

# QQ 遊戲點數骰子



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## I. 內容物:

1 顆藍色點數(導角弧邊)骰子

1 顆紅色數字(導角弧邊)骰子

### A. 材質:

EVA 泡棉

### B. 尺寸:

12 公分骰子

## II. 說明書:

### A. 年齡:

3 到 4 歲

### B. 目標:

啟發孩童在幼兒時期的基礎數字概念。弧邊設計和精緻柔軟的材質更為安全、好滾動，且易於抓取。家長能有高品質的親子互動，幫助孩童數字能力的扎根。

### C. 遊戲:

#### 1. 數字 123

拋擲數字骰子，並說出數字，教導孩童認讀數字。

#### 2. 數一數

拋擲點數骰子，計數多少個黑點。說出孩童所看到的點數。

### 3. 加一加

同時拋擲數字骰子和點數骰子，將點數骰子的數字加到數字骰子的數字相加，反之亦然。

### 4. 快樂碰

同時滾動二顆骰子，請孩童觸摸您所喊出的數字。例如，數字 2 顯示在滾出的數字骰子，點數 4 顯示在滾出的點數骰子，而被喊出的數字為 4，因此，孩童須觸摸點數骰子。這可以幫助孩童認識數字和加快計數的能力。

### 5. 對對碰

先拋擲點數骰子，數看看有幾個點數。拿出數字骰子，找出相對應的數字。反之亦然。

### 6. 比大小

同時拋擲兩顆骰子，請孩童觸摸數字或點數較大的骰子。以同樣的方式操作，亦可以玩觸摸數字較小的骰子。

### 7. 蹣蹣跳

同時拋擲兩顆骰子，依據數字骰子的數字，往前跳 1~6 步（步數依骰子的點數或數字決定），依據點數骰子的點數往後跳 1~6 步。相反地，也可以依據數字骰子的數字，往後跳 1~6 步，依據點數骰子的點數往前跳 1~6 步。

### 8. 跳到家

設定起點位置和終點位置。兩人同時進行遊戲比賽，要求孩童一次只能移動一小步。拋擲任一顆骰子，若點數骰子的數字是偶數，則向前走 2 步。若點數骰子的點數是奇數，則向後走一步。誰最先到達終點位置，就贏得比賽。

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~給孩子們一個快樂的拼字童年~

# 12cm Curved-edge Dice



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## I. Contents:

1 dotted blue die (with curved edges)

1 numbered red die (with curved edges)

### A. Material :

EVA foam

### B. Size:

12cm dice

## II. Instructions

### A. Ages:

3 to 4

### B. Object:

To learn how to start easy counting at a tender age. The curved edges and soft materials also make it safer, and easier to grasp and roll. Parents can spend more quality time with their children and help them learn to count as well.

### C. Games:

#### 1. Numbers

Toss the numbered die and call out the number. Teach the child to recognize numbers.

#### 2. Counting

Toss the dotted die and count how many dots. Call out the number of dots seen.

#### 3. Addition

Roll the numbered and dotted dice together and add the number of dots rolled out to the number rolled out, and vice-versa. Call out the answer.

#### **4. Touch Test**

Roll the two dice together and ask the child to touch the die for the number or the dots you call out. For example, if a '2' on the numbered die is rolled out and '4 dots' on the dotted die are rolled out and 4 is being called out, the child will have to touch the dotted die. This will help the child to recognize the numbers as well as count the dots fast.

#### **5. Match Test**

Roll the dotted die. Count the dots rolled out. Take the numbered die and ask the child to touch the number that matches the dots, and vice-versa.

#### **6. Bigger or smaller**

Roll the two dice together and ask the child to touch whichever die has the bigger number. Then the same process can be repeated for the smaller number.

#### **7. Jump forward or backward**

Roll the two dice together. Jump forward the number of steps, according to the number rolled out on the numbered die (The steps according to the dots or the number of the dice that face up ) and jump backward the number of steps, according to the number of dots rolled out on the dotted die. The game can be alternated by jumping backward the number of steps, according to the number rolled out on the numbered die and jumping forward the number of steps, according to the number of dots rolled on the dotted die.

#### **8. Even and odd numbers**

Make a starting and finishing point. Have 2 players to start the game together. Ask the children to move only one small step at a time. Roll one of the dice. If the number or the number of dots is an even number, move 2 steps forward. If the number or the number of dots is an odd number, move 1 step backward. The person to reach the finishing point first is the winner.