



Parent Guide

How can I use this with my children?

This fun game is easy to set up and great for children aged 18 months and over. It includes enough playing pieces for 2 to 4 players (though you can print a second set should you need more).

How does this help my children's learning?

Playing games is a great way to help children learn social skills such as taking turns. This game will also help flex their fine motor skills as they pick up the pieces.

Ideas for further learning:

This game also includes 'environmental sounds', which is something learnt about in Phase 1 Phonics. You can find out about this in our [Phase 1 Phonics Parent Guide](#).

Noisy or Napping? Game

This Noisy or Napping? Game is easy to play and lots of fun! Simply choose a Sound Card and make that noise - will it be loud or quiet? Will it wake the sleepers?

This game is great for:

- using fine motor skills as you pick up the cards and pieces.
- practising social skills such as taking turns and having good sportsmanship.
- learning vocabulary about volume and sound (e.g. loud and quiet).
- practising some 'environmental sounds' that are learnt in Phase 1 Phonics.

Set-up:

1

Print and cut out the pieces included in this game: Bed, Sleeper Cards and Sound Cards.

2

The Sleeper Cards will need folding in half and sticking together so that there is a picture on both sides - one side will show someone sleeping, the other will show them awake.

3

You may wish to laminate all the pieces at this stage, but this is optional.

Instructions:

1

Give each player a Bed and four Sleeper Cards - they will need to lay the four Cards on the Bed with the sleeping side facing upwards.

Noisy or Napping? Game

2

Place the Sound Cards face down in the centre of the table so everyone can reach them.

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3

Take turns to pick up a Sound Card and make the noise it shows - it will be loud or someone saying 'shh'.

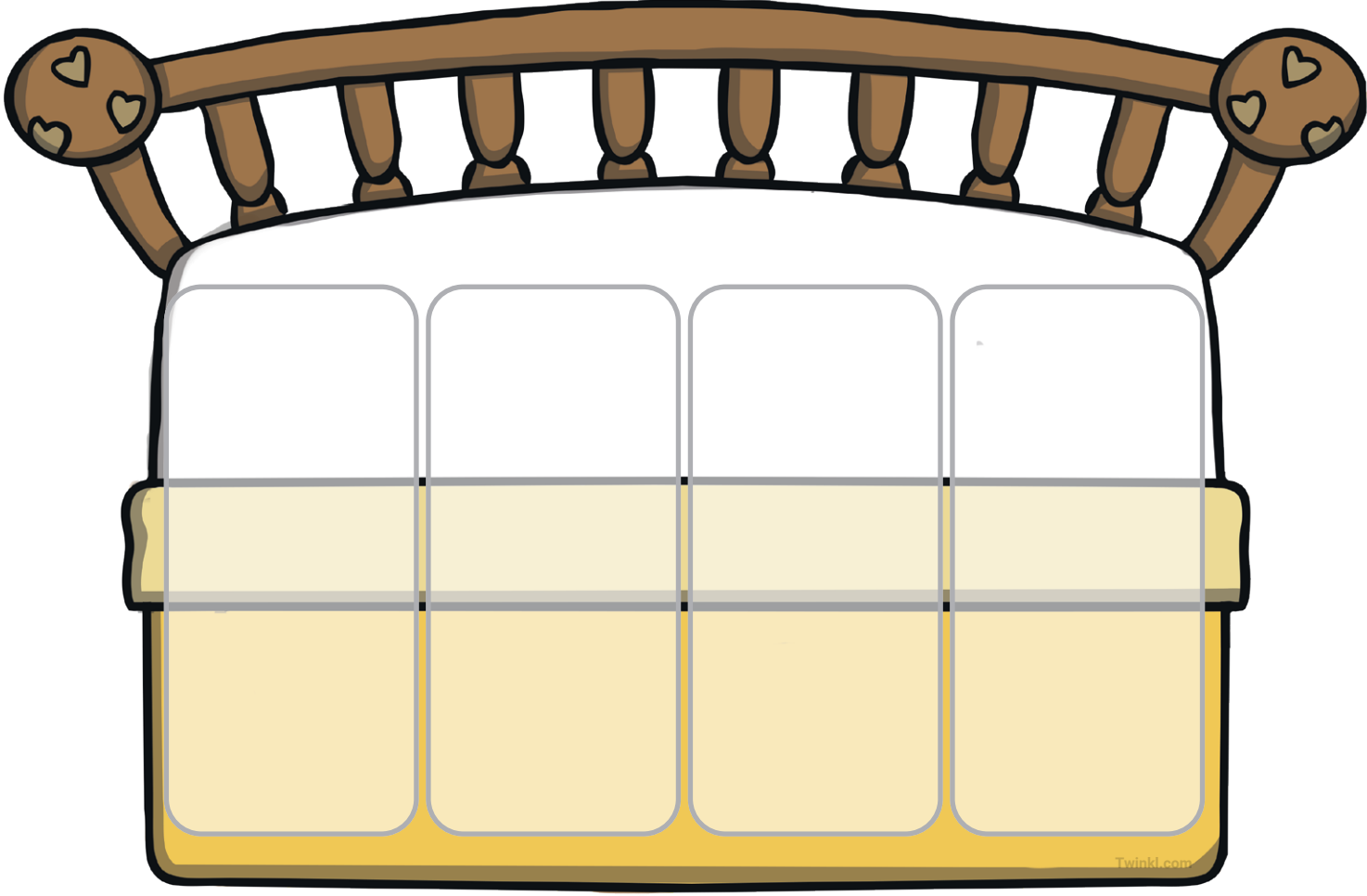
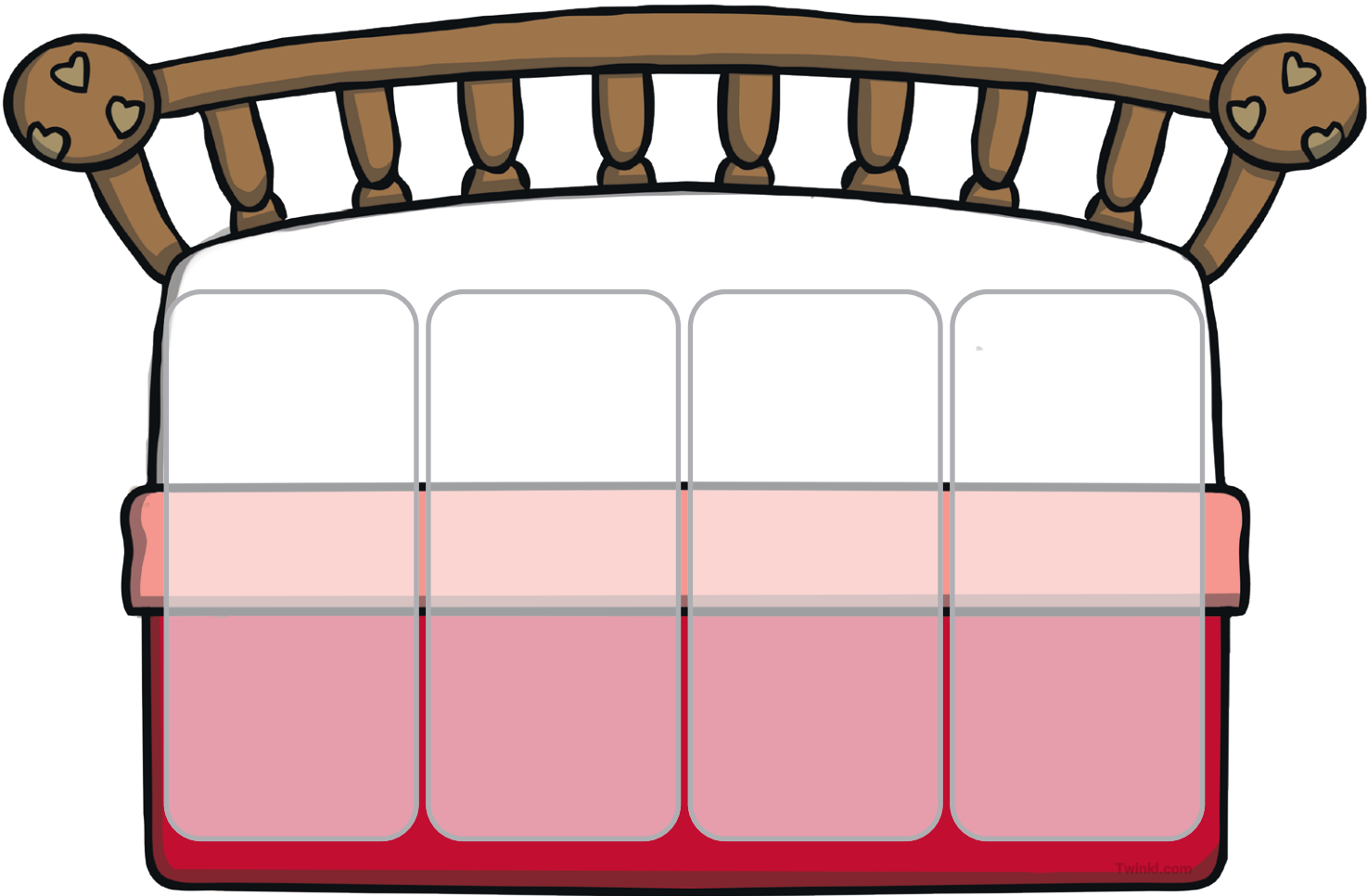
- If the noise is loud, the player turns over one of their Sleeper Cards so that the awake side is showing.
- If the card shows a 'shh' sound, the player turns over one of their awake Sleeper Cards so that the sleeping side is showing.

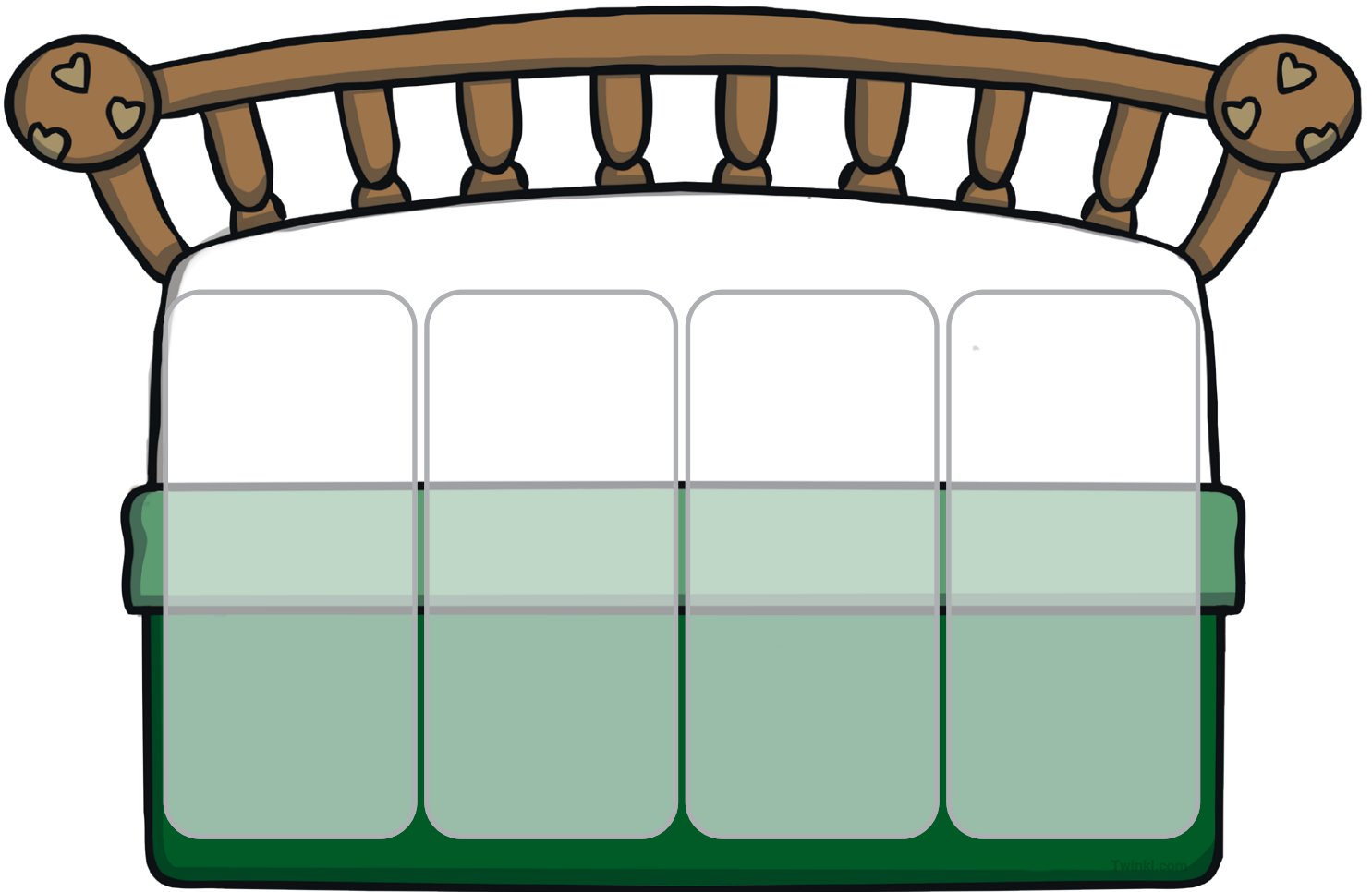
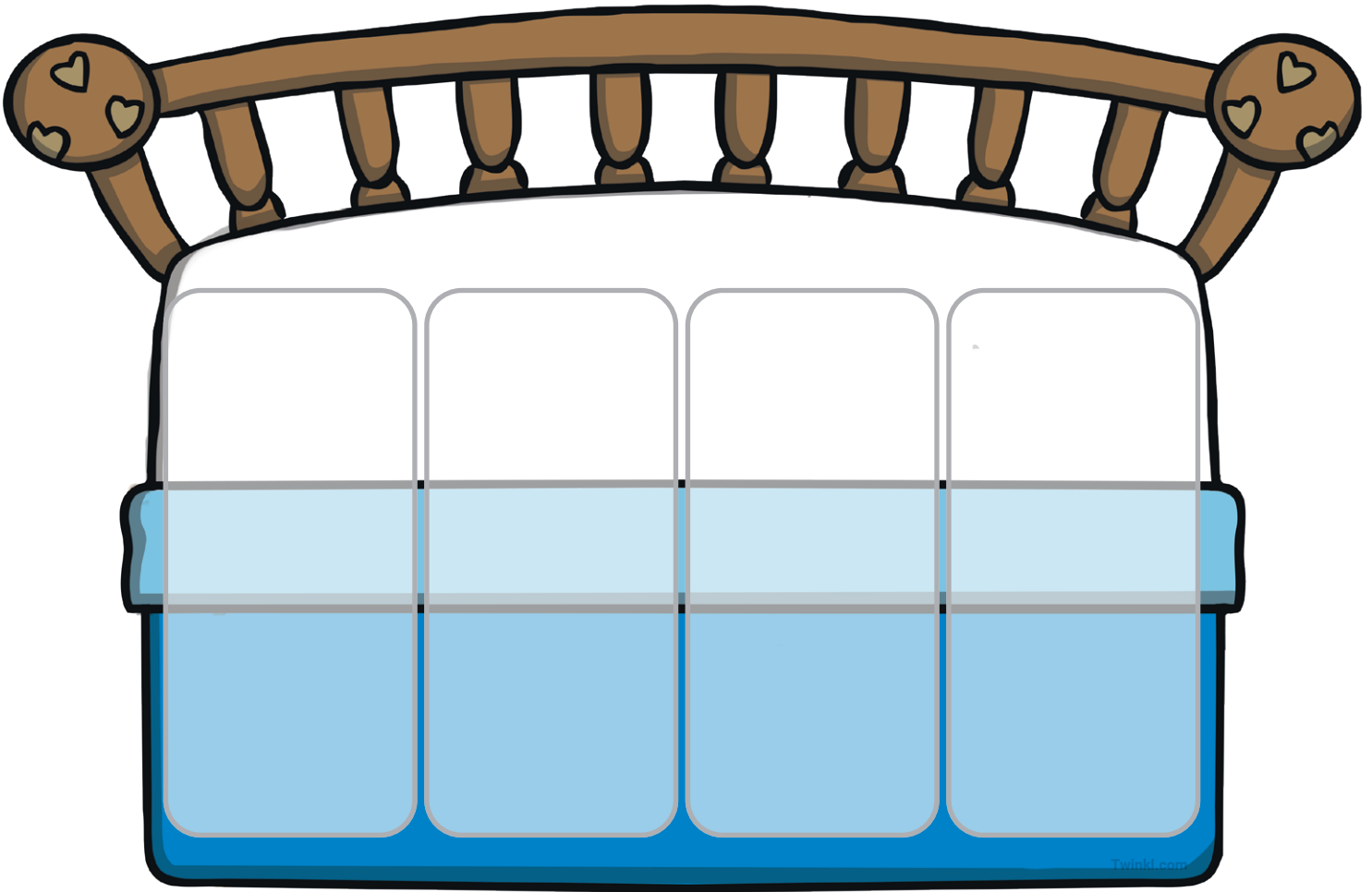
Once the card has been used, place it in a discard pile.

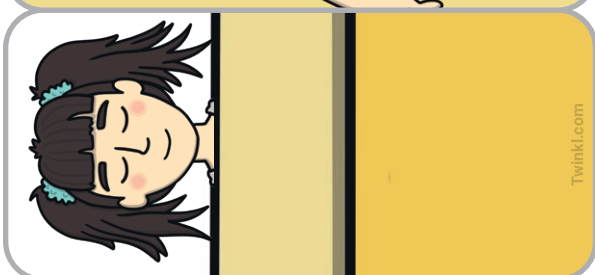
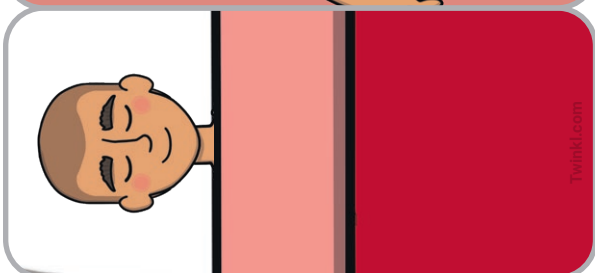
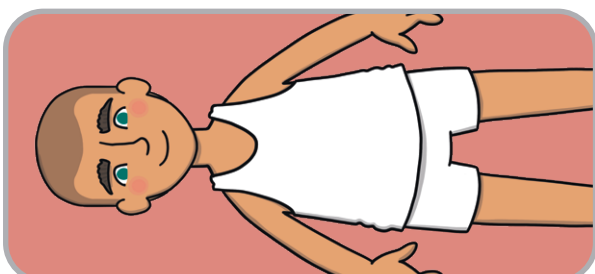
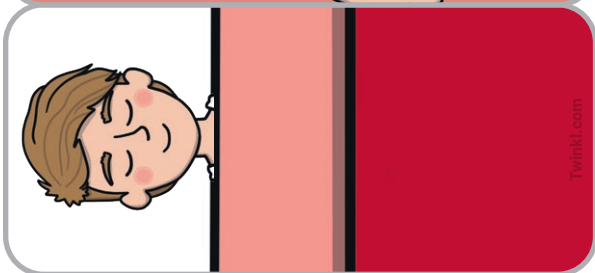
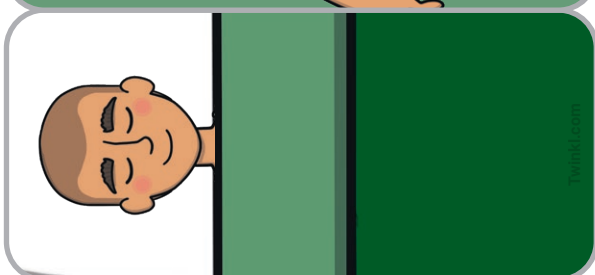
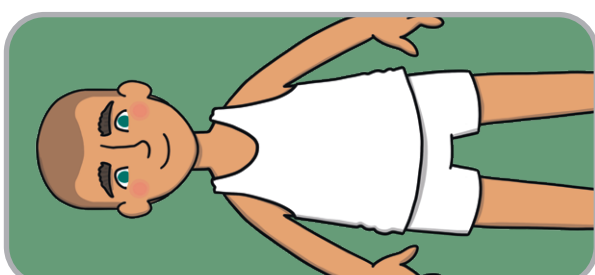
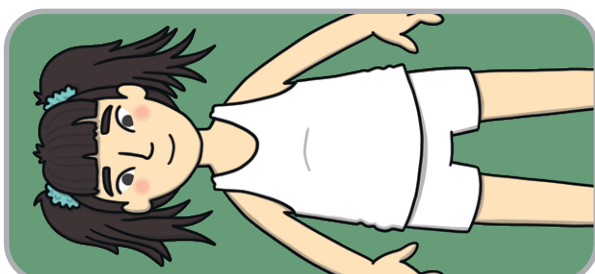
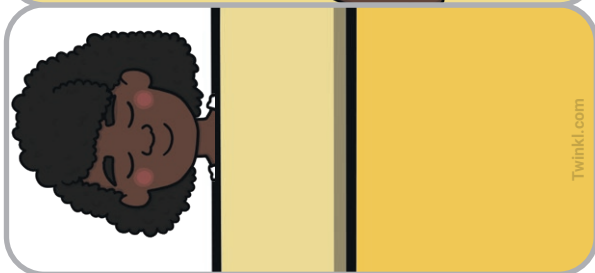
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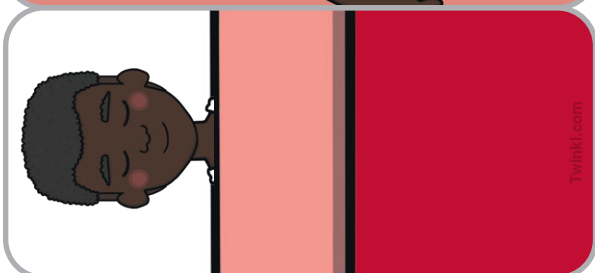
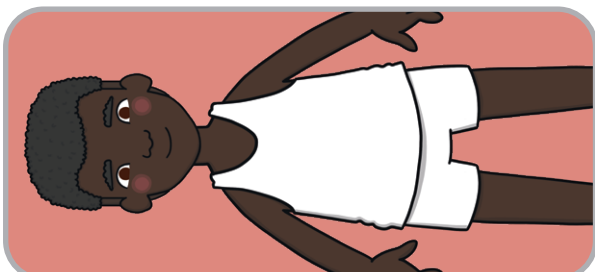
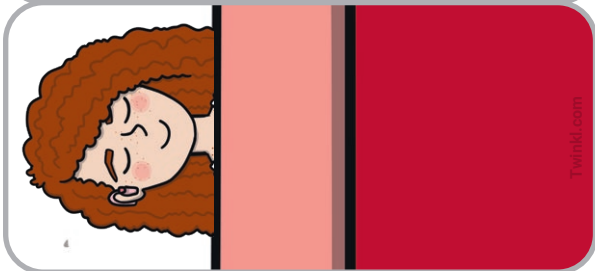
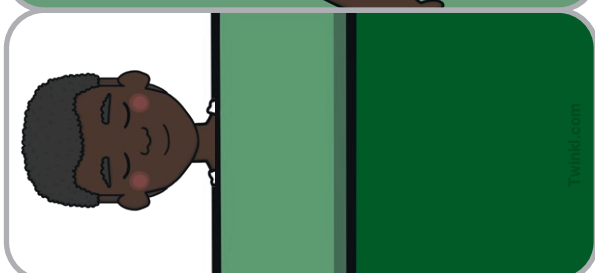
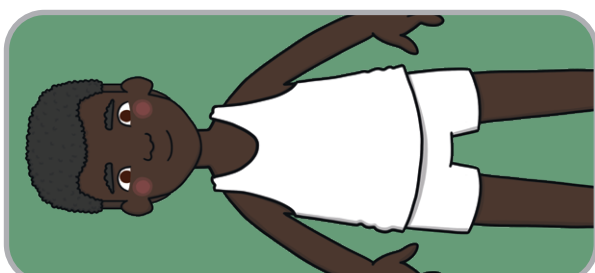
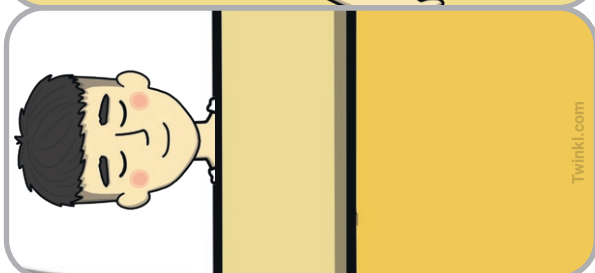
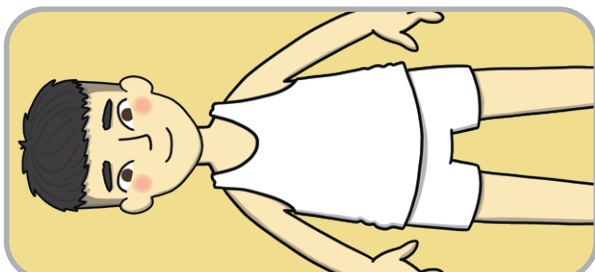
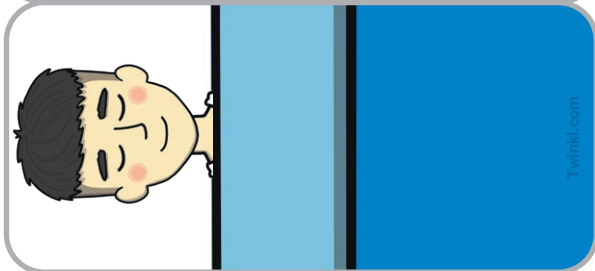
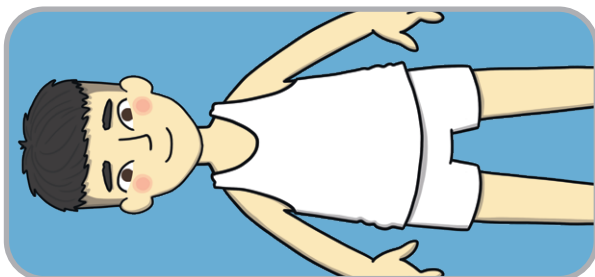
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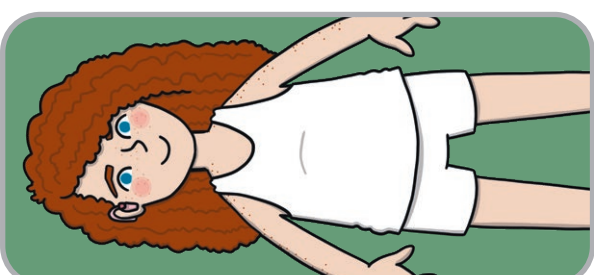
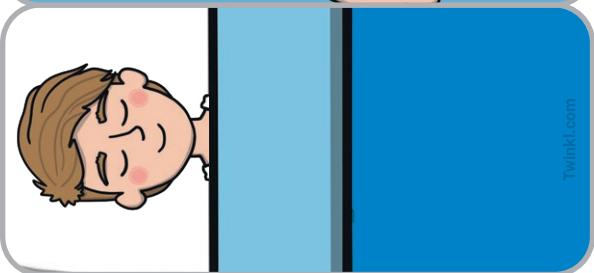
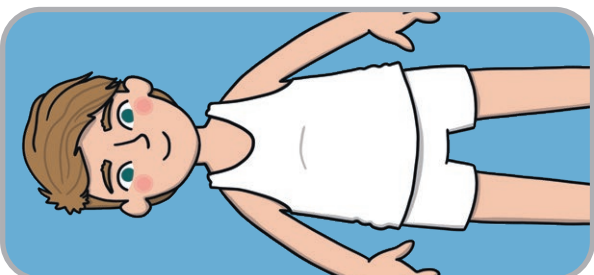
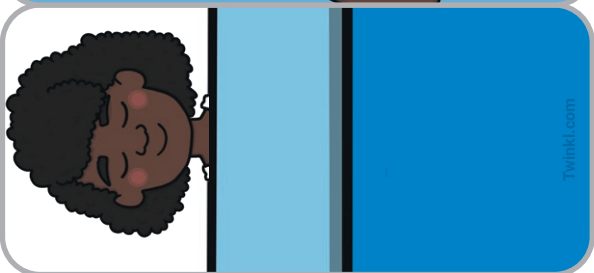
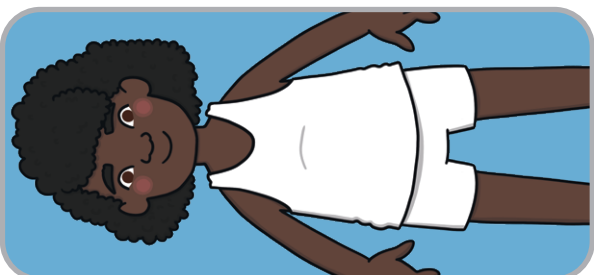
Gameplay continues until one or all players have turned over all their Sleeper Cards to the awake position OR the Sound Cards have run out. The winner will be the person who has woken up the most Sleepers!

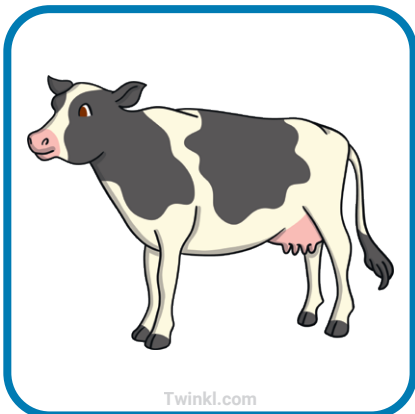
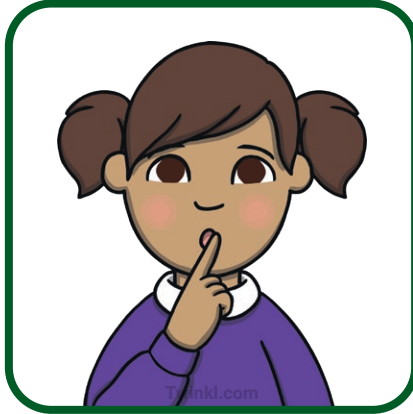






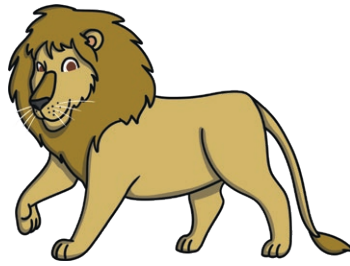








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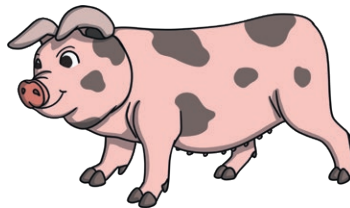
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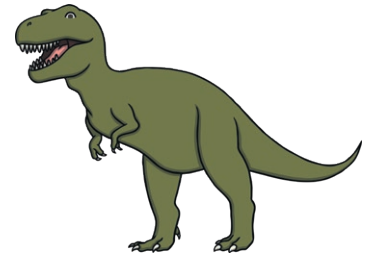
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