Summer Brain Gain Activities
Watermelon Matching Game

Learning Resources®

Watermelon
6

Watermelon
4

Watermelon
7

Watermelon
5

Watermelon
3
Fun on the Farm

Start

Finish

SLIDE FORWARD
Fun on the Farm

Side 1—Counting forward and backward
For 2–4 players

Use Side 1 of the gameboard.

Each player chooses a game pawn and places it on start.

The oldest player goes first. The player draws a card and follows the directions on the card.

The first player to reach the barn is the winner.

Counting 1–10

Side 2—Number recognition, counting, and comparing numbers
For 2–4 players

Place the barn markers in a pile next to the play area.

Each player chooses a side on the board.

The youngest player goes first. Player draws a card, and checks to see whether it's a number or a picture. If a number was drawn, the player looks for that number on the number line and places a marker on that space. If a picture was drawn, the player looks for that picture on the farm scene and counts the number of objects in the picture. Once counted, the player looks for the matching number on the number line and places a marker on that space.

If Choose was drawn, players can choose any number needed to fill remaining spaces on their number line.

The first player to fill their number line from 1–10 wins.

For early learners, you can play the game until the first player to fill any 5 spaces on the number line wins.
Use cards in blue with Game Board 1. Use cards in orange and picture cards for Game Board 2.

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- Lose a Turn
- Move back 1
- Move Ahead 3
- Move Back 2
Cut on dashed lines.

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2-4 Players

Directions

• Use a die and one color marker per player.

• Place your marker on Start.

• Roll the die and move that number of spaces.

• Count the number of animals on the space you landed upon.

• Make the sound of the animal pictured, as many times as the number of animals on the space.

• The first person to the finish wins.
Directions

• Use the 1 - 5 spinner and one color marker per player.
• Place your marker on the space.
• Spin and move that number of spaces.
• Count the number of animals on the space you landed upon.
• Make the sound of the animal pictured, as many times as the number of animals on the space.
• The first person to the finish wins.
All Around the Playground

Game Board part 1
Cut out cards on dashed lines

Cut out Game Board part 2 and tape to game board part 1
Print 2 or 3 copies. Cut out cards on dashed lines.
An Early Learning Game

Includes:
• Game board
• Game cards: colors and shapes, numbers 0–10
Note: Find 4 objects to use as game pawns

Object of the Game:
Be the first player to go around the playground, return to class for snack time, and win!

Setup:
• Tape game board together, cut out cards (colors & shapes for Level 1; numbers for Level 2).
• Each player chooses a game pawn and places it on Start.

How to Play:
Level 1: Colors & Shapes
1. The youngest player goes first. Choose a color/shape card.
2. Identify the color or shape on the card, and move to the next open matching space on the board (note: if the matching space is occupied by another player, move ahead to the next matching space). Play continues to the right.
3. If a player lands on a slide space, follow the dots to move forward or backward.
4. If a player lands on a merry-go-round space, jump on the merry-go-round and get off at the next merry-go-round space. The merry-go-round can send you forward OR backward several spaces.
5. To win, be the first player to land on Finish by drawing any color or shape. Congratulations—you get to pick a delicious snack first!

Level 2: Counting
1. Use your number cards.
2. Game play is the same as in Level 1, except this time, you draw cards and count spaces to move forward. Multiple players can share the same space, so look at the board closely!
3. If you draw a 0, let the next player draw. Your turn will come again soon! If you draw a double arrow, switch places with any other player.
4. To win, draw any number large enough to get you to the Finish space. If you are three spots away from Finish, for example, and you draw a 5, you are the winner since 5 is greater than 3.

⚠️ WARNING: CHOKING HAZARD - Small parts. Not for children under 3 years.