

Oh no! The wind blew Mr. Elephant's umbrella away. Help him get it back!

A number recognition and beginning math game for 1-2 players.

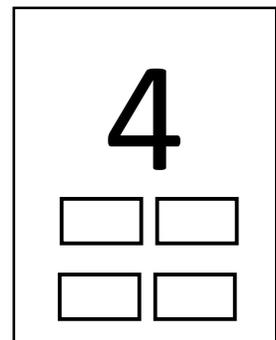
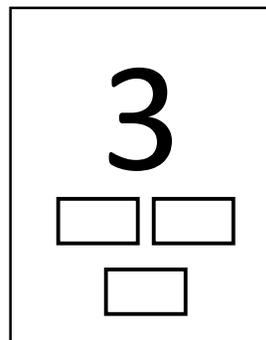
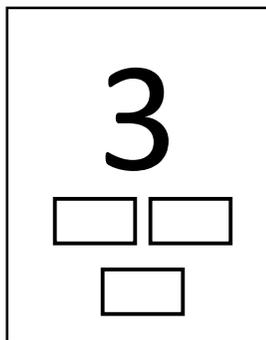
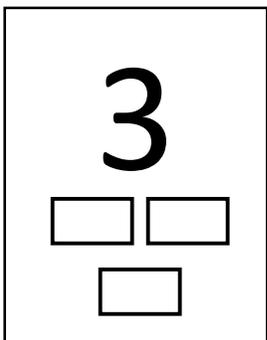
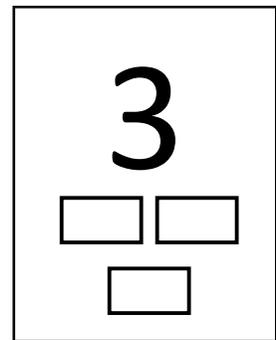
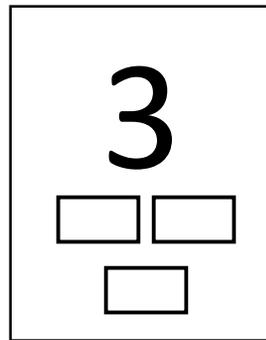
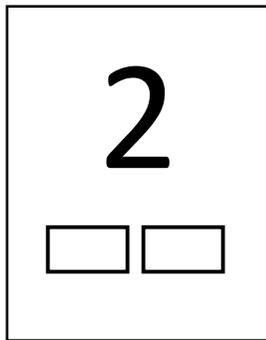
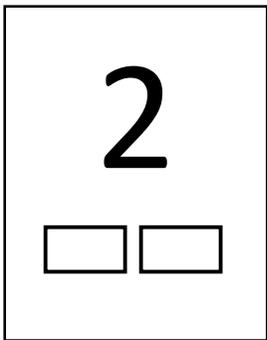
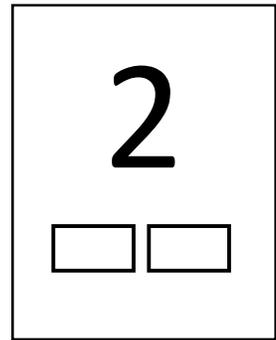
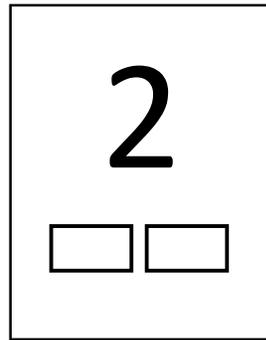
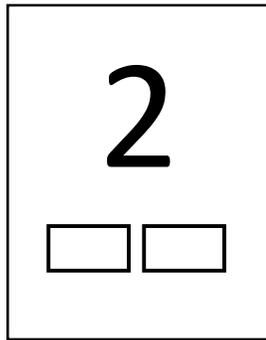
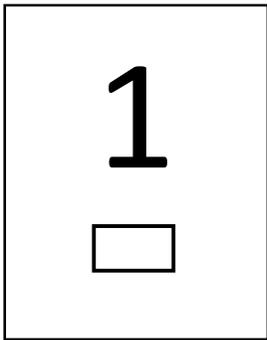
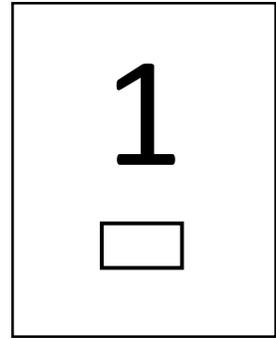
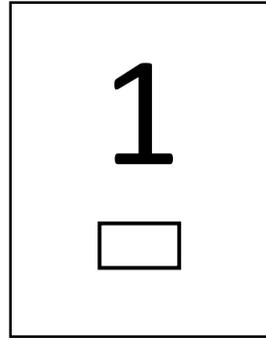
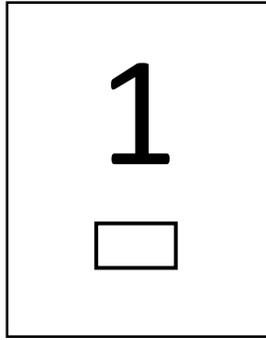
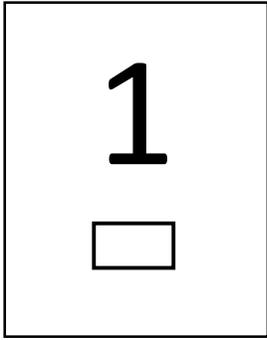
To get started, print out the game board, game pieces (you only need 1 per player), and relevant number cards; color; and assemble. Card stock will be easier to work with, but regular paper works fine.

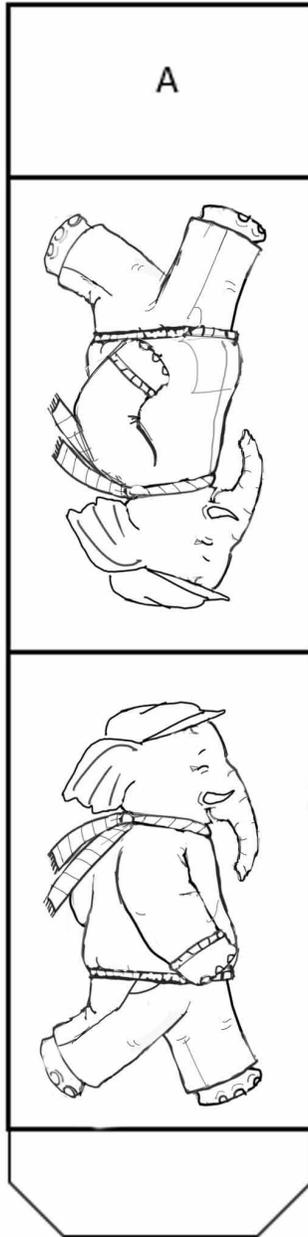
Number Recognition (for 1-3)

1. Put the cards with numbers 1-3 in a pile, facedown.
2. Put the Mr. Elephant game pieces near the start line.
3. Player One draws a card from the top of the pile, counts the number of rectangles on the card (or reads the number), and moves his or her Mr. Elephant piece that many rectangles forward.
4. If there is only one player, Player One continues until Mr. Elephant has reached the end and is reunited with his umbrella. If there are two players, Player Two then takes a turn drawing a card, and moving his or her Mr. Elephant piece forward. The game continues until both players have reached the end.

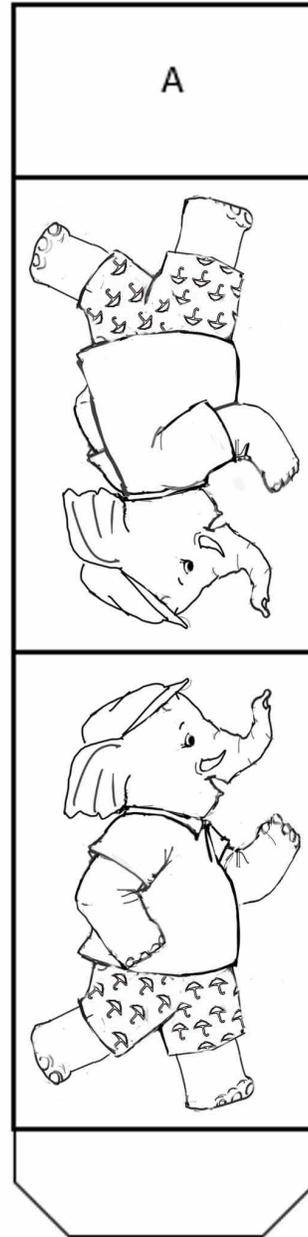
Beginning Addition

1. Put the cards with numbers 1 and 2 in a pile, facedown.
2. Put the Mr. Elephant game pieces near the start line.
3. Player One draws two cards from the top of the pile, counts the number of rectangles on each card (or reads the numbers), and determines the total number of spaces to be moved forward.
Optional: Have cards with numbers 2, 3, and 4 available (faceup), and have players find the card that matches the sum before moving their Mr. Elephant.
4. If there is only one player, Player One continues until Mr. Elephant has reached the end and is reunited with his umbrella. If there are two players, Player Two then takes a turn drawing cards, and moving his or her Mr. Elephant piece forward. The game continues until both players have reached the end.

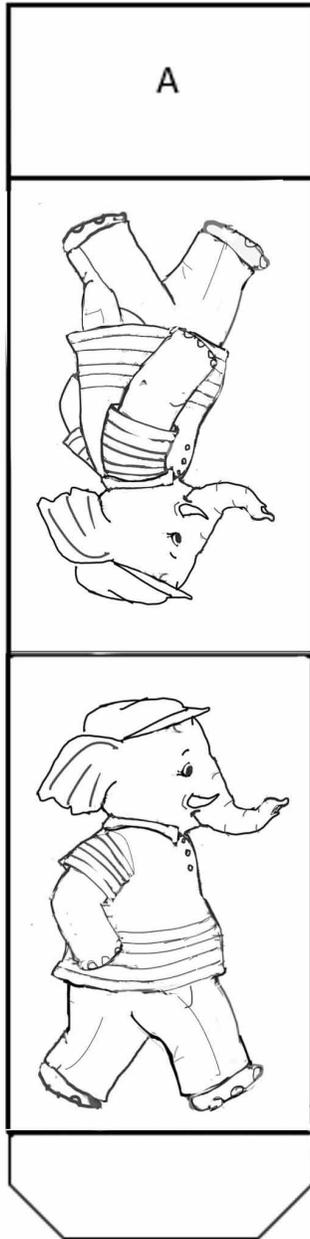




Glue to Part A



Glue to Part A

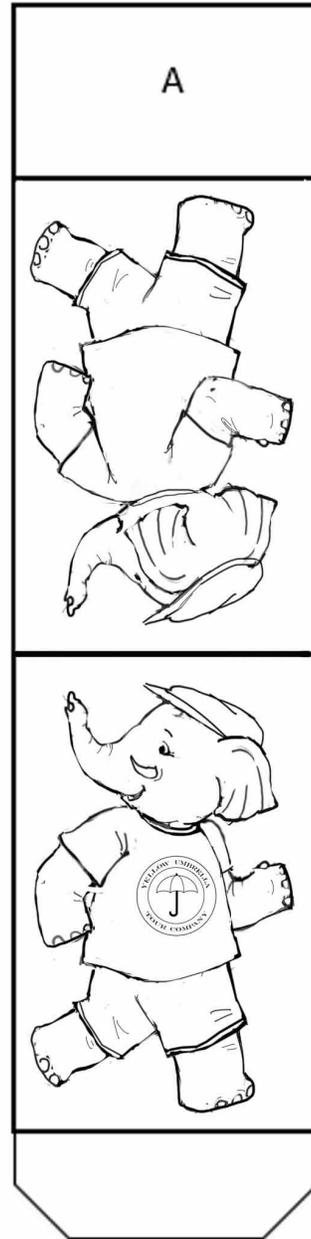


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Glue to Part A



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Glue to Part A

Start!

