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LER3478-All Ready for Kindergarten Readiness Kit

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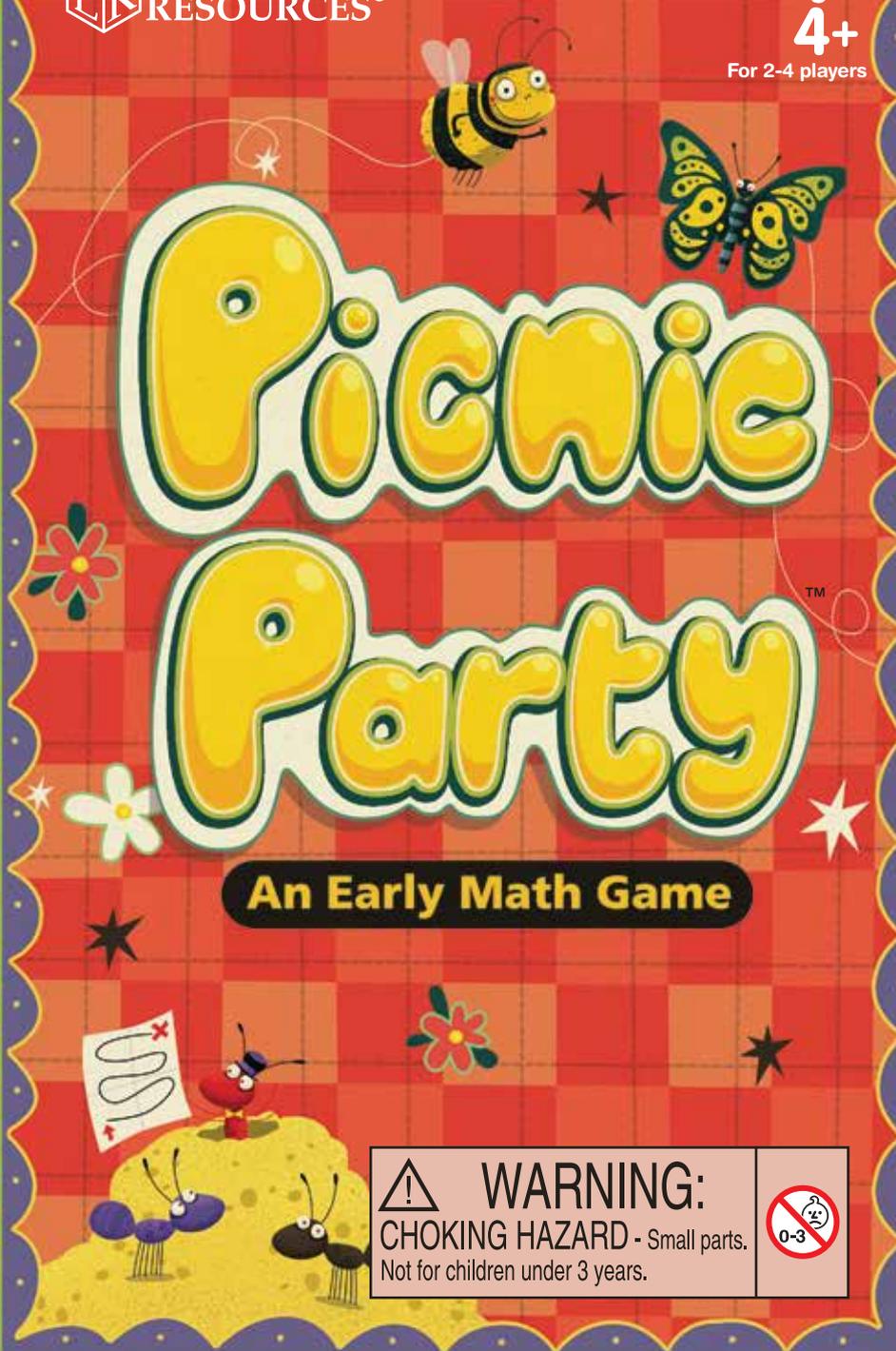
ATENCIÓN: PELIGRO DE ASFIXIA.
 Piezas pequeñas. No se recomienda para menores de 3 años.
ATTENTION: RISQUE D'ÉTOUFFEMENT.
 Petites pièces. Interdit aux enfants en dessous de 3 ans.
ACHTUNG: ERSTICKUNGSGEFAHR.
 Kleine Teile. Nicht geeignet für Kinder unter 3 Jahren.



LER 3481
Ages
4+
 For 2-4 players

Picnic Party™

An Early Math Game



WARNING:
 CHOKING HAZARD - Small parts.
 Not for children under 3 years.



Raid the picnic, little ants—a delicious feast awaits! Beat your fellow critters to the picnic basket while comparing and counting up numbers in two delectable levels of play. Scrumptious shortcuts make your journey through the garden that much faster and more satisfying: slide down the banana peel, march across the watermelon wedge, or tiptoe along the corn cob. Rain or shine, it's always the right time to crash this Picnic Party!

About this game:

In this game, your child will learn all about **comparing** and **counting up numbers 0–10** in a positive, supportive environment—your own! Help your child take those next big developmental steps while enjoying exciting game play together. Determine the greater number in Level 1, before moving on to finding the difference between two numbers in Level 2. Please note that children learn at their own speed. Feel free to vary the pace of play and offer guidance if your child needs additional support. Have fun!

Includes:

- Game board
- 4 Ant game markers
- 48 Cards (44 numbered 0–10, plus 4 Super Ant cards)

Object of the Game:

Be the first player to reach the picnic basket, and win!

Setup:

- Shuffle and divide the cards equally among players.
- Each player chooses a game marker and places it on *Start*.

How to Play:

Level 1:

1. Each player sets down one card.
2. Together, players determine which card has the highest (greatest) number. The player with the greatest number moves ahead that number of spaces.

3. If there are two greatest numbers, players turn over their next cards to break the tie.
4. If you land on a star space, use the shortcut (banana, watermelon, corn, fork) to jump ahead to the next star space.
5. If you draw a Super Ant card, that card tops any other number drawn. Now, switch places with any other player.
6. If two or more players draw Super Ant cards simultaneously, they have a “war” (see step 3, above).
7. To win, draw any number high enough to reach, or go past, the picnic basket (*Finish*). Congratulations—it's time for a snack attack!

Level 2:

1. Game play is the same as in Level 1, except players must find the difference between the highest and the lowest numbers.
2. The player who draws the highest number counts up from the lowest number played (e.g., 4, 5, 6, 7, 8 = 4) to determine the difference. Then, that player moves the difference, in number of spaces, on the board.
3. Continue play until one hungry ant reaches the picnic basket. All right—you are a true difference-maker!

Notes for Play:

- If all cards have been played, reshuffle and divide them equally among players. Continue until a winner is crowned.
- **Learning tip:** children may find it easier to count spaces on the board by touching each one with their game markers while moving ahead.
- To win, in both levels, players don't have to draw the exact number that lands on *Finish*—they can play any number that reaches, or exceeds, that space.

