

Great board, card, and other games for Pre-K

Candy Land - colors

Chutes and Ladders-counting

Uno (take out draw cards) – numbers and colors

Trouble – Counting

Go Fish – Numbers and shape/picture matching

Crazy 8s- Number and picture matching

Memory – Picture/shape matching

Simon Says – Listening to directions

This game can be played anywhere, even in a car or other small space. One person is Simon and starts by saying, "Simon says, '[insert action here]'". Everyone must then do the action. However, if Simon makes an action request without saying, "Simon says" to begin the request, anyone who does that action is out. The last person still playing in the end will be Simon for the next round.

Number of Players: A small group. **Equipment:** None.

Red Light Green Light – Following directions

With enough room, this game can easily be played inside. One person is the traffic light at one end, and the other players are at the other end. When the traffic light faces the group, he or she says, "Red light!" and everyone must freeze. The traffic light then turns his or her back and says, "Green light!" while the group tries to get as close to the traffic light as possible. The traffic light turns around quickly, again saying, "Red light!", and if anyone is spotted moving, they have to go back to the starting place. The first person to tag the traffic light wins and gets to be the next traffic light.

Number of Players: A small group. **Equipment:** None.

Hopscotch – Numbers and gross motor skills

Use some sidewalk chalk and make a hopscotch grid. Number the squares from one to nine. Pick a rock that is good for tossing. Small ones can bounce too much, and larger ones are hard to throw. Start by tossing the rock onto Square 1. Hop over the rock and hop with a single foot or both feet (to follow the hopscotch pattern) all the way to the end. Turn around and come back, stopping on Square 2. Balancing on one foot, pick up the rock in Square 1 and hop over Square 1 to the start. Continue this pattern with Square 2. And so on. If you toss your rock and miss the correct square, your turn is over. This game can be played with any number of people, but only one person can go at a time. If it's raining or dark or too cold, you can get indoor hopscotch mats or foam pieces, or just find a pattern on the floor to follow, perhaps using a beanbag instead of a rock.

Number of Players: One at a time. **Equipment:** Hopscotch grid, rock or beanbag.

Mother, May I? – Following directions and gross motor skills

This game is set up in the same way as Red Light, Green Light. One person in the group asks the person in the front, "Mother, may I take steps forward?" The person at the front then says, "Yes, you may." or "No, you may not." You can vary your requests by including options such as taking baby steps, spinning steps, leaps or whatever strikes your fancy. Again, the first person to tag the person in the front wins and is the next person in the front.

Number of Players: A small group. **Equipment:** None.