Thinking Abilities and General Knowledge
Activity for 54 to 60 Months

Board Games

A board game where players have to move along a track can introduce rich mathematical moments to young children. Making a board game can be fun and may be more appropriate for preschool children, as many of the commercial board games require children to move along a very long path before reaching the end.

Materials:
- Tag board or foam-core board
- Spinners and dice
- Counters or other small toys (small teddy bears) that can be used for game pieces
- Laminate material

What to do:

1. Choose the type of board game you want to make:
   - **Lotto games** let a child use his matching skills, practice one-to-one correspondence, and build early counting.
   - **Short path games** have only 10 to 20 spaces but provide a child with the initial experiences of taking turns as he follows a pathway with a counter (game piece). Following a path requires more abstract thinking than collecting and matching game pieces during a lotto game.
   - **Circular path games** allow for turn-taking and following the rules of a game without the distraction element of competition. Instead of moving to the end of a path, the child moves his counters in a circle around the board and play until he has achieved the goal of the game.

Variation:
- Invent a board game based on children’s books. Here is an example of a board game based on *I Know an Old Lady Who Swallowed a Pie* by Alison Jackson:
To make:

1. Make picture lotto games grids using standard letter-size sheets of card stock divided into grids with nine windows.

2. Glue on pictures of food represented in the book.

3. Make matching cards using the same food pictures.

How to play:

1. Have the child take turns selecting a card to see what the old lady will eat.

2. Instruct the child to cover the food item shown on his card by placing the card on the picture grid.

3. Continue playing until one player has covered an entire game grid with matching cards.

Note: Playing this game helps children to learn about one-to-one correspondence and pattern discrimination.
Lotto Game Grid
I Know an Old Lady Who Swallowed a Pie
By Alison Jackson