture Cards.
- To start playing the game, find a wide-open room in which to place the Cards.
- Place Cards all around the room: on the floor, on the couch or/and anywhere the Cards will be readily visible to a child. It does not matter which side is facing up.
- Place the Dice in an open area where a child can easily roll them on a table or the floor. One Die features numbers 1, 2 and 3. The other Die features three Categories: Green (Animals), Blue (Things) and Yellow (My World).

How to Play:

This game is designed with many variations possible for young children. It is important to introduce these games gently, with simple goals for success.

PICTURE GAME:

This is a great way to introduce a child to the concept of playing a game with a structure of “rules.”

- An adult goes first, demonstrating how to roll a Die. The adult rolls either the Number Die, the Category Die or both.
- The adult points out the number or the color/colour facing up on the Dice.
 - o If the Number Die is rolled, the adult looks for that number of Cards to collect.
 - o If the Category Die is rolled, the adult finds a Card with the same color/colour background as the Die.
 - o If both the Number and Category Die are rolled, then the adult finds that number of Cards with the same color/colour background as the Die.

- As the adult collects Cards, he/she should point out the images on those Cards. “Look, it’s an elephant!”
- Next is the child’s turn. The adult should guide the child through every step: roll the Die or Dice, explain what the child will look for and help count out Cards selected if the Number Die is thrown. Although there are “rules” in this game, sometimes young children aren’t ready to follow them yet – which is fine. Applaud any and all efforts.
- At the end of three rounds, each player shows what he/she found. All players count up all found Cards; that is the team’s collective point total, and everybody wins.
- In this game, kids are introduced to colors/colours, simple counting and many of the simple words in the set.

TAKING TURNS GAME:

- The youngest player goes first and uses the Number Die for this game.
- The player rolls the Die, then looks for the number of Cards indicated by the roll.
- When the player has completed his/her task, he/she puts the collected Cards in a pile, separate from any other players’ pile.
- After four rounds, players count how many Cards they have collected. The player with the most Cards wins.

CAN YOU FIND WHAT I AM THINKING OF? GAME:

Adults can get in on the act, asking children to find objects and giving hints along the way.

- In this game, adults and children take turns describing a Card that is visible in the room. For example, an adult might say, “I am an animal, I have four legs and I am green.”
- Adults should model question-asking for children, and if a child is ready to ask questions, adults should try to guess the object described.
- If a child is not yet ready to be the question/hint giver, then the adult should continue to ask questions about new Cards.
- Set easily achievable goals, such as “Let’s find five Cards to win.”

OTHER GAMES:

- Make up your own games! With a Die and 50 Double-Sided Cards, the possibilities are endless. If a child wants to experiment, a willingness to switch variations or to make up your own rules as you go empowers a child and helps him/her feel safe initiating his/her own ideas. Feel free to take breaks and come back to the activities as the child’s attention span allows.