

Look for other Talking Alphie® Activity Sets!

LEVEL ONE activity sets are geared for **AGES 3-4**, and teach basic concepts that are the building blocks of learning. Kids learn math concepts by "adding" pictures instead of numbers, and reading concepts by repeating pictures in a certain sequence.

After children learn basic concepts, they progress to **LEVEL TWO** activity sets geared for **AGES 5-6**. Kids apply the concepts they learned in **LEVEL ONE** sets to pictures, letters and numbers, as they try simple addition, subtraction and word building.

LEVEL ONE ACTIVITY SETS

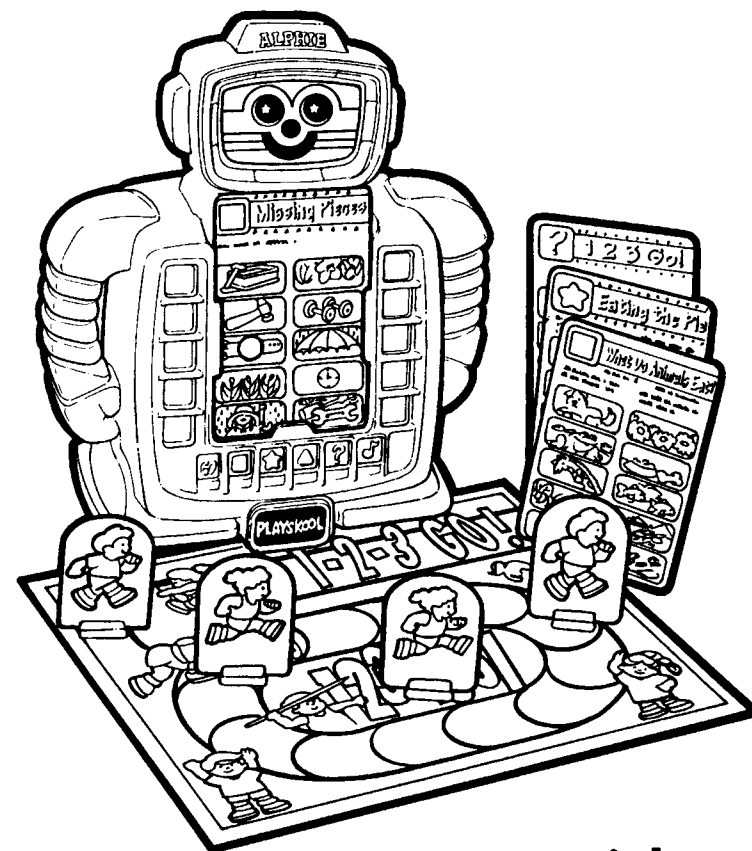
Alphie's America Junior
Eating Right
Families
Outside
Healthy Times
On The Move
Learning Lights
Stories and Rhymes

LEVEL TWO ACTIVITY SETS

Alphie's America Senior
Animal Calls
Variety Show
Spelling Fun



Talking Alphie® Activity Set



Learning Lights

Instructions for Games

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Questions? Call:
1-800-PLAYSKL

1-2-3 GO!

2-4 players

YOU NEED: Talking Alphie, 1-2-3 Go! game board, 1-2-3 Go! game card, 20 tokens, one game piece for each player, and plastic stands for the game pieces.

OBJECT OF THE GAME: Collect the most tokens.

GET READY TO PLAY:

1. Assemble the game pieces to stands as shown.
2. Each player chooses a game piece and places it on GO.
3. Place all of the tokens on the 1-2-3 Go! track on top of the game board.
4. Decide who will play first.
5. Press the green "GO" if Alphie is not already on.
6. Insert the game card into Alphie.

ASSEMBLED GAME PIECE



HOW TO PLAY:

1. Players take turns trying to find the musical melody. The first player presses the ?. Talking Alphie asks the player to find the musical melody. The player chooses one picture on the game card.
2. If the player finds the musical melody, the player moves around the track as many spaces as he/she can count out loud, up to 30 spaces. The player presses the ? after finding the melody.
3. If Talking Alphie does not play the musical melody, the player moves 3 spaces forward on the track, counting "1-2-3" out loud as he/she moves.
4. Whenever a player passes GO, he/she collects a token.
5. The game ends when there are no more tokens to collect. Players count their piles to see who has the most tokens.

PENCIL COUNT

2-4 players

YOU NEED: Talking Alphie, Pencil Count game board, Pencil Count game card, and 20 tokens.

OBJECT OF THE GAME: Collect the most tokens.

GET READY TO PLAY:

1. Each player takes an even number of tokens (2, 4, 6, or 8, depending on the number of players).
2. Decide who will play first.
3. Press the green "GO" if Alphie is not already on.
4. Insert the game card into Talking Alphie and press the ☐ button.

HOW TO PLAY:

1. On the game board, the first player selects a number and a picture showing that same number of pencils. Next, the player covers the number and picture with tokens, red side up.
2. The player chooses the picture and number on the game card that are the same as the ones he/she chose on the game board.
3. If Talking Alphie says "Oops, try again," the player did not correctly match the picture and number. He/she must return the 2 tokens to his/her token pile, and the next player takes a turn.
4. If Talking Alphie says "You're right" or another positive response, the player correctly matched the picture and number. He/she turns the 2 tokens to the green side and leaves them on the game board. The next player takes a turn.
5. The game ends when a player has no more tokens to place on the game board.