

- The youngest player starts and takes one card from the pile and shows the images to the other player(s).

- "It's the 2! Is the 2 bigger or smaller than the 6?"
- "Smaller!"

The player therefore places the card to the left of the 6.

- Then the next player takes a card.

- "It's the 4!"

- "The 4 is smaller than the 6, but bigger than the 2."

The player therefore places the card between the two other cards, and so on.

- Once the whole sequence of 1 to 10 has been put in place, the players say the numbers out loud together.

## Grow with Jumbo

With the series 'I learn...' children exercise certain skills in a fun way. The games are developed in collaboration with professionals and are in line with the school curriculum and perceptions of the child. A matching game for all ages. Practice at home what you will soon learn at school!

My first learning game **1+**

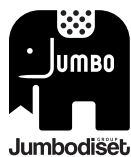
Develop basic skills **2+**

Preparing for Reception **3+**

Preparing for primary school **4+**

Primary school • Year 1 **5+**

Primary school • Year 2 **6+**



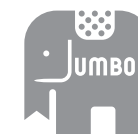
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# numbers

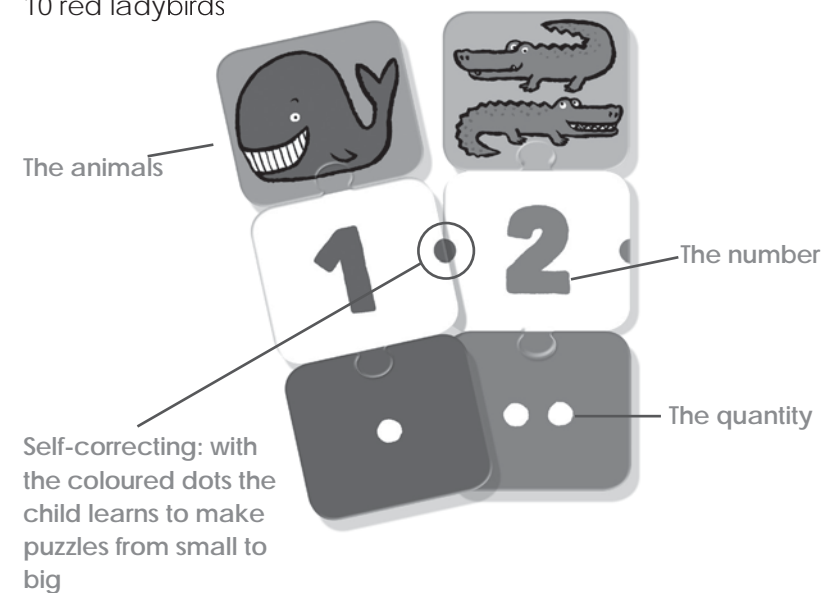


With 'I learn numbers' children learn in a fun way to recognise numbers, count, order quantities and make connections. Once children reach three years of age they begin counting and learning numbers. 'I learn numbers' is designed to support this with six games, to be played alone or together. Practice at home what you will soon learn at school!

## • Content

- 10 three-piece puzzles with the numbers 1 to 10.

- 1 blue whale
- 2 green crocodiles
- 3 orange giraffes
- 4 brown bears
- 5 white sheep
- 6 pink pigs
- 7 grey mice
- 8 yellow chicks
- 9 purple butterflies
- 10 red ladybirds



Preparing for  
Reception  
**3+**

## For parents

These instructions are mainly intended for parents since the children will need some supervision in the beginning understanding the exercises. It is therefore important that you first explain what they need to do before starting with a game.

The cards follow a logical sequence, becoming progressively more difficult. It is advisable to start with game 1.

### • Playing alone

In the beginning, only choose the puzzle cards numbered 1 to 5. Set aside the others for the time being. Once your child is familiar with these numbers, you can include the other cards as well.

#### - GAME 1 Number trio

- Place the puzzle pieces, with the picture facing up, in three groups: animals, numbers and quantities.
- The child chooses a number card and places it on the table.
- At his/her own pace, the child will look for the two other puzzle pieces that belong to the number. Once the child is finished, let him/her have a good look at the animal/ number/ quantity combinations of the same colour: the 4 bears are brown, the 6 pigs are pink... for each corresponding picture on the card. This way you can discover all the cards with the child..

#### - GAME 2 The animal streamer

- The child arranges the animal cards in a row from big to small: from the big blue whale to the tiny little red ladybirds.
- Once the row is complete, the child pieces together the two other puzzle pieces with the number and the quantity.

#### - GAME 3 The counting game

- At his/her own pace, the child makes the 10 puzzles in sequence from 1 to 10. He/she then says or sings the list:  
"1 huge blue whale,  
2 big green crocodiles,  
3 tall orange giraffes,  
4 fat brown bears,  
5 soft white sheep,  
6 clean pink piglets,

7 small grey mice,  
8 cute yellow chicks,  
9 beautiful purple butterflies,  
and 10 tiny little red ladybirds!"

### • Playing together

#### - GAME 4 Number lotto

- Distribute the number puzzle pieces amongst all the players.
- If you play with 4 people, each player gets 2 number pieces. Put 2 complete puzzles aside.
- If you play with 3 people, each player gets 3 number pieces. Put 1 complete puzzles aside.
- If you play with 2 people, each player gets 5 number pieces.
- Place the rest of the puzzle pieces down in a pile, with the coloured side facing down. That's the pile.
- The youngest player starts and takes one puzzle piece from the pile. He looks if the piece belongs to one of his numbers.
- In case he finds a puzzle piece that corresponds with one of his number cards, he connects both puzzle pieces.
- In case he does not find a corresponding card, he places the puzzle piece back at the bottom of the pile. It's the next player's turn.
- The first player who completes all the puzzles is the winner.

#### - GAME 5 Number memo

- Take all the quantity cards out of the game and place the rest of the puzzle pieces face down on the table, with the coloured side facing down.
- The youngest player starts and turns over two puzzle pieces of his/her choice and shows the images to the other player(s). Do the pieces belong together? If so, the player can make the puzzle and turn over two new pieces.
- If the player turns over two pieces that do not belong together, both pieces are placed back on the table (with the coloured side down) and it's the next player's turn.
- The player with the most complete puzzles wins.

#### - GAME 6 Bigger or smaller?

- Choose a number card to start with (3, 4, 5, 6, 7 or 8). For example 6.
- Place the rest of the puzzle pieces down in a pile, with the coloured side facing down. That's the pile.