

# **Dinosaur 3 in a Box**

## **How to sort your activities**

**Dinosaur Pairs:** round cards

**Dino Dots:** rectangular cards and spinner

**Dinosaur jigsaw puzzle:** green backed pieces

## **Dinosaur Pairs**

**To play this game you will need:**

32 round cards

### **Setting up**

- Shuffle the cards and spread them, fossil side up, on the table.

### **How to play**

- The youngest player starts by turning over two cards.
- If the cards are identical, keep the pair and place them in front of you. Turn over two more cards to try to find another matching pair.
- If the cards are not identical, return them face down to the table. Play passes to the next player.
- If you turn over a T-Rex card, make a big '**ROAR!**' and take a pair of cards from another player! Remove the T-Rex card from play. Play passes to the next player.
- If you turn over a T-Rex card but there are no pairs to steal, return the card face down to the table and mix up the cards. Play passes to the next player.
- The game ends when there are no cards left on the table.

### **The winner**

The winner is the player with the most matching pairs at the end of the game.

This game has been designed to encourage matching and memory skills whilst developing hand-eye co-ordination.



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## Dino Dots

### To play this game you will need:

24 rectangular cards, 1 spinner

### Setting up

- Spread the cards, with the dinosaurs facing upwards, on the table.
- Assemble the spinner by separating the plastic arrow from the base and attaching it to the spinner board. Place the spinner in reach of all players.

### How to play

- The youngest player starts.
- Spin the spinner and choose a dinosaur that has the same number of dots on its back as the number the spinner arrow is pointing to.
- Turn over the card. It will either show 0, 1, 2 or 3 dinosaur footprints. Keep the card and place it in front of you. Play passes to the next player.
- If there are no dinosaurs with a matching number of spots left on the table, play passes to the next player.
- The game ends when there are no cards left on the table.

### The winner

The winner is the player with the most dinosaur footprints at the end of the game.

This game has been designed to develop number and counting skills whilst encouraging observation.

## Dinosaur Jigsaw Puzzle

### For this activity you will need:

20 jigsaw pieces with green backing

Once the jigsaw puzzle has been completed you can talk to your child about what is happening in the prehistoric picture.

- Encourage counting - How many dinosaurs can you see? How many footprints can you find? How many dragonflies are there?
- Discuss position - Who is flying over the Spinosaurus' head? Who is inside the eggshell? Who is looking over the bush?
- Use the picture to play I-Spy. I-Spy something yellow, something beginning with v, something stripy.

This jigsaw puzzle has been designed to help develop your child's hand-eye co-ordination and observational skills.