



The players take turns being "it." On your turn, while all other players hide their eyes, take away one card, hold it behind your back and mix up the ones remaining. The other players take turns, beginning with the player on your left, and try to name which card is missing. The player who names the missing card correctly may keep it. If no player names the card, the player who is "it" keeps it and replaces it on the table with another card from the stack. Now the player to

the left of the first is "it." Play continues until there are as many cards left as there are players. Each player takes one card. The player with the most cards is the winner.

This game is enjoyed by children age 5 and over. Players will further develop skills of observation, cooperation, fair play and strategic thinking.

The Goodnight Moon Game helps players to develop cognitive, strategic, memory, visual, and language skills as well as important social skills: Taking turns, following rules, sharing and respecting others. And best of all... it's fun!



Matching and memory game for 1-4 players ages 3+.
No reading required.

Contents: 4 Playing boards printed on both sides;
24 Matching cards; 1 Goodnight Moon Room game board;
rules and parent guide for six different activities.

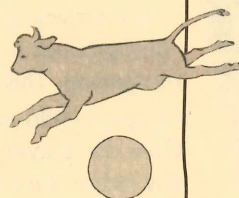
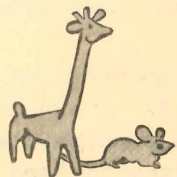
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OBJECT OF THE GAME

Find the matching cards for your playing board. When all the boards are completed everyone wins!

Children at around age 3 are just developing socially. This game provides them the opportunity to show respect for their playmates by taking turns and playing fairly, while developing the important skill of visual discrimination.

GETTING READY TO PLAY

For each playing board there is a matching set of cards. Punch out the playing boards and cards then practice matching each card to its corresponding board. Talk about the objects on the cards.

1. BEGINNER'S MATCHING GAME (Ages 3 - 5)

To the game leader (an adult or older child): Give one playing board to each player. Mix the matching cards well and place them face down in a stack.

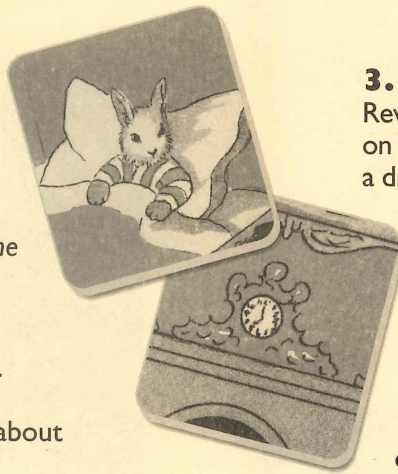
When playing with children under three, it may be best to limit participation to one child at a time. Remember, not all children develop at the same rate. If your two year old is restless and does not seem interested in the activity, don't be concerned! Put the game away and try again in a few weeks.

Choose each card one at a time and show the card to all players. The player whose playing board shows the same picture claims it and places it on the matching outlined square on the board. When the card has been correctly placed, choose and show the next card. Play continues until all players have completed their playing boards. Everyone wins!

Use lots of praise to make the game fun. For instance, saying "Great job!" when a child completes a match, "You're very good at taking turns," and, "It's great when you let your little sister do it by herself," are good ways to help young players develop the skills of encouragement, cooperation and patience.

2. ADVANCED MATCHING GAME (Ages 3 - 4)

(Without a game leader) Each player takes one playing board. Spread the matching cards out face up in the middle of the table within reach of all players. The youngest player may begin. On your turn, choose a card that matches your playing board from the middle and place it on the matching square on your board. The next player chooses a card, and play continues until all the cards have been matched. Everyone wins!



3. BLACK AND WHITE MATCHING GAME (Ages 4-5)

Reverse the playing boards and play as above (Beginner or advanced version) on the black and white side. This adds an additional visual challenge, and has a dramatic effect, as the black and white gives way to color.

4. MEMORY MATCHING GAME (Ages 3-6)

Each player chooses a playing board. Mix the matching cards well and arrange them in rows, face down in the middle of the table. The youngest player may begin. On your turn choose one card and turn it over so that all players can see it. If it belongs to your board, keep it and take another turn. If it does not, place it face down on the table in the same position. Watch carefully when other players turn over cards so that you will remember where your cards are when it's your turn again.

The first player to fill his or her board wins.

Children at age 4 and over excel in memory activities. This game helps them to strengthen memory skills and offers them the opportunity to learn tactical and strategic thinking.

5. GOODNIGHT MOON GAME BOARD

ACTIVITIES (Ages 4-6)

Place the Goodnight Moon Room game board on the table. (The four playing boards are not used in this activity.) Show the player one matching card at a time. Search for the same object in the room. When the child has found it, set the card to one side and show the next card and so on. When playing with a beginner, limit this activity to 5 or 6 cards at a time. Gradually increase the number of cards until the child can complete all 24.

The activity of distinguishing a single desired image against varying backgrounds is an important visual and cognitive skill known as figure-ground recognition. This skill is essential in learning to read.

When a child can easily locate each object in the room try this game: Give the player 5 cards. While the player covers his or her eyes place any other card face down on the game board on top of one of the five images. The player must identify which of his or her 5 cards has been covered up.

This is also fun for two players, who take turns covering up an object on the board for one another.

6. WHAT'S MISSING? MEMORY GAME (Ages 5-6)

This version is played with only the matching cards. Place 7 cards face up in the middle of the table. (Gradually increase the beginning number of cards over time until all 24 are in play at once.) The players look carefully at the cards for a moment.

(continued on back)

