



Shape Aliens

Have a blast and learn about shapes with these friendly aliens!

Contents

- 20 alien cards • 4 shape boards • 20 shapes • 1 slot-together 3D spaceship
- 1 slot-together 3D drivers cabin

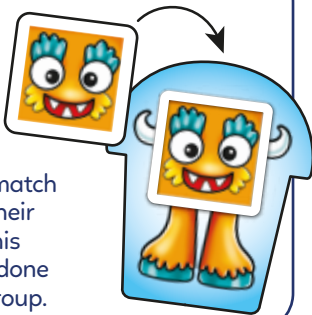
First Activities

Introduce younger players to shapes with these fun activities.

Shape matching activity

Spread the shapes and the alien cards face upwards on the table.

See if you can match the shapes to their correct alien. This activity can be done alone or as a group.



Fill your board activity

Take a board each and spread the shapes in the centre of the table. See if you can fit the correct shapes into the holes in each board.



Touch and Feel Game

Take 5 alien cards each.

Put all the shapes in the game box and take turns to close your eyes and pick one out. If the shape matches one of your aliens, you keep it.

The first player to match all 5 aliens is the winner!

Shape Aliens Game

All aboard! Help the aliens to get on board their spaceship by matching shapes!

Setting up the game

Assemble the 3D spaceship and place it in the centre of the table.

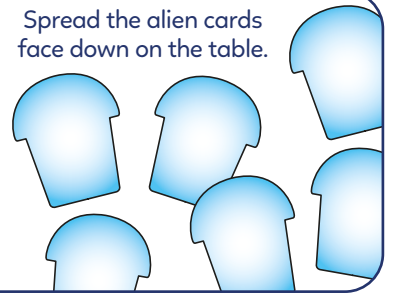
Don't forget the driver's cabin in the middle!



Each player takes any 5 of the cut-out shapes and places in front of them, colour side up.



Spread the alien cards face down on the table.



1 To play

The youngest player starts. Turn over an alien card from the table.

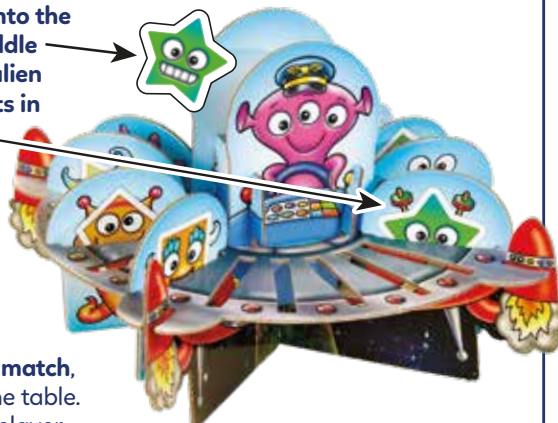


2 Does the alien card match any of your shapes?

If the alien card matches any of your shapes, **put the cut-out shape into the driver's cabin in the middle and slot the matching alien card into one of the slots in the 3D spaceship.**

Note: Younger players can simply lay their alien card on top of the spaceship instead of slotting it in.

If the alien card **doesn't match**, return it face down to the table. Play passes to the next player.



3 The winner

The winner is the first player to match all five of their shapes (and help all of the matching aliens get on board the spaceship).

