



Amazing Bears



Things you should know before playing:

1. Education accompanied by playing games and excitement is far more interesting and lasting for your child; so, the moment you felt that your child has grown tired, you should stop playing.

2. Your child may be unable to play one of these games; in that case, you should make sure to avoid belittling him/her, or comparing him/her to other children their age. If there was time and the child was in the mood, you can play the game again.

3. Don't forget to accompany the child during all these games and never leave them on their own. Play with them to enjoy their moments of being a child and also to teach them life lessons in the form of games.

4. Make careful considerations while choosing a game. The game must match the child's level of knowledge and skill, and must be relevant to the topic of education. This is important because the child gains the necessary level of self-confidence only when s/he has obtained sufficient skills.

5. Make sure to provide a proper condition for the growth and development of your child's intelligence, language and speech, social skills, as well as emotional and physical wellness. The atmosphere must be capable of conveying lessons in an indirect manner through playing and thus, bringing the child joy and happiness.

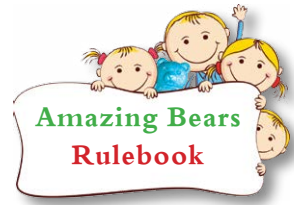
6. In multiplayer, make sure to use the 'colored bears' dice in order to select the colors for each child so that the process would be fair.

7. Don't forget to make the games exciting.

8. Teach children how to be patient while waiting for their turns during the games.

9. Note that this rulebook covers only a few of the games, and the rest is up to the creativity of you as parents and teachers.





Game 1: What Color Is Our Bear?

Educational Objective: Arranging and categorizing according to colors

How to Play: Ask the child to separate bears of the same color and put each group into a cup of its corresponding color. For example: put the red bears into the red cup.

Game 2: This Way, That Way

Educational Objective: Teaching the concepts of “next to”, “behind”, “front”; teaching precision, concentration and quick reaction

How to Play: Ask the child to separate bears of the same color and put them in front of the cup of their corresponding color. In the next round, ask the child to put the bears next to or behind the cups. In the next rounds, you can play the game regardless of the colors. To make the game even more exciting, you can divide the cups between the children and make it into a competition. This game will boost the children’s precision, concentration and quick reaction.

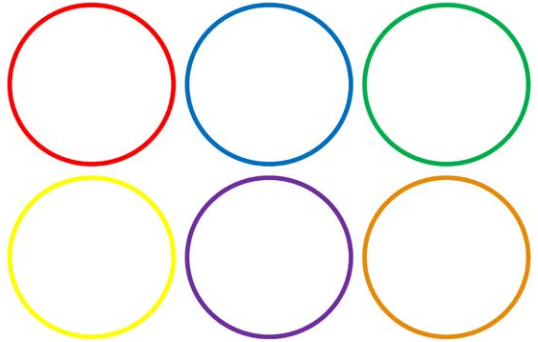
Alternatively, you can give each child two cups and play the game with three children. Ask them to place the bears exactly between the two cups. The concept of “between” should be taught after the previous rounds so that the child will not confuse it with the concept of “next to”.



Game 3: Inside the Cup – Outside the Cup

Educational Objective: Teaching the difference between “into the cup” and “inside the circle”, and “taking note of colors”

How to Play: Ask the child to place the bears into the cup or arrange some of them outside the cup. Here, you can give the “colored circles” cards that match the number of the cups to the child and ask him/her to put the bears of the same color inside the circle of their corresponding color. For example: put the blue bears inside the blue circle.



Game 4: Top Bear!

Educational Objective: Teaching precision, concentration and quick reaction

How to Play: Ask the child to turn the cup upside down and put the bears of matching colors on the cup with the same color. The child should evaluate his/her ability and test how many bears s/ he can place on top of one another on the cup to avoid having them fall off.





Game 5: Cup Up!

Educational Objective: Teaching precision, concentration and quick reaction

How to Play: Here, the game is only played with the cups. The child needs to carefully place the cups on top of one another. The arrangement must be made in such a way that the cups will not fall. After the second round, you can take the colors into consideration, as well. For example, place the blue, green and red colors below the others.



Game 6: In A Jiffy

Educational Objective: Teaching the skill of counting; quick reaction; and introduction to one-digit numbers

How to Play: Put the bears before the children (6 players). Then, call out a number and ask them to pick up the same number of bears while taking their colors into consideration. For example, call out “2” and children should pick up two bears of a particular color.

Game 7: In A Jiffy, Mind the Color!

Educational Objective: Teaching the skill of counting; quick reaction

How to Play: In this game, the parent or the teacher calls out a number and asks the children to pick up the same number of bears and put them into the cup. Here, the color of the bears must correspond with the color of the cups. To make it more exciting, place all the bears in the middle of the table. The game can be played with six or less players. The winner of the game is the one who is the quickest in putting the correct number of bears into the correct cup.



Game 8: Bear Dice

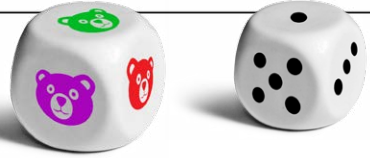
Educational Objective: Teaching the skills of counting, concentration, patience and taking turns

How to Play: This game can be played by 2-6 players, and needs a numbered dice and a colored bears dice. Each child finds his/her own color by rolling the colored bears dice. Then, s/he rolls the numbered dice, and puts as many bears on the board as the dice indicates. The one who is the fastest in placing the correct number of bears in the first-round wins.

There are ten bears in total (similar to the ‘Mensch ärgere Dich nicht’ board game.)

بازی شمارش - منج خرسی



Game 9: One to Two

Educational Objective: Teaching the skill of finding patterns

How to Play: Two to One pattern; ask the child to follow the same order as you in placing the bears. For example: two green bears, one blue bear





Game 10: Arrange Them Like Me

Educational Objective: Teaching the skill of teaching concentration on patterns

How to Play: In this game, the parent or the teacher must arrange



the bears according to a certain pattern. Then, ask the child to follow through. To make it more exciting, you can play the game like a competition among other players. The one who arranges the bears quicker and in the correct pattern will win. Note that you should start with simple patterns so as to avoid hurting the child's self-confidence. For example: yellow, yellow/ red, red/ blue

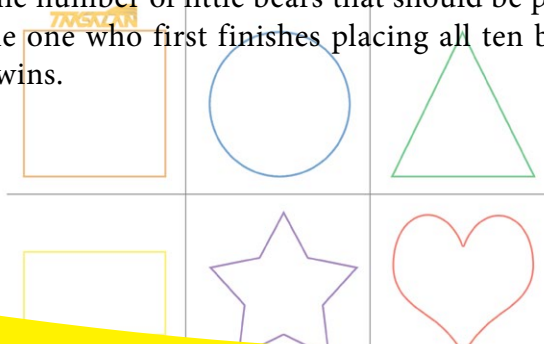
Game 11: Whose Shape Is This?

Educational Objective: Introduction to geometric shapes

How to Play: This game has six players. Ask the children to take turn



rolling the dice. The one with the highest number will have the choice to pick a geometric shape first. If more than one child had the same number, they need to roll the dice again and add the newest number to their previous one. The child with the highest sum of numbers will choose his/her preferred shape first. Now the game begins by rolling the dice. The number on the dice indicates the number of little bears that should be placed on the shapes. The one who first finishes placing all ten bears on his/her shape wins.



Game 12: Left, Left – Right, Right

Educational Objective: Teaching left and right; addition

How to Play: Ask the child to hold, let's say, 3 blue bears in the right hand and 2 red bears in the left hand. Now ask the child to put the bears into a cup and count all of them. You can play this game with more players. Don't forget that an exciting game will keep the child more motivated to keep playing. In this game, first the concept of 'left' and 'right' is very important, then you should pay attention to addition.

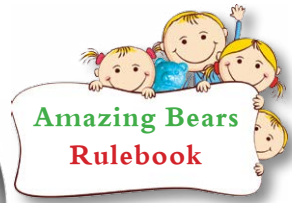
Game 13: Be Quick, Set the Bears!

Educational Objective: Teaching the skill of addition

How to Play: Guide the child through choosing two sets of color of his/her choice and use different ways to place as many bears of the two colors as indicated in the above table. This game can be played with three children. With three players, to make it even more exciting, the winner is the one who is the quickest in using two sets of his/her colored bears and making the number shown in the above table through different ways.

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Game 14: One, Two, Three!

Educational Objective: Teaching the skill of adding three numbers



How to Play: Each child has a cup which s/he picks after rolling the colored dice. Then, ask the players to roll the numbered dice, and put as many bears of the same color as the number of the dice indicates into their respective cups. Note that each player needs to have ten bears by the end of the game. If they rolled the dice for the third time but the number of bears exceeded ten, they need to subtract the number of the dice from the sum of their bears. For example, if a child had 7 bears in the cup, and the dice showed number 4, since the sum exceeds 10, they need to subtract 4 from 7. The game continues until a player has 10 bears in his/her cup and wins.



Game 15: A Group of Bears

Educational Objective: Teaching the grouping of two-digit numbers, and numbers bigger than 10

How to Play: This is a three-player game. First, choose a number (for example: 14). Then, give each child two cups of different colors with their corresponding bears (you can choose the cups by rolling the colored dice). The children must roll the numbered dice and put ten bears of the same color into each cup. Then, they need to continue the game until there are as many bears in each cup as the number you have had first chosen.



Game 16: Who Has More Bears?

Educational Objective: Teaching the skill of comparing numbers; quick reaction and precision

How to Play: This is a three-player game. Use the colored bears dice to select the color for each child in order to avoid making them upset over the assigned colors. After selecting the colors, each child needs to roll the numbered dice twice and puts as many bears into his/her cup as the sum of the two dices indicate. Then, you should ask which cup holds more bears. The one who gives the correct answer before the others wins.

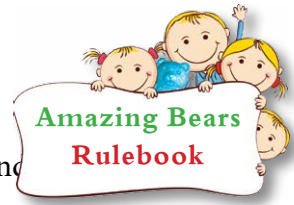
(For example: first dice: 3 green bears, second dice: 6 blue bears)

Game 17: Who Has Fewer Bears?

Educational Objective: Teaching the skill of comparing numbers; quick reaction and precision; comparison of numbers bigger than 10

How to Play: This game too is played with three children. Choose two numbers greater than 10 and tell the children to pick the same number of bears and put them into the cups. Now, they must answer your question: Which number is smaller, or which cup holds fewer bears.





Game 18: How Many Times?

Educational Objective: Teaching the skills of finding multiplication

How to Play: Set a pattern by rolling the dice. First, roll the colored bears dice. For example, it's a red bear. Then, roll the numbered dice. For example, it's 3. Now, put forward three red bears. From now on, just roll the colored bears dice. For example, it's a green bear. So, your green bears should be three times as many as the red bears. 3, 6, 9.

Game 19: Amazing Magical Squares

Educational Objective: Teaching the skills of precision, concentration and quick reaction







How to Play: The 3x3 Amazing Squares Table: in this game, the child can only use the bears of three different colors. The bears should be arranged in a way that there won't be any bear of the same color in a row or a column. Place the bears inside the Amazing Squares according to the sample guide, and then ask the child to complete the pattern.







The 4x4 Amazing Squares Table: in this game, the child can only use the bears of four different colors. The bears should be arranged in a way that there won't be any bear of the same color in a row or a column. Place the bears inside the Amazing Squares according to the sample guide, and then ask the child to complete the pattern.

The 6x6 Amazing Squares Table: in this game, the child can only use the bears of six different colors. The bears should be arranged in a way that there won't be any bear of the same color in a row or a column. Place the bears inside the Amazing Squares according to the sample guide, and then ask the child to complete the pattern.























3x3 Amazing Squares guidebook

4X4 Amazing Squares guidebook











			
			
			
			










			
			
			
			


























4X4 Amazing Squares guidebook

















































6x6 Amazing Squares guidebook







6x6 Amazing Squares guidebook



Amazing Bears Rulebook