

# Seaside Fun

For 2 players

Equipment

- game board printed twice
- 10 different colored counters for each player

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.

Giving instructions

Listening and following instructions

Positional concepts - left, right, top, bottom

Number

Color and size



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



between



to the  
left of



to the  
right of



next to



beside



on

