

# Farm Compendium

## How to sort your activities

To help you sort your activities each one has a different coloured backing:

Farm Match: yellow backing

Farm Race Game: green backing

Farm Jigsaw: red backing

## Farm Match

**For this activity you will need:**

6 two-piece puzzles with yellow backing

Match the farm animals with the correct food, babies and homes.

These self correcting puzzles have been designed to encourage observational and matching skills whilst developing hand-eye co-ordination.

## Farm Jigsaw Puzzle

**For this activity you will need:**

20 jigsaw pieces with red backing

This jigsaw puzzle has been designed to help develop your child's observational skills. Once the jigsaw puzzle has been completed talk to your child about what is happening in the picture.

- Discuss position - who is in the stable, on the pond, behind the pig, in front of the cow?
- Encourage counting - how many ducks are on the pond, how many trees can you see, how many animals are on the farm?
- Use the picture to play I-Spy. I-Spy something yellow, something beginning with c, something with wheels.



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# Farm Race Game

## To play this game you will need:

1 jigsaw playing board with a green backing, 24 coloured discs with farm animals on the reverse, 4 character playing pieces with stands, 1 colour spot dice

## Setting up

- Piece together the jigsaw playing board.
- Each player selects a character playing piece and places it on the start space at the bottom of the playing board.
- Shuffle the coloured discs and spread them out, coloured side up, in the middle of the table.

## How to play

- The youngest player starts by rolling the colour spot dice.
- They then move their character playing piece, along the coloured spot path on the playing board, until they reach the next spot which matches the colour spot on the dice.
- The player then selects a matching coloured disc from the table and, without looking at the reverse, places it coloured side up in front of them. Play passes to the next player.
- If a player rolls a colour and there are no matching coloured discs left on the table play passes on.
- If a player lands on a spot with a gate, some of their animals escape and the player to the current player's left chooses which coloured disc the player should return to the table. Play passes to the next player.
- Play continues until a player reaches the green 'finish' spot. A green spot must be rolled to reach the finish.
- Once a player has reached the finish all the players turn over their coloured discs and count up how many farm animals they have collected.

## The winner

The winner is the player who has collected the most farm animals at the end of the game.



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