

A Preschool Learning Game

Boggle Jr. Numbers



Playing Guide For Two or more players / Ages 3 to 6

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OVERVIEW

“Play is a child’s work,” and a child is working at learning all the time. Even the simplest games offer the opportunity to learn and practice new skills. And when play is such fun, as it is with the BOGGLE® JR. games, it increases the child’s desire to learn—and grow!

The BOGGLE® JR. NUMBERS games give your child the chance to learn, practice and improve number skills and simple computation. And the different levels of gameplay mean the product grows with your child as his or her skills increase. These are skills that help your child make better sense of the world, and early exposure to numbers through these varied games lends confidence when it’s time to begin school.

SKILLS YOUR CHILD WILL PRACTICE

- Motor skills
- Sorting and grouping
- Object recognition
- Number recognition
- Number matching
- Counting
- Concentration and memory
- Taking turns and sharing

EQUIPMENT

BOGGLE® JR. game tray with built-in timer and two movable lids • 8 number cubes • 30 full-color picture/number cards in 3 different gameplay levels, printed both sides

The Cubes: Four have the numbers 1, 2, 3, 4, 5, 6, and four have 0, 7, 8, 9 and the computation symbols + and =. All numbers have a line under them to help the child understand which way is up.

The Cards: Cards with a blue answer box are for the youngest players. Cards with a yellow or green answer box are designed for more advanced gameplay.



Note: There are words on some cards as well as numbers, so you and your child can “spell” and “read” together, too.

OBJECT FOR ALL GAMES

To match the numbers on the cubes with numbers on the cards. Players keep the cards when they answer correctly. In more advanced games, they will use the movable lids to cover answers so they add and answer from memory; and they will race against the timer to add to the challenge and the fun.

SETUP

First, familiarize your child with the parts of the game. Have him/her empty the game box and look at the different cards and twist the timer.

Now look over all eight cubes and have the child start to figure out the numbers, with help from you if necessary. Use them to count together, from 0 to 9, then put two cubes together to form a two-digit number. You can even play a game with one cube: Have the child roll it: What's this number? Now roll two cubes and put them together: What's this number? Switch the same two cubes around to reverse them: What's this number? Remember, all these play activities are learning opportunities!

GAMEPLAY

Now it's time to play some BOGGLE JR. numbers games! When familiar with them, your child should be able to play alone, or with a sibling or friend. And don't worry if the game rules aren't followed exactly or they're mixed and matched—the exposure to numbers and counting is still beneficial!

Note: Watch to see when your child stops counting the objects one by one and begins to see them as a group.

Timer: We've incorporated the timer into specific games, starting with Game #3, but you may add it whenever you want to add to the challenge! To use it: Wind the dial, then use the ON/OFF switch. Switch it OFF during gameplay whenever the child lifts the lid to check an answer. Start it up again when he/she goes to the next card.



Variation for 2 players: Most of these games are easily adapted for two or more children. Have them take turns, card by card, and keep the card whenever they get an answer right.

FIRST LEVEL— Blue cards

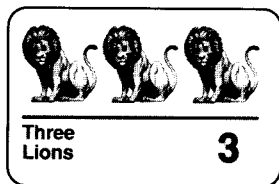
Note: Separate the Blue cards into two piles. Use the 19 “number” cards for Games #1-4; use the five cards with a single large picture and a “?” for Game #5.

Game #1

MATCH IT — 1 TO 19: Simple counting and number recognition

(Timer optional)

Setup: Stack the 19 Blue “number” cards face up in the tray, all turned the same way and facing the child, with the highest number on the bottom, lowest on top. Use all eight number cubes.



To Play:

- Point to the picture(s) and ask the child, “What is this?”
- Point to the number below, say it, then count the objects on the card out loud, one by one: “There are three Lions... one, two, three.”
- Have your child find the number 3 on one of the cubes and place it into the slot directly below the number on the card. If you want, keep looking for all the 3’s on the cubes.
- Reinforce what the child has just accomplished by saying the number and counting together. Give him/her the top card, and proceed through the whole stack in the same manner.

For 2 players: Same rules; let the children take turns.

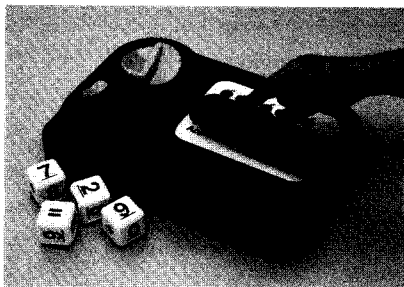
Game #2

KEEP THE LID ON: Matching from memory

(Timer optional)

Setup: Same as Game #1, but cover the number answer with the long lid.

To Play: The child lifts the lid and glances quickly at the number, then replaces the lid and finds the number on one of the eight cubes. Put the cube in the tray, under where the answer appears on the card. Instead of matching the answer shown, he/she is now actually counting the objects and remembering what the number was. Lift the lid again to check if the answer is correct. Give the child the card for every correct answer.



Variation: For a tougher challenge, don't lift the lid to peek first—just count, select and place the cube, and then lift the lid to check the answer.

For 2 players:

- Take turns. Each time a child successfully answers from memory, he/she wins the card and continues to the next one.
- If a child answers incorrectly, that card is put at the bottom of the stack, and that child's turn ends. When that same card comes up again, the player whose turn it is attempts to count the objects on it.
- Play continues until all the cards have been won. Whoever has more cards wins the round.

Game #3

TIME'S UP: Do it from memory, and race the timer

Setup and Play: Same as Game #2, but this time the child will set the timer and race it to try to win the most cards before time's up. Each time you play, try to win more cards!

Game #4

IN A ROW: Sequencing

(Timer optional)

Setup and Play: Line up all 19 cards; have the child close his/her eyes while you remove one or more cards from the lineup. Now ask, "What's missing?"

Variation: Have the child take the cards out of the tray, mix them up, then arrange them in numerical order, from 1 to 19. Either stack them, or lay them on the table in a line. Use of the timer is optional.

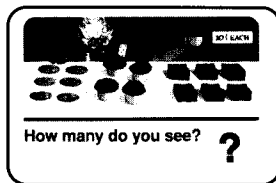
Game #5

COUNT WHAT YOU SEE: Counting

(Timer optional)

Setup: Use all eight cubes and the five Blue "?" cards—the bakery, zoo, highway, balloon man and school.

Play: Look at all the different things in each picture. Which will you count up first? Cupcakes? Cookies? Brownies? Count up specific items in each scene. For a big numbers challenge, count up every single thing you see in the picture, and find the cube or cubes that match the answer.



SECOND LEVEL — Yellow cards

Game #6

ADD 'EM UP: Simple addition

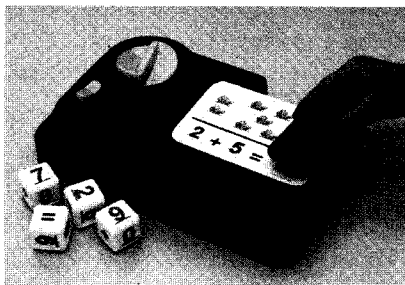
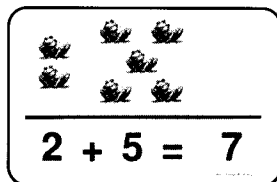
(Timer optional)

Setup: Stack up the cards with the lowest number answer on top and the highest on the bottom. Use the shorter lid to cover the answers vertically. Use all eight cubes.

To Play: The child sees the numbers (1 + 1, or 2 + 5, etc.), finds the correct answer to the equation on one of the cubes, and places it in the slot under the answer box. The pictures help him/her grasp the meaning of the numbers themselves.

For 2 players: Take turns and keep the card for each correct answer.

Variation: Use the longer lid and cover the entire equation at the bottom of the card. Now have the child look at the picture and “write” the equation on the table top with cubes, using the + and =.



Game #7

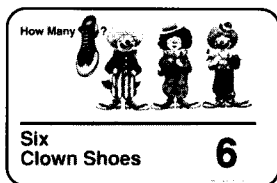
HOW MANY?: Simple addition and “multiplication”

(Timer optional)

Setup: Stack the five “How many...?” cards in the tray in order, with the highest number, 20, on the bottom, and the lowest, 6, on top. Use all eight cubes and the longer lid.

To Play: Put the longer lid over the bottom half of the card to hide the answer. Now have the child count up “how many” clown shoes, truck tires, cherries, etc., and find the answer on one of the cubes. Lift the lid to reveal the correct answer. Use of the timer is optional.

Note: Point out that if you multiply the 3 clowns by the 2 clown shoes, you come up with the same answer, 6. Multiplication is a faster way of adding them up.



THIRD LEVEL — Green cards

Game #8

ADDITION: One-digit arithmetic problems

(Timer optional)

Setup: Use the five cards that are all numbers, and the longer lid. Stack the cards in any order, and cover the answers with the lid. Use all eight cubes.

To Play: Have the child add up the two numbers, find the answer among the cubes, then lift the lid to check the answer. Use the timer if you wish.

1	2	3	4
<u>+2</u>	<u>+3</u>	<u>+4</u>	<u>+5</u>
3	5	7	9

Note: When all four problems on a card have been done, take off the lid. Notice the pattern the numbers form, and see how they relate to one another; see how the four answers at the bottom of the card reflect the changes in the equations above. Also notice that, left-to-right, the answers form a sequence, 3-5-7-9 or 2-4-6-8, etc.

Variation: Use the shorter lid to cover one vertical column of figures. Can the child tell you what number is missing from the sequence? Move the lid left and right and see if he/she can fill in the blank.





Game #9

SEQUENCING: How groups of objects add up

(Timer optional)

Setup: Stack these five cards in any order. Cover only one column with the short lid. Use all the cubes.

To Play: Look at the bottom row of answers. What number is missing from the sequence? Find that cube. Now lift the lid: what two numbers added together gave you that answer? What other numbers could you add together to get the same answer?





			
9	8	7	6

Game #10

SMALL CHANGE: Pennies, Nickels, Dimes & Quarters

Setup: Stack the “Money” cards in any order and cover the answers with the longer lid. Help the child recognize the different coins (“Can you show me the penny?”) and explain that a Dime is 10 Cents, which is the same as 10 Pennies. A Nickel is 5 Pennies, etc.

To Play: Ask, “How many do you see?” The child counts up how many of each type of coin are pictured and puts the cube with the answer in the slot.

How many do you see?			
			
Quarters 25c	Dimes 10c	Nickels 5c	Pennies 1c
1	2	1	2

Variation: Now, can he/she count up the total of all the money on the card? That's a tough one!

Note: Money is difficult for young children to understand and there's much to learn about it: A larger coin is not necessarily worth more than a smaller one, there are different ways to combine coins to come up with 25 cents, etc. This set of cards helps get your child started. Since some of the answers are 0, it also gives him/her opportunity to learn what Zero means!

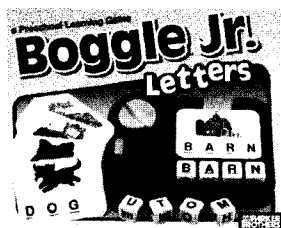
We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

These other games make perfect companions...

BOGGLE® JR. Letters

Preschool Learning Game

This perfect companion to our Numbers game helps preschoolers practice picture matching, letter matching, and memory skills as they spell simple 3- and 4- letter words. Different play levels in this fun-filled matching and spelling game adjust to a child's own levels to help him/her learn and practice important letter and word recognition skills. Ages 3 to 6. 1 or more players.



BOGGLE® JR.

Travel Edition

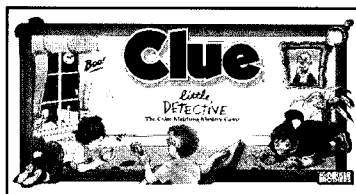
All the functions of the popular full-size game. With 30 different color pictures and words, this handy Travel Edition goes anywhere, to be played anytime. It's self-contained, it has no loose parts, and it's packed with plenty of learning fun! Ages 3 to 6. 1 or more players.



CLUE® LITTLE DETECTIVE

Preschool Color-Matching Game

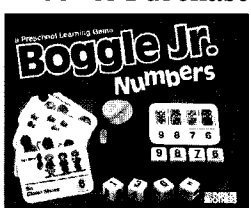
Based on the classic CLUE® detective game. Something in the attic goes *Bump!* and scares the Little Detectives. They match color dots and use secret passages to race through the mansion and out the front door to safety. No reading required. Ages 3 to 6. 2 to 4 players.



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