



AGES 3 to 6
PLAYERS 2 or more

Dear Caregivers & Educators,

This game is an ideal learning tool for the “Seasons” theme. Before starting to play, review each card and discuss the season it belongs to.

We promise it will prompt enriching discussions. e.g. Discuss the clothing we wear in each season. Why do we wear cool clothing in summer and warm clothing in winter?

Discuss the various changes in weather that each season brings. You could also encourage children to sort cards across various sub-categories. e.g. fruits, animals, activities, holidays across the different seasons.

To build upon language and reasoning skills, encourage children to provide a reasoning for their category placement.

Get familiar with the elements

- 4 season boards & 4 season props :

The season boards are the central category boards.

Each season has an associated prop.

Before beginning the game, familiarise all players with the props and the associated season.



• Cards:

There are 40 cards, with 10 cards for each of the 4 seasons.



There are 3 extra cards, one each for Spring, Autumn & Winter.

These 3 cards can be replaced with the Easter, Halloween & Christmas cards for countries below the equator.



SPRING



AUTUMN



WINTER



Set up

- The 4 season category cards are placed in the centre of the table along with the props (flower, tree, leaf and sun).
- Shuffle the deck of 40 element cards and place it in a pile in the centre of the table. It is the draw pile.

How to play

- The first player to think of a song with the name of a season in it, starts the game. S/he turns over a card from the centre pile.
- All children look at this card and think about, which season it belongs to. After determining the season category, grab the corresponding season prop and place it on the season category.
- The 1st player to put down the right prop on the right category card wins the turned over card. (E.g. If the card turned over, was a “Fan”. The ‘Fan’ card belongs to “summer”. The first player to put the ‘Sun” on the “summer” category card wins the “fan” card.)
- If a player grabs a wrong prop or puts it on the wrong category card, s/he returns a previously won card to the deck pile. If s/he does not yet have any, nothing happens.
- Play continue clockwise, with the next player turning over a new card.
- The game ends when there are no more cards left in the centre pile.

Winning the game

The player with the maximum cards at the end of the game is the winner.

Variations

At the beginning of the game, you can choose between various winning criteria.

The winner is....

- The player with maximum cards
- The first player to have 1 card from each season category i.e. a summer, a winter, a fall and a spring category card.
- The first player to have won 5 cards.