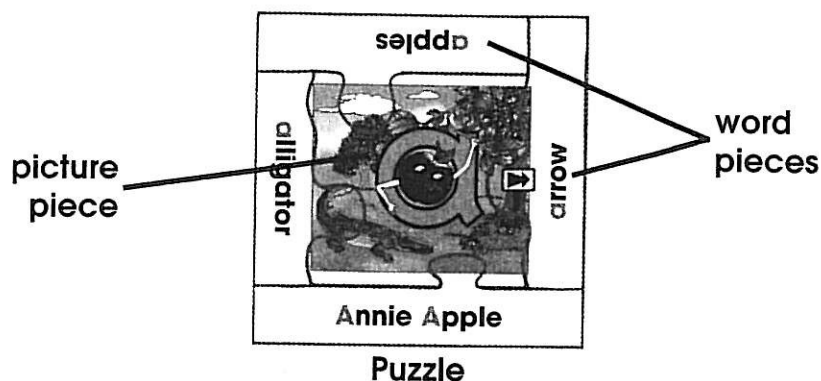


Munching Mike's Mix and Match

Contents:

- 31 puzzles each made up of 1 picture piece and 4 word pieces
- 4-piece 'Who's Who' jigsaw puzzle
- Instruction Leaflet

Each picture piece shows a Letterland character. The other four word pieces show the character's name and list three objects from the picture. The objects listed always start with the character's letter sound. Children can use the puzzles for simple matching or for more involved word games as detailed below. The puzzles have been cut so that only the correct answers will fit together, and the first letter of each word has been colour-coded to help children to place all the words correctly.



The 'Who's Who' jigsaw puzzle can be used to help remind children of the different Letterland characters and as a simple 4-piece alphabet puzzle.

Game Play 1

In this version, the puzzles are used for simple picture and word matching. Give each child a number of puzzles, probably starting with just two or three. Ask the children to look at the pictures, and see if they can recognise the Letterland characters. Make sure that they notice that each word is colour-coded to help them match the word to its correct picture. The child should then keep the picture pieces and mix up the word pieces. Now see if they can put the puzzles together again. They can either use the colour-coded letters as a guide or try reading the words. You can gradually build up the number of cards used by the child, until they can confidently complete all 31 puzzles.

Game Play 2

Each child is given the pieces for one or two puzzles. They keep the picture pieces and place the word pieces face down in the centre of the table. The children take turns to turn over the words and try to read the words. If they match an item on one of their pictures, they can keep the word and piece it together with the picture. If the word the player picks doesn't match any of their pictures they put the word back face down again. Whoever matches words for all four sides of their pictures is the winner.

Game Play 3

Each child is given the pieces for one or two puzzles. They keep the picture pieces, and place the word pieces face up in the centre of the table. Children have to race to find all the words that go with their pictures and piece them together. Whoever finishes first must shout 'Munching Mike!' before they can win the game.

Game Play 4

This version uses the word pieces only, and needs the help of an older child or carer. The older child/carer decides how many words to use (start with just three or four), holds them up for the players to see and gives the players clues about them. For example:

- I look after all the telephones in Letterland. (Ticking Tess)
- I appear at the end of a question? (question mark)
- I travel on rails and carry lots of passengers. (train)
- I like the water and I say 'rivet'. (frog)

The children win each word they read correctly, and whoever gets the most words wins the game. Advanced readers can play at the same time, but the leader holds the word out of their sight so that only the beginner readers can see it.