

This is a basic board game template which is adaptable to suit different ages. Print out or find some paper and make something similar.

If you have large paper, making a board which is one long line can be helpful for some children.

To play, you need the board, a dice and some counters.

If you don't have dice, but do have a pack of cards, take out the numbers 1-6 and use those instead (or 1-3 if you want to make the game last longer). Or make some cards with numbers and dots on. Counters can be anything: coins, buttons, pebbles, Lego or Duplo, etc. (Be aware of potential choking hazards if your child still puts toys in their mouth).

The game itself is very simple. Race from the start to the finish to see who gets there first.

How to play:

Do the activity in the circle. If your opponents agree that you've made a good attempt, you get to roll the dice and move your counter. That's the end of your turn.

Goals:

turn-taking

physical activity

social activity

Number and language concepts:

- 1:1 number correspondence (if you throw a 2, you can move your counter 2 spaces, if you throw a 1, you can only move 1 space)
- First, second, third... last
- Bigger/smaller numbers
- More/fewer. You can move more spaces with a big number, fewer with a small number.
- Faster/slower. Your counter moves faster if you get a big number
- Start/finish

Variations:

Make similar games with other activities to suit your environment and your child.

You could make different animal noises, sing a song, find an object, etc

Make the game board longer, and use two dice to increase the numbers

Make a similar game together, where everyone gets to suggest actions for the board

