

MY FIRST BOARD GAMES

THE COW GAME - From ages 4

Players: 2

Equipment: 1 die, 8 cards (for each cow)

Aim of the game: to complete your cow.

To start playing, each player must roll a 4.

Players roll the die one by one.

Each piece corresponds to a specific number:

1 for a leg, 5 for an ear, 3 for the eyes...

The player can replay each time they add an element.

WINNER: the winner who completes their cow first wins the round.

DOMINOS - From aged 2

Players: from 1 to 5 players

The game consists of 28 dominoes.

Preparation: The dominoes are laid face down on the table.

Instructions:

- 7 dominoes if there are 2 to 3 players

- 6 dominoes if there are 4 players

- 5 dominoes if there are 5 players

The remaining dominoes form the pile from which players draw. Everyone takes turns to put a domino down, ensuring that the extremities go together by making associations, e.g.: Monkey/Banana, Bear/Honey...

If a player is unable to play they can choose to miss a go or pick up from the pile.

The player who plays all their dominoes first wins the round.

If nobody can play, the player who has played the most dominoes wins the round.

DOT DOMINOS - From aged 5

From 2 to 6 players.

Use 28 dominoes (the side with the dots).

The dominoes are laid face down. Each player picks up: seven dominoes for 2 to 3 players, six for 4 players, five for 5 players. The remaining dominoes form the pile from which players draw. Everyone takes turns to put a domino down, ensuring that the extremities match. If a player is unable to play, they can choose:

- to miss a go,

- to draw from the pile.

Winner: the first player to play all their dominoes. When it is no longer possible for anyone to play, the player who has the smallest number of little dots wins the round.

“LOSE TO WIN” DOMINOS

Players: 2 to 5

Equipment: 28 dominoes

Aim of the game: trying to keep the maximum number of points in your hand. The rules are the same as for traditional dominoes.

Winner: the player who has the most dominoes or the player who has the highest points total wins the round.

MEMORY- From age 2

Number of players: from 2 to 4.

Number of cards: 2 series of 16 images.

Aim of the game: To remember the position of images in order to make pairs and win the cards.

Instructions: Shuffle the images and place them randomly face down on the table with the illustrated side hidden.

Then each player chooses 2 images which they turn over. If they are identical, the player wins the pair.

If they are different, the player replaces them in their initial position. Try to memorise them position of images so that you can turn them over and make pairs.

When all the pairs have been found, each

player counts their images: the one with the most pairs wins.

Variant 1 - Playing alone: find the pairs in the least goes possible.

Variant 2 - For younger children, reduce the number of pairs of images.

THE COLOUR CATERPILLAR - From age 2

Players: 2 to 4 players

Equipment: 1 colour die, 4 counters and a “Caterpillar” game board.

Each player chooses a piece and rolls the colour die (the youngest player starts the game).

Players move their piece forward to the next square of the colour indicated on the die. If they land on a space with a ladder, they move forwards to backwards to the indicated square. If the die falls on a red cross, the player who rolled the die must skip a turn. The first player to arrive at the multicoloured square wins the round.

COLOUR HORSES - From age 3

2, 3 or 4 players.

Equipment: 1 colour die, 8 horse pieces and 1 puzzle game board.

This game introduces children to the concepts of the game Ludo without them having to know how to count.

The youngest player starts. They must choose their colour, take 2 horses of the same colour and put them in their stable. They then roll the die.

To get out of the stable, they must roll a GREEN. Players move their horse forward to the next square of the colour indicated on the die. The horse cannot move over the top of another horse. If a player lands on a square where there is already a horse, that horse has to carry them forward until their next turn!

To end the race, a player's horse has to go move the squares featuring their colour. Lead horses one by one to the finishing post by rolling the colour of each square on the die.

The winner of the game is the player who gets all their horses to the finishing post first.

THE HORSE GAME- From age 5

2, 3 or 4 players.

Equipment: 1 die, 8 counters, 1 board.

Instructions:

To start playing, each player must roll a 6. When players roll a 6, they place their counter on the start square for their colour and have another go. Players move their counter forward the number of squares indicated on the die. Counters may not jump over another counter. If your counter lands on a square that is already occupied by an opponent's counter, the opponent's counter is sent back to their stable and must start playing again from the start square.

To end the race, a player's horse has to go move the squares numbered from 1 to 6 of their colour. Lead horses one by one to the finishing post by rolling the number of each square on the die. When a player rolls a 6, they may bring their second counter into the game.

The winner of the game is the player who gets all their counters to the finishing post first.

GAME OF THE GOOSE - From age 5

2 to 4 players

Equipment: 1 die, 4 counters, 1 game board.

Aim of the game: To be the first to arrive at square 63, but watch out for all the traps along the way!

Instructions: each player rolls the die in turn, the player with the highest number starts the game. The board is in the form of a spiral, and players move from square to square depending on the

number indicated on the die they have rolled. Players will land on squares that allow them to move forward and others that require them to move back.

The different squares:

The Goose (9, 18, 27, 36, 45, 54): Players advance to the following Goose.

Bridge (6): go to square 12.

Donkey (19): The player must stay on this square until each of the other players has played two times.

Well (31): The player is stuck in the well and must get 12 points to get out of it.

Fox (52): Players must stay on this square until another player lands on it. At this point, the player who was originally on the fox square must move to the square that the second player has moved from.

The signpost (58): Start the game again from square 1!

The winner is the player who get to square 63 first. Players must land on this square exactly. If a higher number is thrown on the die, they move beyond the square and turn around.

Variants: Invent your own rules!

E.g.: - The snail is slow and makes you move forward only half the points you have thrown e.g.: on your next go, if you throw a 6, you can only move forward 3.

- Vegetables make you strong and so you move forward 3 extra squares. Etc... Your turn to play!

BINGO - From age 5

You can play with 2 to 4 players. The game is made up of 16 images and 4 themed bingo cards.

Preparation: Mix the images after having laid them face down on the table. Then distribute cards depending on the number of players:

- 2 players, each player receives 2 cards

- 3 players, each player receives 1 card

- 4 players, each player receives 1 card

(The remaining cards are put to one side, as well as the corresponding images).

Instructions: Players designate a game leader. They pick a card and shows it to the other players.

The player who has the matching image on their card takes it and puts it on the card. If no one claims the image, it goes back in the pile. The first player to complete their card(s) wins the game.

THE CASTLE OF CARDS - From age 4

1 Player

Played with the deck of cards

Try and balance the cards to make the highest construction possible.

Watch out for the wind and earthquakes!

THE BIGGEST CARD - From age 3

Equipment: Deck of cards.

Spread the deck of cards and separate them into families: flowers, lettuces...

Then put them in size order: 1, 2, 3, 4 and 5 (which is the highest card).

THE BATTLE - From age 4

Equipment: Deck of cards.

Number of players: 2

Shuffle and deal all the cards. Each player places their cards in a pile in front of them, with the plain side facing up. At the same time as their opponent, they turn over the top card. The player who has the highest card wins both cards and puts them at the bottom of their pile.

If the cards that the players turn over are identical: there is a BATTLE! Place a first hidden card on the equivalent cards. Then play another 2 cards, but facing upwards, the player with the

highest score wins all the other cards. If the two cards are identical again, battle recommences until such time as a player has won everything. The winner is the player who has won all the cards...

TIC-TAC-TOE - From age 5

Players: 2

Equipment: Paper and crayons (not supplied)

Instructions: make a row of 3 circles or 3 crosses.

Draw a grid that is 3 squares by 3 squares.

Each player picks a shape. Each player takes it in turns to draw their shape, trying to get 3 in a row. Two rows may only share one shape in common.

Winner: the player who has the most rows.

DRAW AND WIN - From age 3

Players: 3 and more

Equipment: Paper and crayons (not supplied)

Instructions: try to guess what the picture is of. A player chooses an object, an animal or character, and must ask the others to guess what it is by drawing it. The player who guesses first scores a point. It is then their turn to draw. WINNER: the player who scores 7 points wins the round.

HANGMAN - From age 5

Players: 2 and more

Equipment: Paper and crayons (not supplied)

Instructions: recreating a word.

A player chooses a word and must ask the others to guess what it is.

- the player marks the same number of hyphens on the paper as there are letters in the word.

- the other players call out a letter one by one.

- the correct letter replaces a hyphen, the player starts to draw a hangman for an incorrect letter.

WINNER: all the players win when the word is complete.

HEAD, BODY AND LEGS - From age 5

Players: 2 and more

Equipment: Paper and crayons (not supplied)

The first player draws the head of an animal or character on the top of the sheet of paper, making sure that nobody can see. Once they have finished, they fold the paper to hide their drawing.

Another player draws the stomach just underneath and folds the paper in turn, and the following player adds the legs and feet.

Once the drawing is finished, the players unfold the paper to reveal a very funny character.

SCATTERGORIES - From age 5

Players: 2 and more

Equipment: Paper and crayons (not supplied)

Instructions: to find the maximum number of words starting with a specific letter in the shortest time and in different categories.

Choose 5 categories (country, sports, city...) and a player suggests a letter selected at random.

- all the players try to find the maximum number of words starting with this letter and corresponding to the different categories.

The player with the most words wins the game.

VERBAL BURBLE - From age 5

Players: 4 to 12

One player leaves the room and the other players choose a verb. The absent player return and must guess the verb by asking each of the other players a question in which they replace the verb to be guessed by "Burble". Example: - Do you burble when you're eating?

- Do you burble at the cinema?

- Does an animal burble? Etc.

The players may only answer with yes or no, although they can make a short comment if the verb is very difficult to guess or the player asking the questions is very young.

WHO AM I? - From age 5

Players: 2 and more

Equipment: Small bits of paper (post-it notes are ideal), pencil and sticky tape (not supplied).

Each player has a piece of paper on which they write or draw the name of an animal or a character of their choice, and then fold it in half. The papers are then mixed in hat and one at a time players take a piece of paper without looking at what is written or drawn.

Once each player has their paper, they stick it on their forehead.

The game can now start. Each player takes it in turn to ask a question to guess "who they are".

The winner is the player who guesses the name of their character or animal first.

THE MIME GAME - From ages 5

Players: 2 and more

Equipment: Small bits of paper and crayons (not supplied).

Preparation: on each piece of paper, write themes, characters, animals, jobs... to mime. Fold the papers and shuffle them.

The first player draws a card and reads it without showing it to the other players. They must then mime the character using movement only and no words.

The player who guesses the theme of the mime draws a piece of paper next...

BLIND MAN'S BUFF - From age 5

Players: from 4 players.

Equipment: a scarf

A randomly selected player is blindfolded. This player is turned round and round until they lose their sense of direction.

The other players spread out around the room and call out or touch the blindfolded player, who tries to catch them. Each time the blindfolded player approaches a dangerous object, other players call out: "Neck-breaker", so that the blindfolded player avoids the obstacle in time. When the blindfolded player catches another player, they must identify them. If they successfully identify them, the player takes their place. If the blindfolded player says the wrong name, they release their prisoner and play another round.

CHINESE WHISPERS - From age 5

Players: 6 to 15 players

Players stand in a circle. One of them whispers a message into their neighbour's ear. This player then quickly whispers the same sentence to the player on their right and so on until the circle is complete. The last player to hear the message says it out loud.

MUSICAL CHAIRS - From age 3:

Players: 4 and more

Equipment: chairs (one less than the number of players) and a source of music.

Place the chairs in a row, back to back.

One of the players designates the Conductor.

The Conductor starts and stops the music.

Instructions:

The Conductor starts the music.

All players move around the chairs in a line.

When the music stops, everybody has to sit down on a chair. The player who hasn't found a chair to sit on is eliminated and one chair is removed so that there is always one chair missing.

Play continues in this way until there is only one player left: the winner.

THE CANDLE - From age 3

Players: 8 to 20 players

Equipment: 1 handkerchief

All players form a circle and sit down, with the exception of one of them who holds the handkerchief in their hand. They walk around the outside of the circle and drop the handkerchief discretely behind a player.

As soon as this player realises, they grab the handkerchief and chase the first player who hurries to get all the way round the circle and into the free space before being caught. If the first player gets to the space without being touched by the second player, the second player keeps the handkerchief to drop it in turn behind a player. If the first player is touched by the second player before reaching the empty space, the first player must take back the handkerchief and play another round.

But if the player sitting in the circle doesn't realise that the handkerchief has been dropped behind them before the first player does a complete circuit of the circle, the first player touches them and says "Candle". This player is then out of the game and sits in the centre of the circle and the first player plays another round.

RED LIGHT, GREEN LIGHT, 1, 2, 3 - From age 3

Players: 8 to 15 players

The lead player stands facing a wall or tree and turns their back on all the other players who are behind a line about 8 metres away. The lead player taps three times on the wall or tree, saying "Red light, green light, 1, 2, 3 go!" and on the word "go!" suddenly turns around.

Whilst their back is turned, the other players must advance without the lead player seeing them. Players must therefore stop moving as soon as the lead player turns around. All players who the lead player spots moving must start again from behind the line.

WINNER: the first player who touches the wall that the lead player is tapping. This player then takes the lead player's place.



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