

FISHIN' AROUND®

YMI

CANDY LAND®

Youth Media International Ltd.
P.O. Box 305, Easton, CT 06612

Fun With My First Games®

Dear Educator,

Youth Media International and Hasbro, Inc., trusted friends in the development of creative materials for children, bring a world of skill-building and fun to your classroom through this teaching kit, Fun With *My First Games*. Based on the characters and concepts of four of the eight games in Hasbro's popular *My First Games*™ collection—*Candy Land*®, *Hi Ho! Cherry-O*®, *Chutes and Ladders*® and *Fishin' Around*®—this program is designed to stimulate your students' cognitive and social development. You will find ready-to-use activities to implement with or without the actual games. However, having the games on hand as your children work on the activities will enhance the learning experience for your students.

There are many educational and social benefits of playing the games in the *My First Games* collection, including development of perception skills, fine and gross motor control, spatial awareness, and color recognition. These benefits make the games ideal learning materials for home as well as the classroom. The *My First Games* series is designed for children ages three to six to play with each other and with their families to foster bonding and create special memories that will last a lifetime.

On the take-home sheet (the tear-off pad) parents will learn about the many educational and social advantages of the *My First Games* series for their children, as well as of the benefits of play dates for their children. They will also be made aware of the exciting and useful Web site—www.myfirstgames.com—where they can learn about a variety of interesting topics for parents of young children and where they may access the expert advice of educational consultant Dr. Sylvia Rimm. A coupon is included for families to use toward the purchase of any game in the *My First Games* series. A special page for you offers suggestions on how to create a Classroom Lending Library. It also includes a two-for-one coupon from Hasbro to help you get started.

YMI and Hasbro are pleased to lead the way as you and your students jump into hours of engaged learning with King Kandy, Mr. Mint, the *Fishin' Around* fishies, as well as the many other colorful learning partners of *My First Games*. Although the material is copyrighted, you may make as many photocopies as reasonably necessary to suit your students' needs. Please feel free to share these materials with fellow educators.

We hope you will remain on our mailing list. To ensure that you receive future mailings, please fill out and return the enclosed reply card. We welcome your comments and suggestions.

Sincerely,

Roberta Nusim
Roberta Nusim
Publisher

Chutes and Ladders®



Hi Ho! Cherry-O®



Program Objectives

1. To promote cognitive skills of color recognition, shape and number identification, counting, matching, memory and following directions
2. To encourage positive social interaction
3. To enhance fine motor development
4. To stimulate creative thinking and language development
5. To encourage communication between school and home and to strengthen parent involvement in children's development

Program Components

1. This Fun With *My First Games*™ complete educator's guide
2. Four reproducible student activity masters
3. A colorful wall poster for classroom display
4. A tear-off pad of information for parents, with a manufacturer's coupon
5. An educator's Classroom Lending Library page with a manufacturer's coupon



Target Audience

This teaching kit has been designed for children ages 3–6. The activities can be tailored to suit the interests and abilities of your students. Reading is not required for play with any of the games in the *My First Games* series.

How To Use This Guide

Review the materials and schedule the activities into your daily routine. Read the Classroom Lending Library page and use the coupon to start your library.

Each reproducible activity master can be used with either a small or large group. Activities 1 and 4 require two sessions each. Activities 2 and 3 require one session each.

Give one sheet of the tear-off pad to each parent as you begin this program. It includes helpful information about the benefits of playing board games with young children and planning play dates. The sheet also includes a Hasbro coupon for a discount on any of the games in the *My First Games* series.



How To Use the Wall Poster

Display the wall poster in a prominent place where the children can see it. The center section of the poster is designed for a collage of pictures of your students and their families playing games in the *My First Games* series. Older students may want to draw their own pictures to form the collage, while younger students can bring in photos of playtime at home. The photos and/or pictures should be assembled into a collage format and placed in the blank space on the poster.

Introduction

Hasbro's *My First Games* series is designed around the principle that children learn best through play, particularly when they play with their families. Board games combine important readiness skills with interactive play in a fun and positive learning experience that will encourage their educational and social development. This teaching kit uses concepts and characters from Hasbro's *My First Games* series to practice developmentally appropriate skills for young children. At right are highlights of the games in the *My First Games* series used in this kit.



CANDY LAND®

Colorful characters and whimsical places help children learn matching skills as well as color recognition. Children move their Gingerbread pawns to the gameboard spaces that match the colors and pictures on the gamecards to find King Kandy and his Lost Candy Castle.

Chutes and Ladders®

An exciting up-and-down game! Players spin the spinner and move their pawns the number shown. Fun pictures help kids understand the rewards of doing good deeds as they climb up the ladders—and the consequences of naughty ones as they slide down the chutes. Children also enhance their counting skills.



This game makes counting as easy as one, two, three! Children choose a cherry tree and fill it with ten ripe cherries. In turn, players try to be the first to pick their trees clean, filling their buckets with one, two, three or four cherries.

FISHIN' AROUND®



This motorized, musical, fish-catching game teaches children matching and memory skills and helps them to learn colors and to practice their motor skills. Children catch the fish that match the color on their cards.

US. P. No. D432601

Activity 1 Shaping Up With Colors

The CANDY LAND[®] Search

Concepts/Skills Covered: Identifying and matching shapes and colors, coloring, drawing, creative thinking and vocabulary development

Materials Needed: One activity master for each child, crayons/markers

First, tell the children the story of *Candy Land*, a magical kingdom ruled by King Kandy whose subjects include Gramma Nutt of the Peanut Brittle House, Mr. Mint of the Royal Peppermint Forest, Princess Lolly of the Lollipop Woods, Queen Frostine of the Ice Cream Sea, Jolly of Gumdrop Mountain, Plumpy, the caretaker of the Gingerbread Plum Trees, Gloppy of the Molasses Swamp and the gloomy Lord Licorice.

Distribute the activity masters and encourage the children to describe who and what they see. Read the sentence direction aloud and have children find two items that are the same. (There are two of each of the following: candy cane, lollipop, gumdrop, nut and King Kandy.) Instruct students to color the matching pairs the same color.



You may want younger children to use a specific color for each matching set. Older students may choose their own colors to show each matching pair.

Have students use the back of the paper to draw a picture of a pretend visit to *Candy Land*. What would they expect to find the characters doing? What activity would they like to do with the characters? Older students may label or write sentences to go with their pictures while younger children may copy labels and sentences you have put on the chalkboard. Ask the children to share their stories with one another.

Related Activities

1. Conduct a room search for objects shaped like the images the children matched in the activity master.
2. Make a classroom *Candy Land* graph. Have students draw a picture of their favorite candy. Use these pictures to create a graph showing the children's favorite treats. Older students can extend the graphing experience by asking children in other classrooms about their favorite candy and creating new *Candy Land* graphs.
3. Let children's imaginations run "sweet." Encourage them to draw the places in *Candy Land*, such as the Ice Cream Sea or the Lollipop Woods. Children might even create a new setting for *Candy Land* and name the character that would live there. These drawings would make colorful classroom wall displays. The displays can be used to reinforce color recognition by having children match the colors in their drawings to colors in the classroom or to objects at home.

Concepts/Skills Covered: Listening and following directions, understanding relative space, using motor skills, cutting and coloring

Activity 2

Up and Down

Chutes and Ladders[®] Everywhere!

Materials Needed: One activity master for each child, children's scissors, crayons/markers and tape

First have students practice listening skills and the concept of relative space (using their motor skills) by asking them to do the following:

1. Put their hands on their knees.
2. Put their hands in their laps.
3. Put one foot under the table.
4. Raise their hands up in the air.
5. Put their hands down on the ground.

Depending on the size of your class and the age of the children, you might practice these skills either as a group or individually. Add other concepts as you wish.

Distribute the activity masters. Ask how many of the children have played this game at home. Describe how the characters of the *Chutes and Ladders* game climb up ladders and slide down chutes. Tell students they will create *Chutes*



and *Ladders* puppets that they will use to play a direction game.

Have students color and cut out the puppet characters. If students' skills with scissors are not well developed, encourage them to ask for help. Help students use tape to attach the finger puppets over two fingers. They will follow your direction to move the finger puppets "up, down, beside, on top of, under, on," etc., as they did earlier. Older students may also be able to follow more specific directions, such as "to the left or right of, above, beneath, below," etc.

Related Activities

1. Let older children take turns in giving direction ideas with the finger puppets.
2. Have the children make up a story to tell aloud, using the finger puppets as the characters.
3. Use the finger puppets as an added feature to the familiar "Simon Says" game.



Activity
3

Hi Ho! Cherry-O

I Can Count!

draw a line from the tree to the correct basket. You may want older students to write the corresponding number on the basket. For younger children, you may place a dotted outline of each number beside the matching basket. Children can then trace the dots to form the number.



Concepts/Skills Covered: Coloring, counting and matching

Materials Needed: One activity master per child, crayons/markers

Distribute the activity masters and read the directions aloud. Have children carefully color the images on the sheet. Ask students to find a tree and a basket with the same number of cherries in it. When they make a match they should call out, "Hi Ho! Cherry-O!" and then



Related Activities

1. Have children work together to paint a giant cherry tree on butcher paper. Next, have them make several paper cherries out of red construction paper. Use the cherry tree to practice adding and subtracting skills with students in small groups.
2. Use items in the room such as buttons, shoes or even hands and feet to introduce number concepts and to sharpen counting skills.

Concepts/Skills Covered: Number and color identification, matching, coloring, cutting and following directions

Activity
4

A Fish Match

FISHIN' AROUND

is Fun!

Materials Needed: One activity master for each student, crayons/markers, several sheets of white construction paper, children's scissors, glue and paint (optional)

Distribute the activity masters. Read the sentence direction aloud. Point out the color code at the bottom of the page and have students use crayons to draw a dot of the corresponding color beside its color name. They will use the code to match the number on each fish with the number of a color. Children will then color each fish to match its corresponding number. If students' number or color identification skills are not fully developed, encourage them to ask for help.



and number before gluing them on the pond. Children may use markers or crayons to draw a fishing pole beside their pond to show how much fun they've had with the "Fishin' Around" game!

Related Activities

1. Children may match the colors of the fish in their completed activity with classroom objects of the same color.
2. Ask children to share their own "fishin'" experiences aloud during circle time. Each child may contribute something he or she knows about fish and fishing.
3. If there is an aquarium or terrarium in the classroom, let students observe the fish and the turtles and draw pictures of them, sharing what they notice about each one. If students have pet fish or turtles at home, they can share their particular stories, along with the types, names and colors of their pets.

Have children draw or paint a fishpond shape on white construction paper using shades of blue and green. Make sure students save room on their sheets for writing their names. Then, have children cut out their fish and pair them by color

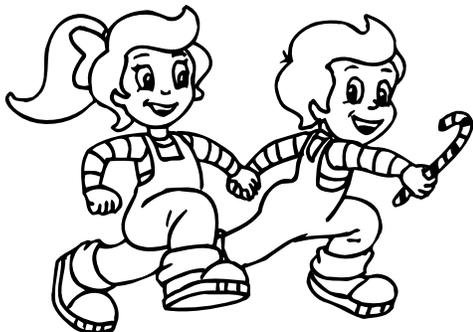
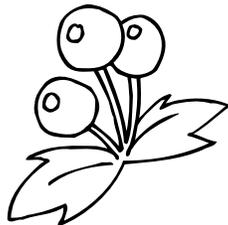
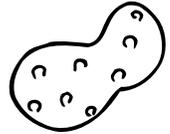
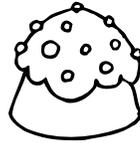
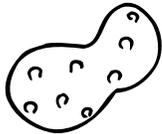


Shaping Up With Colors

The CANDY LAND®

Search

Find the matching shapes
in *Candy Land!*

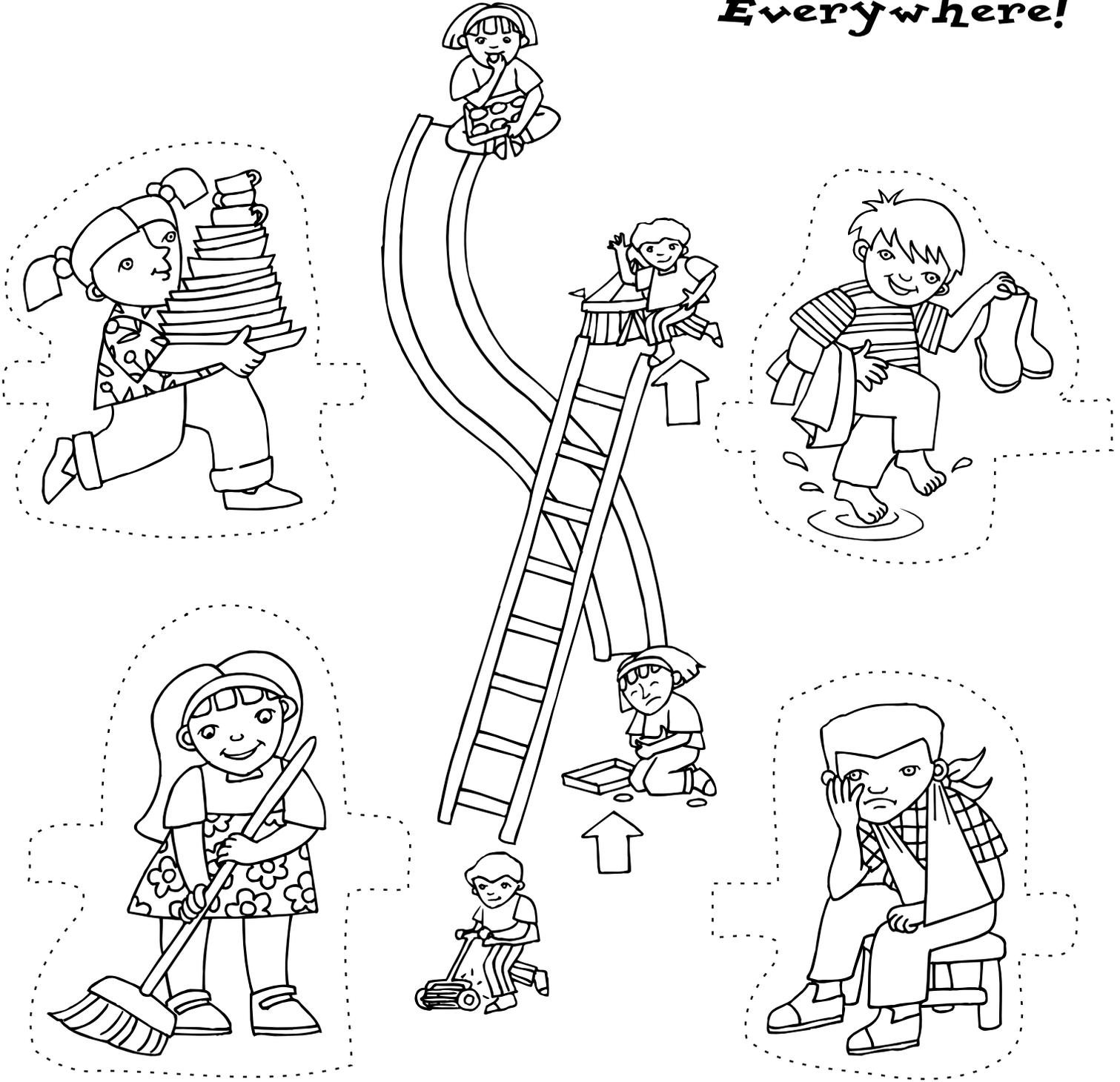


Turn the paper over.
Draw a story about your
visit to *Candy Land*.

Up and Down

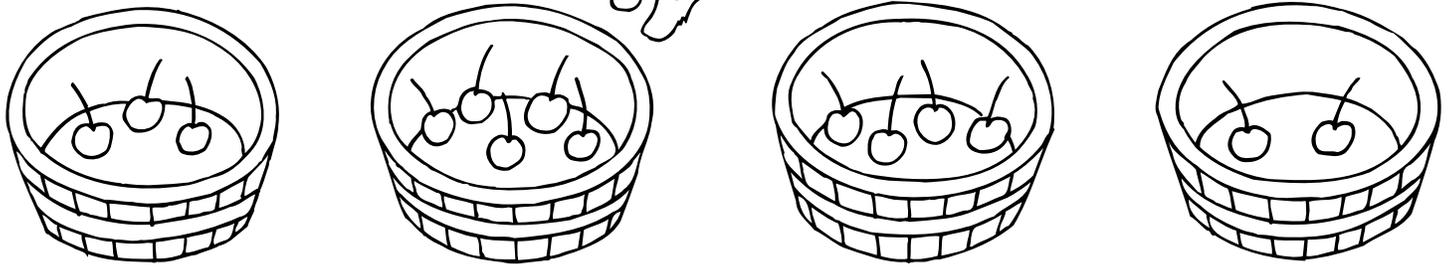
Chutes and Ladders[®]

Everywhere!



Hi Ho! Cherry-O

I Can Count!



Color the page.

Count the cherries in each tree.

Which basket has the same number of cherries as the tree?

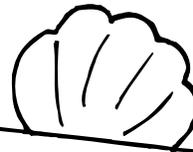
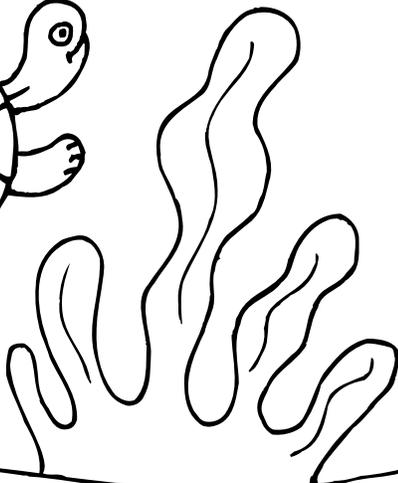
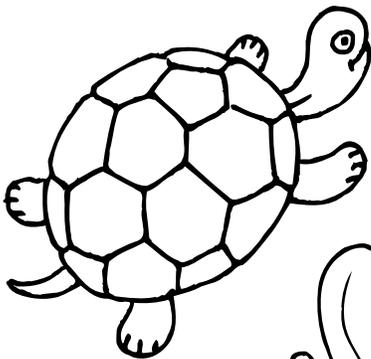
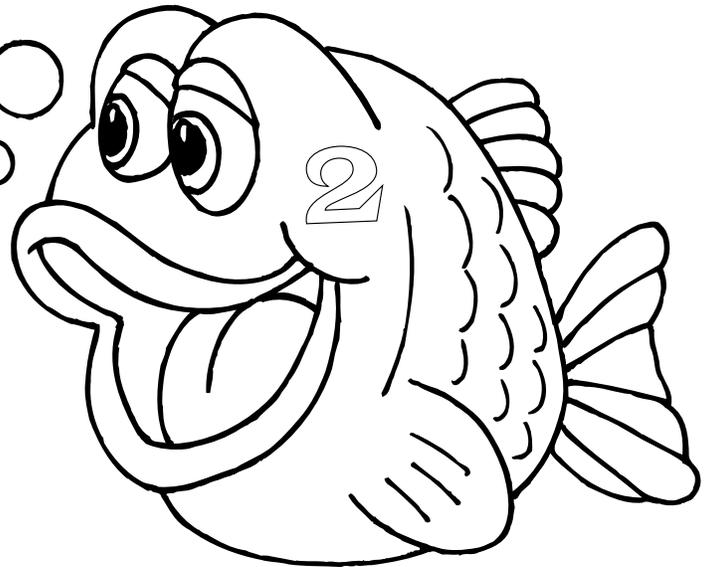
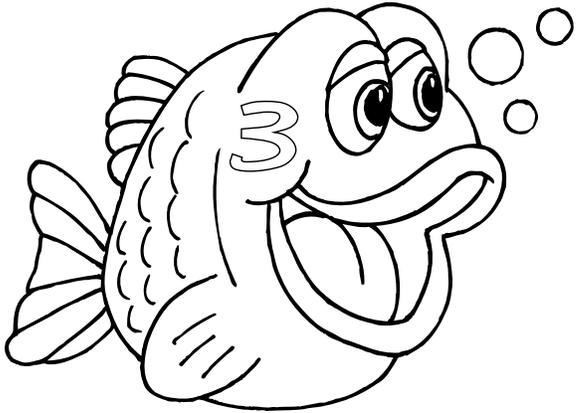
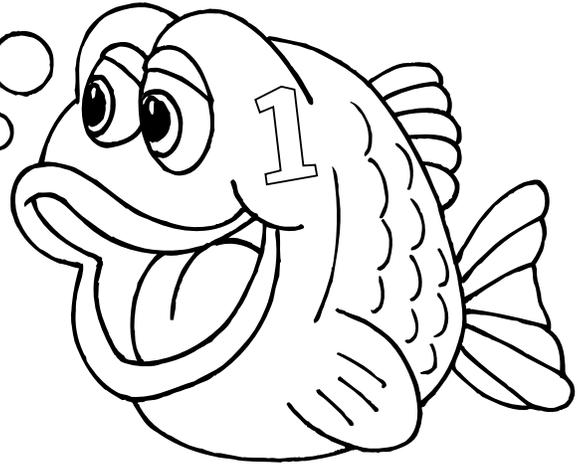
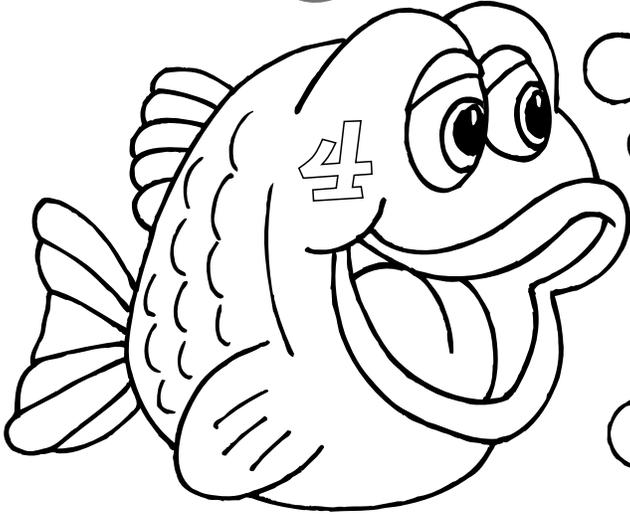
Draw a line from each tree to the basket that has the same number of cherries in it.

A Fish Match

FISHIN' AROUND[®]

is Fun!

Let's go *Fishin' Around!*
Color each fish to match
its number.



1=blue 2=green 3=orange 4=purple

Classroom Lending Library

To the Educator:

When they play Hasbro's *My First Games*® games, youngsters not only have loads of fun, but they also have a real learning experience, both cognitively and socially. Creating a Classroom Lending Library of the *My First Games* collection as a resource in the classroom will aid your efforts to encourage parents to play games with children at home.

After you have acquired a number of the *My First Games* titles, as well as other activities like puzzles and interactive children's material, let parents know about your new Classroom Lending Library. The 2-for-1 coupon below will help you get started with this project. Send a flyer home to announce the creation of the Classroom Lending Library and the procedure for game checkout. Here are some ways to get parents involved quickly:

- Tell the children about the *My First Games* Classroom Lending Library. They'll beg their parents to sign up!
- Have the children decorate your announcement flyer for added effect.
- Use your flyer or poster to inform parents of the benefits of spending time together with their children through board-game play.
- Emphasize how much fun can be had when families play board games together.

Here are a few ideas to keep interest high and the momentum going throughout the year:

- In your monthly or weekly written parent updates, include how one or more of the *My First Games* titles can help in building a particular skill you are working on.
- Create a *My First Games* trivia bowl and make a display for it. Have families contribute trivia questions related to the game they've checked out. The trivia question can be used to learn fun facts back in the classroom. For example, a question for the *Fishin' Around*® game might be, "What do you call a family of fish?"
- Ask for new photos of families playing *My First Games* together to update the wall poster included in this kit.
- Have families help create a special activities list to go along with the lending library. Each time a family signs out a game, they can invent a special activity to accompany it. The next family that checks out that game will have a list of fun ideas to try that will accent a special feature of that game. For example, with the *Candy Land*® game players can act out the characters while playing the game.

Parents' Guide to **My First Games**[®]

Dear Parents and Guardians,

Your child is participating in a unique educational program based on Hasbro's *My First Games* collection of board games designed especially for children ages three to six. They include the ever-popular *Candy Land*[®], *Chutes and Ladders*[®], *Hi Ho! Cherry-O*[®], *Fishin' Around*[™], *Original Memory*[®], *Don't Wake Daddy*[®], *Gator Golf*[®] and *Lucky Ducks*[®] games.

It's a challenge for busy families like yours to find quality ways to spend time with your child. *My First Games*[™] can help you meet this challenge by offering a way to spend meaningful and constructive time together through game play. And playing board games with your kids is just plain fun! You'll be laughing and giggling at all the funny characters in no time! Most important, you'll share yourself with your child and create special memories that will last a lifetime.

Besides being loads of fun, the *My First Games* games help children learn crucial social and educational skills that will assist them in their adjustment to preschool, Kindergarten and beyond. Skills like taking turns, following directions, good sportsmanship, matching, color identification, counting, and fine-motor skills are just some of the many developmental elements that children will learn.

The *My First Games* Web site, www.myfirstgames.com, also offers valuable information on raising preschoolers, as well as interactive games and stories for your kids to enjoy. In the *Grown-Up's Guide* you'll find regularly updated articles by *My First Games*' educational consultant, Dr. Sylvia Rimm, on relevant child-rearing issues. There is also a comprehensive section on the benefits of Play Dates, complete with suggestions to plan the perfect Play Date. (See the reverse of this sheet for more information.)

Use the attached coupon to buy one of the games in the *My First Games* series. You'll soon find out that the best part of playing is playing together[™]!

Let's Make a *My First Games*[®] Play Date!

As parents or guardians of young children, you probably already have involved your child in Play Dates with other children. Sure, Play Dates are super fun for children, but are you aware of their far-reaching values and benefits?

Play Dates are enthusiastically endorsed by Hasbro consultant Dr. Sylvia Rimm, who feels they are an important rite of passage for preschoolers. They provide an entry into social skills as children learn to play nicely together, take turns and interact—all important skills children will need as they grow older, says Dr. Rimm. She also feels that games are ideal for Play Dates because they are structured to last a set amount of time and they include everyone in the play. Play Dates provide an early start in teaching your child to be a kind, considerate, confident and strong person.

Making a play date can become complicated with today's hurried lifestyles. Below is a sample *My First Games* Play Date Calendar designed to help you make your plans. By visiting the Make My Calendar section in the Kid's Clubhouse at www.myfirstgames.com, kids can customize and print their own calendars each month!

Your child can use the fun images to help them remember important dates like Play Dates, spending time with Mom, Dad, Grandma and Grandpa, birthdays, show and tell, etc. After printing, your child can even color the calendar! Best of all, it's free and it's as simple as a quick click of the mouse!



Besides the Make My Calendar activity in www.myfirstgames.com, there are a variety of games and activities in the Kid's Clubhouse for children to play that will help them learn important educational and social lessons while having loads of fun!