

a Preschool Spelling Game

Boggle® Jr. Travel

For 1 or more players / Ages 3 to 6

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ABOUT THE BOGGLE® JR. GAME

First and foremost, your child wants to have fun! But all types of “play” can give him or her opportunities to learn and, while they entertain, the BOGGLE JR. games will promote these skills:

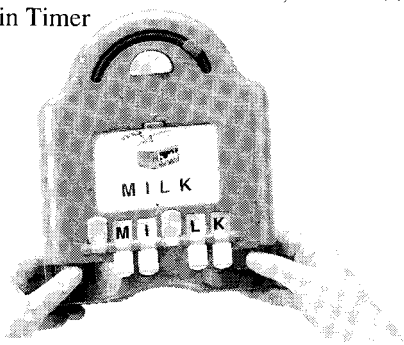
- Motor skills
- Sorting and grouping
- Object recognition
- Letter recognition
- Letter matching
- Word recognition
- Spelling
- Concentration and memory
- Taking turns and sharing

The thinking and cognitive skills these games promote are essential when it's time to start reading. And mastering these skills early builds confidence when it's time to start school.

The BOGGLE JR. games are so flexible, they will grow with your child: The youngest may play with the case first as a toy, then learn to identify the individual letters and see how they combine to form words. Finally, he or she can enjoy the actual BOGGLE JR. games, playing alone, with a sibling or friend, or with you. And whatever your child's age or developmental level, BOGGLE JR. games will be fun!

EQUIPMENT

BOGGLE® JR. TRAVEL Case with “Windows” and “Doors,” 8-foot Scroll with 30 Pictures and Words, and Built-in Timer



NOTES ABOUT GAMEPLAY

The object of all the BOGGLE JR. TRAVEL games is to match the letters hidden under the doors with the letters in the big window in order to spell the 3- and 4-letter names of the objects pictured.

The youngest players may just play with the case, opening and closing the doors, winding up the ticking timer, pressing the ON/OFF switch, and scrolling through the colorful pictures and all 26 letters of the alphabet. While he or she may not be playing actual “games,” remember: Everything your child does during play is a learning experience!

Players ready to practice reading skills will have a greater challenge: They will use the movable lid to cover words or pictures so they must spell from memory or read the words, and they’ll race against the built-in timer. The letters on the scroll are always in the correct order to spell the name of the pictured item, and the next letter in a word is never more than two doors away. The right “answer” can always be revealed by sliding the lid, so the child can play alone and learn!



Game #1 MATCH IT, SPELL IT!

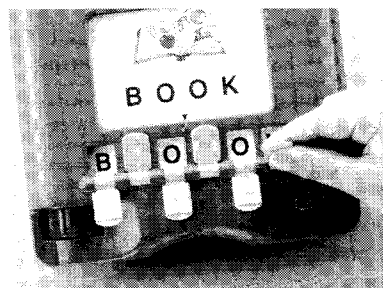
For 1 or 2 players

SETUP: Close all 6 doors, slide the lid up out of sight, and scroll to a picture/word. Make sure the arrow at the bottom of the scroll lines up with the arrow directly below it on the case. Younger players may want to work with 3-letter words.

TO PLAY: Point to the picture in the window and ask the child what it is—a bee, a doll, an egg, a sled, a book, etc.

Point to the word below, say the word, then spell it out loud, letter by letter: “It’s a book, B-O-O-K.”

Go back to the first letter and have the child find the matching letter hidden under one of the 6 doors. Start at the left and work right. When it’s found, leave the door open. (Close the doors over the incorrect letters.)



Proceed through the other letters until the word is spelled out in the open doors. Remember, the next letter will never be more than 2 doors away.

Reinforce what the child has just accomplished by saying the word aloud and spelling it together. As a reward, let the child scroll to the next word. For variety, mix 3- and 4-letter words. Start anywhere on the scroll and scroll in either direction, to avoid repeating the same words.

For 2 Players: The children take turns opening doors to “spell” the pictured word.

Game #2 KEEP THE LID ON!

For 1 or 2 players

This game is designed to improve spelling and memory skills as the child spells words from memory, without matching them letter for letter with the word in the window.

SETUP: Close all 6 doors and slide the lid down to conceal the word. Scroll to a new picture, matching the upper arrows.

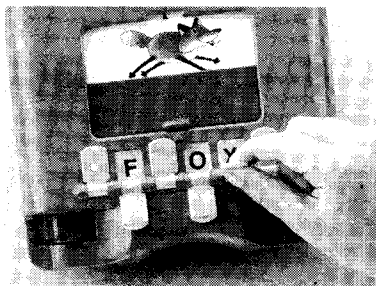
TO PLAY: The child slides the lid up and glances at the word, then slides the lid back down. Now he/she is no longer *matching* letter for letter, but actually spelling the whole word from memory. To check the spelling, slide the lid up.

Variation for a greater challenge: The child does not lift the lid to peek before starting to spell, but just looks at the picture, remembers what that object is called, and spells the word. Keep track of how many words are correctly spelled in a row.

Variation to practice reading: Leave all 6 doors closed and use the lid to cover the picture instead of the word. The child now reads the word then slides the lid up to see the picture and check if he/she got it right.

For 2 Players: The children take turns. Each time a child successfully spells a word, he/she keeps going. But when a word is spelled incorrectly, play passes to the other child, who scrolls to a new word. Keep track of how many words each spells correctly; the first to complete 6 words wins.

Variation: The same rules apply, but cover the pictures and practice *reading*. Do not use the doors.



Game #3 TIME'S UP!

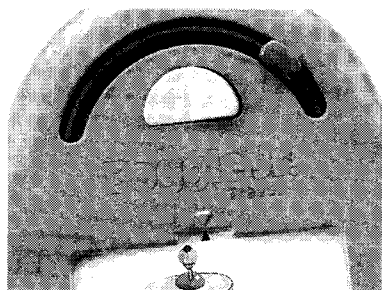
For 1 or 2 players

Note: This game depends on the skills developed through beginning play and the memory skills practiced playing KEEP THE LID ON! The timer adds excitement and turns it into a race to see how many words the child can spell before TIME'S UP!

SETUP: The same, but add the timer, which can be temporarily stopped to let the child check the spelling, then restarted to continue the game. It is always stopped while scrolling to a new word. To wind the timer, move the lever all the way to the right. Start and stop it with the ON/OFF switch.

TO PLAY: Select either of the 2 previous games. Use of the lid is optional, but playing with the lid *and* the timer is the ultimate BOGGLE JR. challenge, as the child tries to spell as many words as he/she can before the TIME'S UP!

Variation: Cover the pictures and try to *read* as many words as possible before the timer buzzes.



2-Player Game: Using the timer—and the lid, if they wish—the children take turns. Each player starts the timer, spells the word, then stops the timer and checks the spelling. This continues until he/she gets a word wrong, and the other child scrolls to a new word and starts the timer. They take turns until one has spelled 6 words correctly to win.

Variation: Cover the *pictures*, set the timer, and try to *read* the words. The first to read 6 wins.

A FINAL WORD ABOUT BOGGLE JR.

We've given you basic game ideas, but we encourage you to let your child play however he or she wishes. Remember, play is a learning experience, and the BOGGLE JR. Travel game lets your child realize the most important thing of all: Learning is FUN!

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

