

START A START	B	C	A	B
C	STUFFED ANIMAL MATH PRINTABLE BOARD GAME ALLISONBOLEY.COM			C
B				A
A				B
C				C
B	A	C	B	A

<p>How many eyes does your stuffed animal have?</p>	<p>How many colors is your stuffed animal?</p>	<p>Point to all the round parts of your stuffed animal.</p>
<p>Are there any corners on your stuffed animal (or its clothes)?</p>	<p>Which is the biggest stuffed animal playing in today's game?</p>	<p>How many more stuffed animals would make 10 playing today?</p>
<p>Pat the top of your stuffed animal.</p>	<p>Count backwards from the number of stuffed animals playing today.</p>	<p>Make your stuffed animal do a forwards and then a backwards somersault.</p>
<p>Measure the height of your stuffed animal in inches and centimeters.</p>	<p>Measure around your stuffed animal's leg. That is called the leg's <i>circumference</i>!</p>	<p>Match the color of your stuffed animal to something else in the room.</p>
<p>Divide the stuffed animals playing today into categories based on type of animal.</p>	<p>Make your stuffed animal walk sideways.</p>	<p>Make your stuffed animal climb up to your head and then back down to your lap.</p>

<p>Hold two of the stuffed animals playing today -- one in each hand. Estimate which is heavier.</p>	<p>Right now, is your stuffed animal sitting in front of you, beside you, on top of you, or something else?</p>	<p>Hold one of your stuffed animal's hands. Point to its opposite hand.</p>
<p>Is your stuffed animal two-dimensional (2D) or three-dimensional (3D)?</p>	<p>Make up an address for where your stuffed animal lives.</p>	<p>Make up a phone number for your stuffed animal.</p>
<p>What is one thing that is the same about your stuffed animal and one from another player?</p>	<p>What is one thing that is the same about you and your stuffed animal?</p>	<p>What is one thing that is different about your stuffed animal and one from another player?</p>
<p>Line up the stuffed animals playing today from tallest to shortest.</p>	<p>Think of one animal in real life that is smaller than your stuffed animal.</p>	<p>Think of one animal in real life that is about the same size as your stuffed animal.</p>
<p>Make up an age for your stuffed animal. Count from your age to your stuffed animal's age.</p>	<p>Dance with your stuffed animal. Is it facing toward or away from you?</p>	<p>How many letters are in your stuffed animal's name?</p>

INSTRUCTIONS

SET UP

Take your time explaining the math involved in setting up the board.

Get three different colors of crayons/markers/stickers/colored pencils. Fill in each A rectangle on the board with the first color, each B rectangle with the second color, and each C rectangle with the third color. Point out how the colors on the board make a pattern.

Cut out all the question cards, and color the backs of the cards – 10 of the first color, 10 of the second color, and 10 of the third color. Make three piles of cards – one pile for each color.

Find fun objects from around the house to serve as game pieces for each player. Make sure none of the objects could be a choking hazard. Place each game piece on the START rectangle in the upper-left-hand corner of the board. Find a die from another game you have.

Ask each player to choose one of their own stuffed animals to bring to the game.

PLAY

The youngest player rolls the die and moves her or his game piece that number of rectangles.

The player chooses a card from the pile that matches the color of the rectangle where the game piece lands.

If the player gets the question correct or correctly performs the activity, she or he can move ahead two more rectangles.

If not, the player asks for help from an older player to complete the card. Once the activity or question on the card is accomplished correctly, the game piece stays on the rectangle where it landed. If the player gets it wrong and chooses not to ask for help, the game piece moves backwards two rectangles.

Anytime a player teases another player for getting a wrong answer, the player doing the teasing must move his or her game piece back to the START rectangle to begin from scratch.

Some questions require temporary sharing of stuffed animals. Any player who refuses to share must move his or her game piece back to the START rectangle to begin from scratch. Any player who refuses to give the stuffed animal back when the sharing turn is over also returns to START.

Play proceeds from youngest to oldest.

WINNING

The first player to go around the board and make it back to the START rectangle wins.

NOTES

Questions are designed for toddlers through kindergartners, but older players can benefit from having to explain the math to younger players.

If a particular question or activity seems too advanced for a young player, don't worry! Explain it to them and help them complete it anyway, and they may surprise you with their knowledge the next time you play.