

Ages 3+  
1 - 4 Players

## 7 Say, "Goodnight!" Matching Game

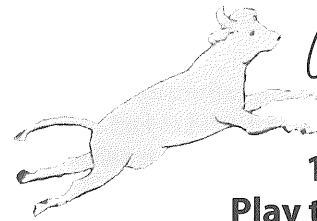
This is a fun game to play at bedtime. Place all of the cards face up in the middle of the playing space. Leave the "Goodnight!" match to the side, for now. Children take turns making matches and then finding similar objects in the room. For example, match the "Five telephones" and then look around the room to see if you can find a telephone. If you can find one, walk over to the phone and say, "Goodnight telephone!" Be creative. For example, if you match, "Six bowls of mush," you need only find an empty bowl or something similar (that holds things) to say, "Goodnight bowl!" Once you have made as many matches in your bedroom as possible, take out the, "Goodnight!" card and put the match together. Count the objects that you have found in your bedroom and say, "Goodnight!" to all of them.

*Children love feeling secure. Having a cozy, bedtime routine helps reinforce this trust. This game gives closure to the end of the day by saying, "Goodnight!" to the world around. As a busy adult, you may benefit from this routine, as well!*



# GOODNIGHT MOON

## 1 2 3 Counting Games



**1, 2, 3 say, "Goodnight!"  
Play these games to your delight!**

Goodnight Moon 1, 2, 3 are counting and matching games. **Seven** versions of play are suggested for children at different levels of skill and experience. There's a game for every evening of the week!

**Contents:** 12 Interlocking Matching Pairs (pieces are self-correcting)

### Object of the Game

Players match numbers and descriptions with pictures, learning to count along the way. When all the pairs are completed, you win!

### Get Ready to Play!

Before punching out the pieces, read the cards in the order that they are found, so that the child will hear the descriptions and become familiar with the numbers and objects.

You will notice that cards 1-10 are quite literal. When the card reads, "One quiet old lady whispering hush," the matching piece has a very clear picture of *one* Grandma Bunny in her rocking chair. Once you reach the card that reads, "One hundred stars," the match is more conceptual. You may count all one hundred stars literally, however, the objective is to understand the concept of a very large number. The final card is a panoramic "Goodnight!" card, which shows all of the objects found on your other cards. You may either use this card in game play (along with the other cards) or save it for later and then count all of the objects you have spotted, saying, "Goodnight!" to each one of them.

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## 1 Beginners' Matching Game

Punch out the cards. Select both halves of one pair and say, for example, "Three little bears sitting on chairs." Of the other card, say, "Can you spot three little bears sitting on chairs?" Let the player link the two cards together and say, "These two cards go together, like this!" The cards are self-correcting; each pair is uniquely cut so that only the correct match will fit.

Now try it with a choice of three matches. Put three picture halves in front of the child. Hold up and read the half with the number description and ask the child to find the correct picture match. Then try it the other way around, showing the picture half and ask the child to find the correct number match.

## 2 Listening and Matching Game

If you are the game leader (an adult or older child), distribute the picture cards equally among the players, keeping the number cards in a stack. If there are any picture cards left over, keep them face up in front of you. The other players can help you find the matches to these leftover cards. Hold up one number card at a time so that everyone can see it and say, for example, "Four cows jumping over the moon...Who has the match to this card?" The player with the matching card takes it and links the pair together. Play continues until all the pairs are matched. Everyone wins!

*Young children are developing social skills. This game provides them the opportunity to show respect for their playmates by taking turns and playing fairly.*

## 3 Clapping and Matching Game

When playing this version, remove the "One hundred stars" and "Goodnight!" matches from game play. Place the number cards face up in a stack next to the game leader and the picture cards face up in the middle of the playing space, so everyone can see them. The game leader reads the number description out loud and the players clap that exact number of times in response. The players then search for the match together and the game leader puts the two pieces together, completing the match. Everyone cheers, everyone claps and everyone wins! Play continues until all matches have been made.

*Hearing a number read out loud and then clapping in response stimulates critical cognitive skills. Clapping is also very important for young children in developing dexterity, fine motor skills and rhythm.*

## 4 Bunny Hop Matching Game

Lay the "One hundred stars" and "Goodnight!" matches aside. This game is played on the floor, with children sitting in a circle. Distribute the picture cards equally among the players. Place the number cards face up in a pile next to the game leader. The game leader takes a number card from the pile and reads the numerical description out loud. The child who has that picture card match, says, "Bunny Hop!" and takes the number card from the game leader. The player links the match together and then stands up and hops that specific number of times. Other players cheer the bunny hopping player on by counting along with the number of hops. Have fun being creative with your hops! You may hop like a bunny, hop on one foot, hop with one arm in the air or invent an entirely new way of hopping!

*Silly and fun as it may be, hopping is great for developing balance, dexterity and large motor skills. Inventing new ways of hopping inspires creativity!*

## 5 Reading and Matching Game

*This version of the game can be played without a game leader once players are familiar with the game.*

Distribute the picture cards equally among the players. In this version of play, it's okay if one or more players has an extra card. Place the number cards face up in the middle of the playing space. On your turn, choose one number card from the pile and say the numerical description out loud, "Nine red balloons." If it is a match for one of your picture cards, link the two cards together and keep the matched pair, if not, return the card you chose to the pile. The turn passes to the next player. Play continues until all players have completed their matching pairs. Everyone wins!

## 6 Memory Matching Game

Place all cards face down in the middle of the playing space. Mix them well and arrange them in rows. On your turn, choose two cards and turn them face up so that all players can see them. If they are a number and a picture that match, you may keep them and take another turn. If not, place them both back, face down in the same position. Watch carefully as other players turn over cards so that you will remember the location of the matching cards when it's your turn again. (HINT: When playing with beginners, start with fewer cards.) The player with the most matching pairs wins!

*Children at ages three to six are good at memory activities. Games such as this help them to reinforce memory skills, and offer them the opportunity to learn tactical and strategic thinking.*