

TIDY UP

SORT AROUND THE HOUSE

AGES 4+
PLAYERS 1-5

Dear Caregivers & Educators,

This game can provide you with a unique opportunity to discuss with children the importance of cleaning up. Cleaning up is an important part of a child's development & gives him/her a sense of responsibility. Teaching children to clean up can begin as early as they start walking. Cleaning up can teach children problem solving skills, mathematical concepts, lessons in family life, citizenship & responsibility, self-motivation and more.

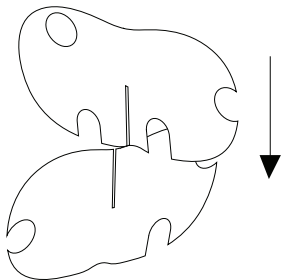
It is important to bear in mind that children can be easily overwhelmed by a big mess, because s/he doesn't know where to start. Instead, try breaking the job down into little tasks. E.g., you could say, "Put away your dolls first and then move to the books." Don't just say "clean up." In the same spirit, in this game, we let children focus on one room at a time.

Games provide unique opportunities for creating 'mediated learning experiences', where an adult mediates between the child & the environment. Narrate what is happening during clean-up time both in real life & while playing this game. Narration is key to developing language & grammar skills as well as emotional intelligence.



Set-up

1. Assemble the two walls of the house to form a cross. Slide the wall piece with the slit at the bottom over the wall piece with a slit in the top half.
2. Place the house over the floor base.



Get familiar with the elements

House: The assembled house has 4 rooms.



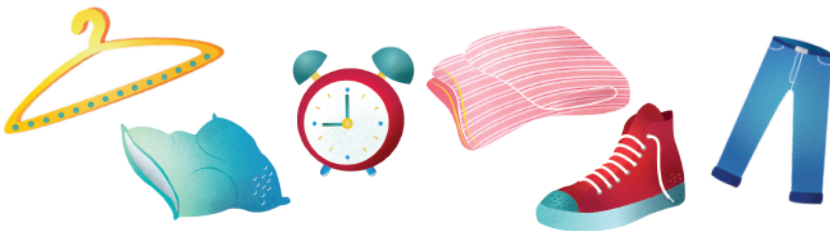
Each room has doors and windows in 5 different colours. These doors and windows are used to move in and out of the rooms.

Tokens: There are 24 tokens in the game
6 tokens for each of the rooms.

Kitchen



Bedroom



Living Room



Bathroom



Coloured die: The die has one of the 5 colours (Red, Blue, Green, Purple & Yellow) printed on each of its 5 faces. The 6th face of the die is printed with a “star”, which indicates a free move.



Mice: There are 2 mice in the game which are the movers.



Game 1: Race to Tidy Up

Time to tidy up for 2 children

Before starting to play

- Place the assembled house between the children.
- Each child receives a caterpillar and s/he places it in any room of the house.
- Each child takes 6 tokens.
- Keep the die close by. Before starting to play, engage the child in rolling the die several times and identifying the colour rolled and the matching coloured windows & doors.

(Make sure that you get children to place their mice in a room before giving them the tokens).

How to play:

- As soon as the game has been set up, it is time to begin to tidy up. The children look at the tokens they have. They must decide if any of these belong to the room in which they find their mouse.
- If yes, they will place those token/s on the floor of that room. Children take turns to roll the die. The child who knows a ‘Tidy up’ rhyme begins the game by rolling the die. The die will either show 1 of the 5 colours or a “star”.
- If there is a door or window of the colour rolled, in the room where your mouse is standing, then the mouse may slip through the opening into the next room.
- If you roll a “star”, then the mouse is free to move into either of the rooms on the right or left.
- If you do not roll a colour which has a matching window or door into the next room or a “star”, you must have your mouse stay in the same room.

- When you move into a new room, you again look if any of the tokens you have belong to the room, in which your mouse is now standing.
- Play continues with children taking turns to roll the die, move into rooms and placing tokens around the house, according to where they belong.

Winning the game

The 1st child to get rid of their 6 tokens by placing them around the house in their correct rooms wins the game.

Variation

You can play another round with players taking another 6 tokens each and playing as before.

Game 2: Tidy Up Together

Before starting to play

As with game 1, place the assembled house between the children. Each child receives a mouse and s/he places it in any room of the house.

Mix up all the tokens and randomly place 6 tokens on the floor of each of the rooms. (6 X 4)
Keep the die close by.

How to play:

- This is a cooperative game and the children move around the house working together to bring things back to the rooms in which they belong.
- As soon as the game has been set up, it is time to begin to tidy up. The children look at the room in which their mouse is standing and the tokens (things) on the floor.
 - Pay close attention to the things on the floor. If you think they belong to the room they are currently in, leave it there. Else, pick up the token/s and keep them in front of you. This is what you need to carry with you to the other rooms. e.g. If the mouse is in the kitchen, and you see an oven mit and a hairbrush on the floor; you will leave the oven mit there but remove the hair brush. You know where the hairbrush goes right? This is a cooperative game. So children help each other.
 - Children alternately take turns to roll the die and move to a different room as before in game 1.

When you reach a new room, children must again decide:

- What does not belong in this room? Remove those tokens and keep aside.

- Place what belongs in this room. Look at the tokens/things that you have removed from other rooms and decide if they belong to this room and put them on the floor.

Ending the game

Play continues with children taking turns till they move around the house and find that all the things have been put back in the rooms where they belong.

Sometimes you might find that children question where a particular item must go. e.g. should you place the hairbrush on the dressing table in the bedroom or should it be in the bathroom. We all know that we all differ in the way we organize things around the house, so go ahead and have fun while you talk about how you want to arrange this house.

Free play

- Explore the illustrations and talk about what you see in the 4 rooms of the house. Go into details, and ask lots and lots of questions to promote thinking and vocabulary. e.g. Where do you see the bed? What colour is the oven? How many bottles can you count in the kitchen or the bathroom?

A-Z around the house

- For older children, play a game of naming things around the house. Set up the assembled house and place your mice in a room. Roll the die and move from room to room naming objects from A-Z in sequence. E.g. 1st player rolls the die, moves to the room and names an object that starts with “A.” The 2nd player similarly rolls the die, moves into a room and then names an object with “B”. Take turns alternating and building up the chain. See how far you can go without breaking the chain. Pay attention to the details in the illustrations. You can have more children play in teams and take turns to roll the die.

Disclaimer: There are very few object words that start with letters X, Y, Z . There are some objects in the rooms starting with those letters, but if you are stuck in a room that does not have any object then you can skip it.