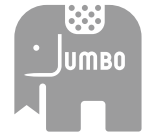




# On my way to Reception



With 'I learn on my way to Reception' children learn in a fun way to count from 1 to 5, the alphabet, to name colours, and to recognise shapes & silhouettes. Once children reach three years of age, they begin to prepare for school. 'I learn on my way to Reception' is designed to support this in 20 games, to be played alone or with others. Practice what you learn at school at home!

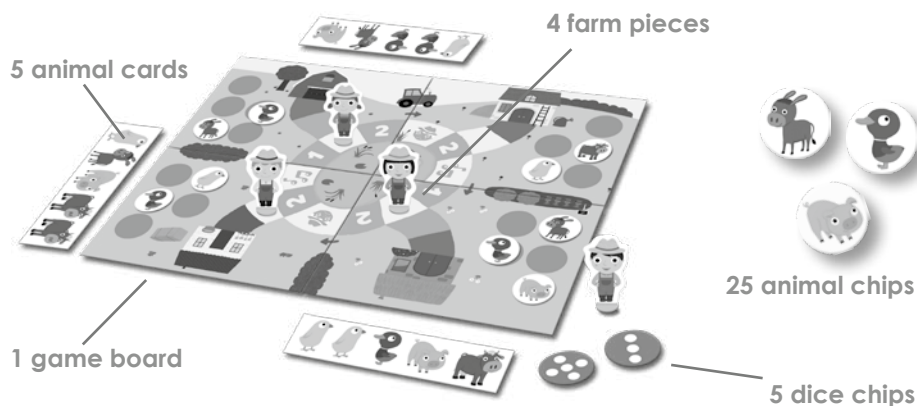
## • Contents

- 5 lotto cards
- 30 lotto chips
- 26 alphabet puzzles
- 5 number puzzles
- 1 game board
- 5 animal cards
- 25 animal chips
- 4 farm pieces
- 5 dice chips
- 1 alphabet board



Preparing for  
Reception

3+



### For parents

These instructions are mainly intended for parents since the children will need some supervision in the beginning to understand the exercises. It is therefore important that you first explain what they need to do before starting a game. The games follow a logical sequence, becoming progressively more difficult. It is advisable to start with game 1.

## Learn colours & shapes

**You will need:** 5 lotto cards and 30 lotto chips.

**Red:** fire engine, ladybird, heart, tomato, fish, strawberry

**Blue:** dolphin, gift, bird, flower, whale, boat

**Yellow:** lemon, bee, star, sun, flower, bird

**Green:** turtle, peas, leaf, frog, crocodile, apple

**Pink:** dress, sweet, shell, rose, worm, pig

### • Playing alone

#### - GAME 1 The colour game

- The child chooses a lotto card and places it on the table.
- Place the six corresponding lotto chips on the table as well with the pictures facing up.
- Pick a chip and ask the child: "What is blue?"
- The child needs to answer what it is and what colour it has.  
Example: "The dolphin is blue".
- The child gets the chip and places it on the correct picture on the card.

- Once the card is filled with chips the child can choose another lotto card.

### - **GAME 2 The silhouette game**

- The child chooses a lotto card and places it on the table.
- Place the six corresponding silhouette chips on the table as well with the silhouette sides facing up.
- Pick a silhouette chip and ask the child: "What is this?"
- The child needs to answer what it is and what colour it has.  
Example: "The frog is green".
- The child gets the chip and places it on the correct picture on the card.
- Once the card is filled with chips the child can choose another lotto card.

### - **GAME 3 Guess who I am**

- Place all the lotto cards and chips on the table with the coloured pictures facing up.
- Describe an object on one of the lotto chips. For example:
  - "I am yellow and I taste bitter" (Lemon)
  - "I am blue, I swim in water and my name begins with a D..." (Dolphin)
- Once the child finds the right chip he/she places it on the picture on the lotto card.

**Game variation:** Let your child discover more things in the surroundings that are red, blue, yellow or green (or another colour) by describing them.

### - **GAME 4 Matching colours**

- Place all the lotto chips on the table with the coloured pictures facing up.
- Let the child sort the chips by colour: all the red chips together, all the yellow chips together, etc.
- Shuffle all the lotto chips and turn them around with the silhouette sides facing up.
- Let the child sort all the chips again by colour, only now with the coloured pictures facing down.
- Once the chips have been sorted they can be turned around to check if they were sorted correctly.

## • **Playing together**

- If you play with 3, 4 or 5 people, each player gets 1 lotto card.
- If you play with 2 people, each player gets 2 lotto cards.
- The players place the card or cards on the table.

### - **GAME 5 Lotto game with pictures**

- Place the chips in a pile with the coloured sides facing up. That's the pile.
- The youngest player starts and takes one chip from the pile. He/she looks to see if the picture is on their lotto card.
- If he/she finds the picture, they place the chip on it.
- If he/she does not find the picture, they place the chip back at the bottom of the pile and it's the next player's turn.
- The first player with a full card or cards is the winner.

### - **GAME 6 Lotto game with silhouettes**

- Place the chips in a pile with the silhouette sides up. That's the pile.
- The youngest player starts and takes one chip from the pile. He/she looks to see if the picture is on their lotto card without looking at the back of the chip.
- If he/she finds the picture they place the chip on it with the silhouette side facing up.
- If he/she does not find the picture they place the chip back at the bottom of the pile and it's the next player's turn.
- The first player with a full card or cards is the winner.
- Once the player's cards are full the chips can be turned around to check if they are the right colour.

### - **GAME 7 Colour memo lotto**

- Spread the chips out on the table, with the silhouette sides facing up.
- The youngest player starts and turns over a chip of his/her choice and shows the picture to the other player(s). If the chip belongs to their lotto card they can keep it and turn over a new chip.
- If the player turns over a chip that does not belong to their lotto card, the chip is placed back (with the silhouette side up) and it's the next player's turn.
- The first player with a full card or cards is the winner.

# Learning letters and the alphabet

**You will need:** 26 wagon cards with animals and the 26 letters of the alphabet.

The following animals are depicted on these cards:  
ant, bear, cow, dolphin, elephant, fox, giraffe, hedgehog, iguana,  
jaguar, koala, lion, mouse, newt, owl, penguin, quail, rhinoceros,  
sheep, tiger, unicorn, vulture, whale, x-ray tetra, yak, zebra.

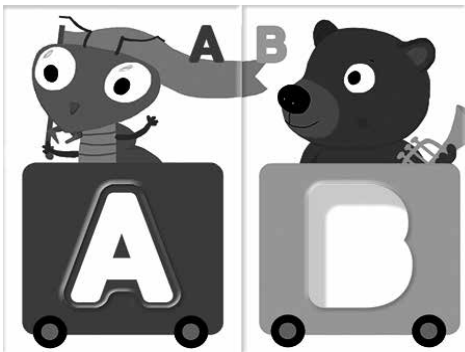
## • Playing alone

### - GAME 8 Discover the letters

- Place the puzzle pieces with the coloured sides facing up in two groups: letters and wagon cards with animals.
- The child chooses a letter card and places it on the table.
- At his/her own pace the child looks for the wagon card that belongs to the letter. He/she puts the puzzle together and says, for example, "A is for Ant". This way you can discover all the letters and animals with the child.

### - GAME 9 The animal train

- Place the puzzle pieces on the table with the coloured sides facing up.
- The child searches for the letter 'A' and places the puzzle piece in front of him/her.
- Using the self-correcting coloured puzzle pieces the child makes the alphabet. Details on the wagon cards link the pictures with one another, just like a puzzle. You can of course use the alphabet card as an example.



### - **GAME 10 The rhyme game**

- Choose a puzzle piece, for example: mouse.
- Ask the child to find a word that also ends with the sound '...ouse'.
- "The word 'mouse' rhymes with 'house', but also with 'blouse' and so on".

### - **GAME 11 The word game (for older children)**

- Place all the letter puzzle pieces on the table with the letters facing up.
- The child makes small words using the letters. For example:
  - dog, bus, cat, rat, cow, nest

## • **Playing together**

### - **GAME 12 Lotto game with letters**

- Each player receives a number of wagon cards:
  - If you play with 4 people, each player gets 6 wagon cards.
  - If you play with 3 people, each player gets 8 wagon cards.
  - If you play with 2 people, each player gets 13 wagon cards.
- Set the rest of the puzzle pieces aside.
- Place the letters upside down in a pile with the letter sides facing down.
- The youngest child starts and takes one letter from the pile. He/she says what letter it is and shows it to the others.
- The player with the associated wagon card gets the letter and places it in the wagon. If nobody has the correct wagon, the letter is put back under the pile and it's the next player's turn.
- The first player with full wagon cards is the winner.
- Once all the letters have been placed on the wagon cards, the players can build the alphabet train together.

### - **GAME 13 Letter memo**

- Place all the letters and wagon cards face down on the table.
- The youngest player starts and turns over a letter and a wagon card of their choice and shows the pictures 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 (face down) and it's the next player's turn.
- The player with the most complete puzzles wins.

### - **GAME 14 Letter memo lotto**

- Divide the puzzle pieces into two groups: letters and wagon cards.
- Each player receives a number of wagon cards and places these in front of them, on the table, with the coloured sides facing up.
- Place all the letter puzzle pieces face down on the table.
- The youngest player starts and turns over one letter puzzle piece of their choice and shows the picture to the other player(s). Does the picture belong to one of his/her wagon cards? If so, the player can make the puzzle and turn over a new piece.
- If the player turns over a piece that does not belong to one of his/her letters, the piece has to be placed back (face down) and it's the next player's turn.
- The first player who completes all their puzzles is the winner.

### **GAME 15 Guess the letters (for older children)**

- Place the letters in a pile with the letter sides facing down.
- Each player takes a letter from the pile.
- Taking turns, each player draws the letter (using a finger) on the player to the left's back.
- If he/she guesses the letter correctly, it's the next player's turn to draw a letter on his/her neighbour's back.

## **Learning numbers 1 to 5**

**You will need:** 5 puzzles with baskets (1 flower, 2 carrots, 3 beetroots, 4 fish, 5 cornflowers), 25 animal chips (5 cows, 5 donkeys, 5 pigs, 5 ducks, 5 chicks) and 5 animal cards.

### • **Playing alone**

#### - **GAME 16 Filling baskets**

- Place the basket puzzles on the table with the pictures facing up.
- the points puzzle pieces (bottom of the baskets)
- the quantity puzzle pieces (top of the baskets)
- The child places the points puzzle pieces (bottom of the baskets) on the table and completes the baskets by connecting the points and quantities.
- The child then places the baskets in sequence from 1 to 5.

**Game variation:** Start with the number puzzle pieces (bottom) of the baskets.

- **GAME 17 Feeding the animals**

- Place the basket puzzles and animal chips on the table in three groups with the pictures facing up:
  - the animal chips
  - the points puzzle pieces (bottom of the baskets)
  - the quantity puzzle pieces (top of the baskets)
- The child completes the baskets by connecting the points and

quantities.

- Then let the child 'feed the animals':
  - 1 cow eats 1 flower
  - 2 donkeys eat 2 carrots
  - 3 pigs eat 3 turnips
  - 4 ducks eat 4 fish
  - 5 chick eat 5 cornflowers

- **GAME 18 Follow the example**

- Place the animal chips on the table with the pictures facing up.
- The child chooses an animal card and places it on the table.
- The child places the animal chips in the correct order as shown on the card.

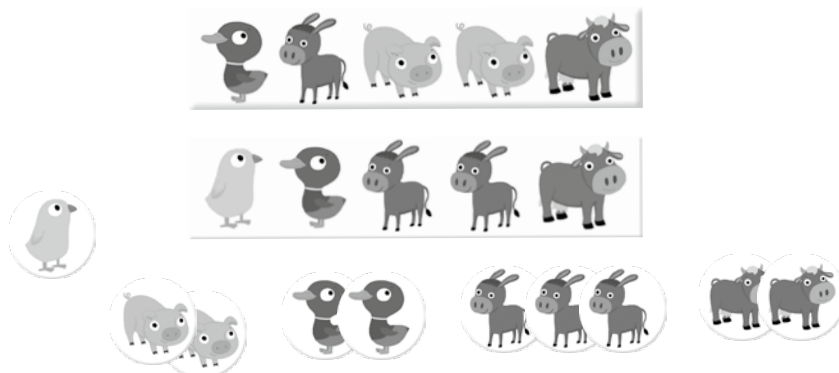
**Game variation:** Start a logical sequence of your own and ask the child to finish it.





### - GAME 19 Count the animals

- Place the animal chips on the table with the pictures facing up.
- The child chooses two animal cards and places them on the table under one another.
- The child now counts all the animals shown together on the cards and looks for the correct number of animal chips. For example:



## GAME 20 The big farm game (2-4 players)

**You will need:** 1 game board, 5 animal cards, 4 farm pieces and 4 plastic bases, 25 animal chips (cow, donkey, pig, duck, chick) and 5 dice chips from 1 to 5.

**Aim of the game:** Fill the farm with the 5 animals shown on the animal card.

### Preparations:

- Put the game board together using the 4 parts.
- Spread the 25 animal chips out across the table with the pictures facing up.
- Each player chooses an animal card and a playing piece which he/she places in front of their farm on the square of the same colour.

## The game

The youngest player turns a dice chip of his/her choice over and moves his/her playing piece in the direction of the arrow the same number of spaces as shown on the chip (if you land on a square occupied by a playing piece, you can move to the next empty square).



If you land on a square with the number 1 you can turn over an animal chip of your choice. Show the picture to the other player(s). If you need the animal you can place it on your farm. If you don't, you put it back on the table with the picture facing down. The other players have to watch carefully where the animal gets put back because they may need it for one of their own cards.



If you land on a square with the number 2 you can turn over two animal chips of your choice. Show the pictures to the other player(s). If you need these animals you can place them on your farm. If you don't need either of them or only need one of the two, put them/it back on the table with the picture side facing down.



If you land on a square with the crying farmer you have to put back an animal chip from your farm onto the table with the picture facing down.



If you land on a square with a musical note you have to imitate the sounds of your animals.



If you land on a square with several musical notes everyone has to imitate the sounds of their animals at the same time.

Then it's the next player's turn.

The first player to collect all five of his/her animals on his/her farm is the winner.



Ms Poppy



Mr Cornflower



Ms Rose



Mr Cauliflower

## 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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