

GB Farmyard Friends

Introduction

This is a first game activity, designed to teach very young children about basic game play, taking turns, classification, matching and following instructions.

In learning about these skills, it is not necessary for the game to have a winner. It is about the young child learning to take part.

We have included two possible ways of using this game. Game 2 builds on the skills developed in Game 1.

Contents:

4 double-sided animal scene boards with supports, 16 shaped animal cards

Game 1

This game can be played as an activity for 1 player, or as a game for 2-4 players.

Setting Up

- Assemble the animal scene boards on their stands as shown in the diagram, with the picture showing one type of animal, e.g. the cow, facing forward.
- Place the animal cards on the table, face up for younger children or face down for older children.

To play

- The youngest player picks up an animal card and posts it in the scene board which has matching animals. For example a duck is posted into the duck scene. As the animal is posted, the child is encouraged to make the sound of that animal.
- Play then passes to the next player.
- Play continues until all the animals have been posted.

This game could be varied by each player having their own scene board.

Game 2

As the child's matching skills progress, the activity can be made more challenging by playing with the multi-animal scene boards, and matching to the specific animal characters shown on each scene board.

Setting Up

- Assemble the animal scene boards on their stands as shown in the diagram, with the scenes showing a variety of animals facing forward.
- Each player chooses a scene board and places it in front of them.
- Place the animal cards on the table, face up for younger children or face down for older children.

To play

- The youngest player chooses an animal card from the table and looks to see if that specific animal is in their animal scene. They need to look carefully at the illustration to ensure an exact match. If the animal matches, it is then posted into the scene. As the animal is posted the child is encouraged to make the sound of that animal.
- If the animal card does not match their scene, they show it to the other players and return it to the table.
- Play then passes to the next player.
- Play continues until all the animals have been posted.

