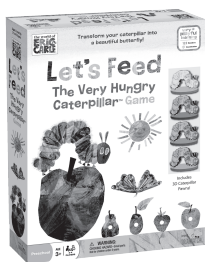
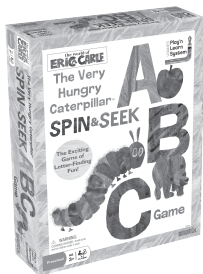


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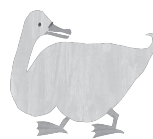
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UGAMES
**Play'n
Learn
System**
Literacy
Coordination
Imagination

The Very Hungry Caterpillar™ What Can You Do?

GAME INSTRUCTIONS



**Quack
like a duck**



**Trace
the letter S**



**Waddle
like a penguin**

01263

BRIARPATCH

Ages 3 and Up
2 to 4 Players

Contents

- 20 Red Activity Cards
- 20 Yellow Sound Cards
- 20 Blue Action Cards
- Soft Die

Object of the Game

Even the littlest kids can have fun with The Very Hungry Caterpillar™ What Can You Do? Game. It's easy and fun for all. The object is to encourage creativity and communication rather than competition. That's why everyone wins in this activity game! The game is finished when every player has acted out six Cards.

Set Up

- The first time playing the game, punch out the 60 Activity, Sound and Action Cards.
- Sort the Cards by category and place them in three separate piles, face down – Red Cards (Activities), Yellow Cards (Sounds) and Blue Cards (Actions).

How to Play

- Decide how many Cards will be acted out by each player to complete the game.
- The oldest player (*Player 1*) goes first.
- Player 1 rolls the Soft Die, then picks the corresponding Category Card. The player performs the activity, sound or action identified on the Card. Player 1's turn is complete when he or she has either completed the task or tried his or her best to do so.
- Play rotates clockwise, with the next player rolling the Die and acting out a Card.
- The game is finished when every player has acted out six Cards (or whatever number of Cards agreed on before starting the game).

Note: This may be the very first time a young player uses a Die. We recommend that an adult demonstrates how to roll a Die with very young children before playing the game.

“Winning” the Game

The game is finished when every player has acted out the activities, sounds or actions shown on their Cards.

Depending on which activity is played, parents and caregivers have the opportunity to introduce children to many early game and learning concepts through the What Can You Do? Game. Many of these concepts are critical to kindergarten preparation:

- Taking turns
- Rolling a Die
- Identifying colors/colours
- Identifying shapes
- Singing the alphabet song
- Counting 1-10
- Learning some letters of the alphabet
- Tracing some letters of the alphabet with a finger
- Acknowledging your own name
- Enacting physical movements
- Identifying animal names and sounds
- Performing fine and gross motor skills associated with game play
- Celebrating small and big wins!

