

# Sharon the Sheep

## Contents:

18 jiggled picture circles, 36 jiggled sentence pieces, 1 timer

## Object

To complete the most picture circles.

## To play

- The sentence pieces are spread out on the table, words face downwards.
- The picture circles are shuffled and one is dealt to each player, picture side face upwards. The remaining circles are placed on the table in a pile, picture side face downwards, beside the sentence pieces.
- Note that each sentence is split into two jiggled pieces. The first half of each sentence has a yellow backing; the second half has a blue backing. The colours also match the quarter circles shown on the left and right of each picture circle.
- The timer is started and the youngest player begins by turning over one of the sentence pieces on the table. When the player turns it over they must read the words on the card out loud.
- If the piece matches their picture circle, the player jigs it into the correct place on the circle and continues their turn, looking for the other matching sentence piece.
- Players identify if a sentence piece matches their circle by comparing the letters on the picture circle with the red letters on the sentence piece.
- If the player turns over a piece that does not match their circle, they return the piece to the table, words face downwards, and play passes to the next player.
- When a player completes their circle with both correctly matched sentence pieces, they read the sentence out loud and keep that circle. A new picture circle must then be taken from the top of the pile and the player continues their turn by looking for a matching sentence piece.
- When the timer runs out, each player must pass their incomplete circle to the player on their left. The timer is then started again and play continues.
- If a player has not completed their turn when the timer runs out, they continue their turn after the timer has been started again.
- Play continues until the pile of picture circles has been exhausted and a player cannot take a new picture circle after completing one. All players then count their completed picture circles to see who is the winner.

## The winner

The winner is the player with the most completed picture circles at the end of the game.



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