

The Playhouse Game Facilitation Guide

Object of the Game: Come up with a creative way for a family to play together using the cards that are dealt to them.

Materials: Three sets of cards

- Blue cards are different rooms in a house
- Green cards are an amount of money
- Red cards are different types of play:
 - Imaginative Play (make believe, usually with props or costumes)
 - Building/Construction (can be with blocks, cardboard, blanket forts, etc.)
 - Early STEM (play that involves counting, sorting, experimenting, playing with colors, asking questions, etc.)
 - Print-based (encourages awareness of print; examples include identifying letters, using labels, spotting signs, etc.)
 - Creative/artistic (helps children develop fine motor skills through painting, coloring, drawing, etc.)
 - Word play (help children develop phonological awareness and narrative skills; finding the rhyme, telling a story, making up a story to tell, singing songs, etc.)

How to Play:

1. Cut out the sets of cards (below)
2. Each family is dealt one blue card, one green card, and one red card.
3. They have 3 minutes to come up with an idea for using they type of play (red card) in a room of a house (blue card) and can spend the amount of money on the green card for supplies.
4. Their idea is shared out to the group.

Example: A family is dealt the following cards:

- Blue: Laundry Room
- Green: \$0
- Red: Early STEM

They discuss their options and decide on the following play idea for this room of the house: Sorting laundry together by color, size, and who it belongs to. Then folding laundry in thirds or in half to talk about fractions.

Kitchen	Kitchen
Bedroom	Bedroom
Laundry Room	Laundry Room
Living Room	Living Room
Bathroom	Bathroom
Hallway or Entryway	Hallway or Entryway

\$0	\$0
\$0	\$0
\$5	\$5
\$5	\$5
\$10	\$10
\$10	\$10

Imaginative Play	Imaginative Play
Building/Construction	Building/Construction
Early STEM	Early STEM
Print-Based	Print-Based
Creative/Artistic	Creative/Artistic
Word Play	Word Play