Seaside Fun

For 2 players

Equipment

· game board printed twice

• 10 different colored counters for each player

Giving instructions
Listening and following instructions
Positional concepts - left, right, top, bottom
Number
Color and size

Rules

- 1. Each player places a game board and 10 counters of different colors in front of them.
- 2. Construct a barrier between players.
- 3. Players decide who will give instructions and who will follow. Player 1 asks player 2 to cover one of the pictures on their game board with a counter. At the same time they cover the correct picture on their game board so that there is a record of what has been asked. Six to ten instructions are all that are necessary
- 4. After giving the instructions players remove the barrier and compare the two boards. Player 2 should have all the counters in the correct place.
- 5. Continue the game by reversing roles.

Adaptation

Play the game with a small group of children. Each child has their own game board and set of cards. The adult has a copy of the game board and cards which is hidden from the players. Give the children instructions that help develop their understanding of a variety of concepts.

Sample instructions

Color/size concepts

- · Put a red counter on the large, pink shell.
- · Put a yellow counter on the large seagull.
- Put a blue counter on the blue bucket.
- Put a green counter on the largest crab.

Number concepts

- Put a red counter on the fourth dophin.
- Put a blue counter on the largest group of crabs.

- Put a red counter on the smallest group of animals.
- Put a blue counter on a group of seven objects.

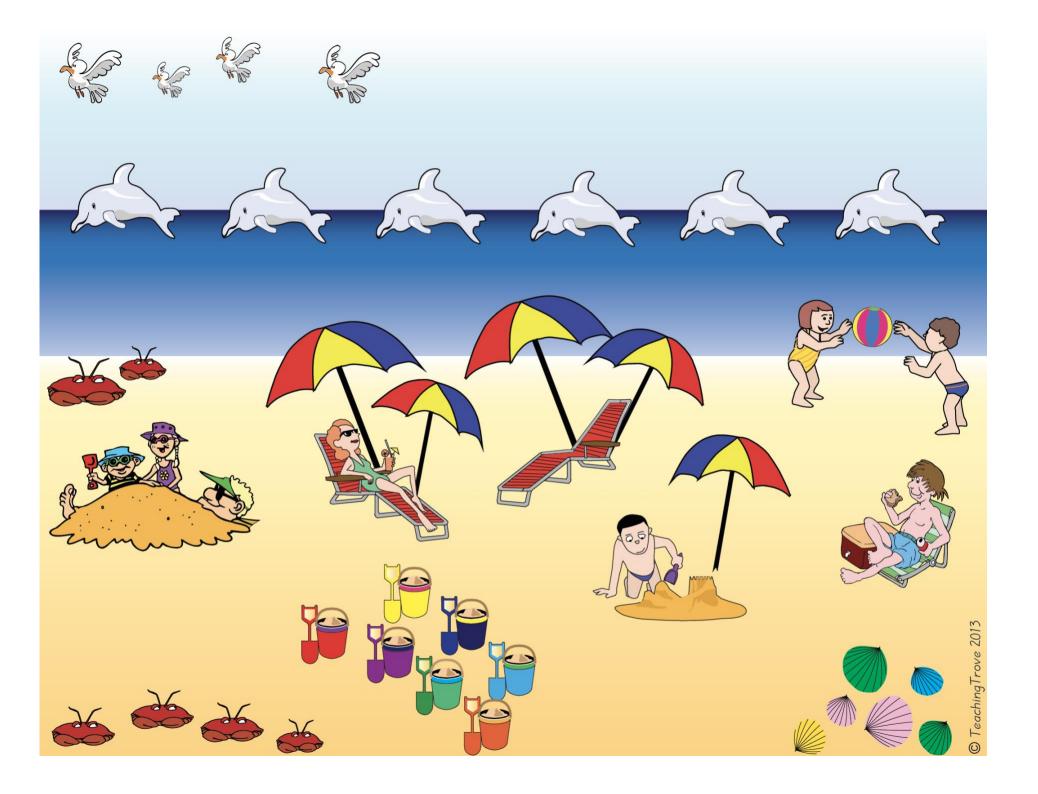
One to one correspondence

- Put a counter on each umbrella.
- Put a counter on each dolphin.

Positional concepts

- Put a red counter on the empty chair.
- Put a blue counter under the children playing ball.
- Put a blue counter to the left of the man eating a sandwich.

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Encourage your students to use specific positional language by placing the cards below in a pile and have each player draw a card before giving an instruction. Players must use that concept with their instruction. After using the card it is returned to the bottom of the pile.

above	below	under
	0	
between 0	to the left of	to the right of 0
next to	beside	on