

CREATIVE'S

BRAINOLOGY

AN ENJOYABLE WAY TO IMPROVE AND ENHANCE VISUAL MEMORY SKILLS!



Activity Guide

AGES: 4 & UP

PLAYERS: 2 TO 4

Aim of the game:

The game aims at improving the visual memory of the children. It requires the players to retain and recall the information/details presented visually.

DEVELOPS

- Concentration
- Visual discrimination
- Processing skills
- Memorisation
- General comprehension
- Academic success

Contents:

1. A multi-colour Playing Board
2. 36 Play Cards (12 each on Animals, Counting and Shapes)
3. One Dice
4. One Timer
5. 4 Play Pieces
6. Play Rules.

Play Board

The path on the play board is divided into three different colours; red, blue and yellow corresponding to their respective category sections/areas. The category sections represent three different categories namely Animals, Shapes and Numbers each having cards for them.

Play Cards

There are 12 colour coded cards each for 3 different categories. Red cards are for numbers/counting, blue cards are for animals and yellow cards are for shapes.

Preparations:

- Open and place the play board in the middle of the players on a plain surface.
- Every player selects a play piece and places it on the START space.

- Play cards are shuffled and placed near the play board.

How to Play

- All players roll the dice. The player with the highest roll takes the first turn.
- As you can see, the path on the play board begins with the red colour, place any six cards from the numbers category on the red card spaces with face up.
- Put the timer on, and all the players try to memorise the cards. Once the time is up, turn over the cards face down.
- Now ask one of the players to throw the dice. The first player needs to name as many numbers (from the 6 numbers memorised by him/her) as the number shown on the dice. He/she will also turn the cards face up while naming the cards.
- The player moves the same number of spaces as he/ she has correctly named by turning the cards face up. For example, if a player is able to tell two correct numbers then he/she will move two spaces on the board and his/her turn is over.
- The next player takes his/her turn and the play continues clockwise.
- If a player names all the numbers correctly he/she will move one extra space. And if a player is not able to name any of the numbers he/she will go back 3 spaces.
- As soon as any of the players reaches the blue space on the play board, he/she will have to play with the cards on the blue spaces. Now place any six cards from the animal category and show them to the players till the sand in the timer goes down.
- Similarly, if any of the players reaches the yellow spaces on the play board place any six shape cards and show

them to the players. The game will be played in a similar manner as the red and blue spaces. While naming the shapes, the player needs to name both the shape and the colour.

- If a player reaches the space with two colours, the player will have to answer the cards from both the colour categories.
- Once the players are familiar with this set of six cards these are replaced with the balance set of 6 cards each.
- The player who reaches the finish line first wins the game!

Note: Once the players are able to remember all the six cards of animals, shapes and numbers, the difficulty level may be increased. This may be done by asking the players to memorise the place of the cards as well.

