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DJECO 21/2 5

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jeu de mémoire memory game Memoryspiel juego de memoria



Contents • 内容







2.5 to 5 Years Old 2 嵗半至5 嵗



2 to 4 players



Contents 内容:

9 little animals (butterfly, ladybird, bee, snail, hedgehog, frog, tortoise, dragonfly, caterpillar), 1 box used to hide the animals, 15 flower and leaf counters

9種小動物(蝴蝶,瓢蟲,蜜蜂,蝸牛,刺猬,青蛙,烏龜,龍蝦,毛毛蟲),1個 用於藏匿動物的盒子,15塊花及葉子的圓板

Preparation 遊戲準備:

The 9 animals are placed in the centre of the table in no particular order. 將9種小動物放於中央

Game proceedings 遊戲開始:

The children memorize the location of each animal then close their eyes. 孩子們記住每隻動物的位置,然後閉上眼睛。

An adult hides one of the animals beneath the box. Then the players open their eves. 成年人將其中一隻動物藏在盒子下面。然後玩家睜開眼睛。

The players try to remember which animal is now hidden beneath the box. 孩子嘗試指出盒子下面隱藏著哪種動物。

The first to find the name of the hidden animal says it out loud. - if it is the right answer, the adult lifts the box to reveal the hidden animal. He gives a counter to the player who gave the animal's right name - if on the other hand the animal's name is incorrect, the player gives back one of the counters he has won.

首先找到隱藏動物的名字,然後大聲說出來。 -如果答案正確,成年人打開箱子露出隱藏的動物,然後將一塊板子增於玩家。 -另如果動物的名字不正確,則玩家退還一塊板子。

Other players can then give their answer. You continue in the same way (counter won and counter lost) with the following players who give an answer.

As soon as the animal has been found and discovered, the children close their eyes again and the game continues. The adult hides another animal.

NB: The person who hides the animal can also be a child. In this case, a different player will hide the animal with each turn.

然後輪到下一位玩家以相同的方式繼續前進。

注意:隱藏動物的人也可以是孩子。玩家們可輪流隱藏動物。

Who wins? 你贏囉!

Depending on the desired game time, you can decide at the beginning of the game who the winner will be:

- The player who has won the most counters when there are none left to win

- Or the first player to have 5 counters

玩家們可以決定遊戲的贏家是如何選出:

-在指定時間内贏得最多板塊的玩家,或

-第一個贏得5個板塊的玩家