

# MY LITTLE CABBAGE

A GAME OF TOUCH & MEMORY



**Ages 3+**  
**Players 1-4**

## Game 1: Colourful Hide & Seek

Players- 1 to 4

A game for the really little ones to practice colour recognition and beginning memory skills.

**Aim: Identify the colour of the squirrel that is hiding.**

### Get familiar with the squirrels

There are 5 coloured squirrels in the game. ( Red, Yellow, Blue, Pink & Purple). Before starting to play, familiarise children with the colour of the squirrels. Name the colour and ask the child/children to point to the corresponding squirrel. You could also ask them to name the colour of the squirrel.

### Set up:

- Place all 5 different coloured squirrels in the centre of the table.
- Keep the cabbage and acorn counters close by.

### How to play

Encourage children to remember where each squirrel is standing and then close their eyes. An adult or another player hides a squirrel in the cabbage leaves and announces, "A squirrel has gone into hiding. Which one is it?" All other players then open their eyes & try to spot which squirrel is missing and hiding in the cabbage leaves.

The 1<sup>st</sup> player who spots the hiding squirrel names it out aloud. The correct answer can be checked by taking out the squirrel from between the cabbage leaves. The player who correctly identified the the hiding squirrel will collect an acorn.

But, if the player was incorrect, s/he must give back one of their earlier won counters. In this case, other players can now attempt to describe the hiding squirrel. The game continues with each round including (a) closing the eyes, (b) hiding a squirrel and (c) identifying the hiding squirrel.

### Winning the game:

Before starting, you can decide the winning criteria. You could play with all 16 acorn tokens & the player who has the maximum tokens at the end will be the winner. Or the first player to win 3/5 acorns wins

## Game 2: Touchy Feely

**Aim:** Match pairs of cards using only your sense of touch.

### Get familiar with the tokens

Familiarise children with all the tokens.

There are 8 pairs of tokens. On each token card, there is a cut out with a different fabric.

Help children visually to match the 2 tokens with the same fabric in it.

Encourage them to feel the fabric and name the object. Use words to describe the fabric "soft", "smooth", "bumpy", "rough" etc.



**Set up & Gameplay:** You can choose to play any of the 2 games.

### 1. Tactile Match

Hide all the 16 tokens in the cabbage bag. Take turns to bury your hands in the cabbage bag; touch the cards and find a pair of matching token cards.

For younger players, ask them to first draw out 1 card from the bag, feel the material and then dig into the bag to find its matching pair.

If the player has found a matching pair, s/he can collect an acorn and return the pair to the bag.

For an easier play, do not return the matched pair of tokens to the bag. In this case, the player who made the correct match can keep it as a won pair.

### The game ends in 2 ways:

- If you have been removing tokens from the bag, and when there are no more tokens left; the player with the most pairs of tokens wins the game.
- If you have been returning tokens to the bag after making a match; the 1st player to collect 3 or 5 acorns wins the game.

### Building skills:

When a match is found, bring it out and encourage discussion and storytelling. You can also build visual matching or visual memory skills by asking children to find the pairs by looking at them or keeping the tokens face down.



### 2. Memory Match

In this game you put only 8 tokens in the cabbage bag i.e. 1 of each pair. The remaining 8 token cards are kept aside, face down. Distribute the following number of token cards to each player, depending on the number of players and the difficulty level.

- For 3-4 players or EASY play: 2 cards to each player
- For 1-2 players or DIFFICULT play: 3-4 cards to each player

The players get five seconds to feel the texture of the token cards and memorise them. They are then placed face-down.

Now, each player takes turns to go searching for the match of the token card in the cabbage bag. When a player retrieves all the matches, s/he must place them on top of the cards that were face down in front of them. Turn over the cards and see if you found the correct matches.

For each correct match found, the player collects an acorn and for each incorrect match, the player will return an already won acorn. The token cards drawn from the cabbage must now be returned to the bag. It is now the next players turn and game continues as before.

### Winning the game:

The game ends in 2 ways:

- When there are no more acorns left; the player with the maximum number of acorns wins the game or
- The 1st player to collect 3 or 5 acorns wins the game.

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