

Inventive Playthings for Inquisitive Minds

Erfinder für Kinder

Créateur pour enfants joueurs · Uitvindere voor kinderen
Inventa juguetes para mentes curiosas · Inventori per bambini



Instructions



Infant Toys
Baby & Kleinkind
Jouets premier âge
Baby & kleuter
Bebé y niño pequeño
Bebè & bambino piccolo



Gifts
Geschenke
Cadeaux
Geschenken
Regalos
Regali



Ball Track
Kugelbahn
Toboggan à billes
Knikkerbaan
Tobogán de bolas
Pista per biglie



Children's room
Kinderzimmer
Chambre d'enfant
Kinderkamers
Decoración habitación
Camera dei bambini

 Children are world explorers!
We accompany children on their journey by providing games and toys that challenge and foster new skills, as well as being, above all, lots lots of fun. At HABA you will find everything that brings a special glint to your child's eyes!

 Kinder sind Weltentdecker!
Wir begleiten sie auf all ihren Streifzügen – mit Spielen und Spielsachen, die fordern, fördern und vor allem viel Freude bereiten. Bei HABA finden Sie alles, was Kinderaugen zum Leuchten bringt!

 Les enfants sont des explorateurs à la découverte du monde !
Nous les accompagnons tout au long de leurs excursions avec des jeux et des jouets qui les mettront à défi, les stimuleront et surtout leur apporteront beaucoup de plaisir., HABA propose tout ce qui fait briller le regard d'un enfant !

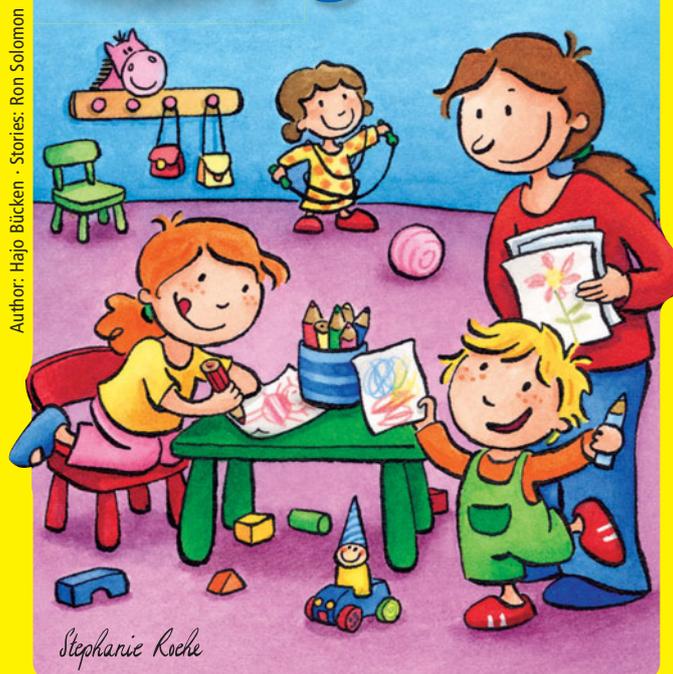
 Kinderen zijn wereldontdekkers!
We begeleiden ze op al hun zoektochten met uitdagende en stimulerende, maar vooral erg leuke spelletjes en speelgoed. Bij HABA vindt u alles waarvan kinderen gaan stralen!

 ¡Los niños son descubridores del mundo! Nosotro los acompañamos en sus exploraciones con juegos y juguetes que les ponen a prueba, fomentan sus habilidades y, sobre todo, les proporcionan muchísima alegría. ¡En HABA ustedes encontrarán todo eso que pone una lucecita brillante en los ojos de los niños!

 I bambini esplorano il mondo!
Noi li accompagniamo nelle loro scorribande con giochi e giocattoli che ne stimolano la curiosità, ne aumentano le potenzialità, e che, soprattutto, li rendono felici! Da HABA troverete tutto quello che fa brillare gli occhi di un bambino!

Loco Lingo

Kinder- garten



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Kinder- garten

This game encourages:

Concentration, Memory, Language skills, imagination, Reflexes

5 fun word games for children ages 3 and up

How to play:

The children and a game leader choose one of the following games to play. After choosing the game, they pick a story, poem, rhyme or group of riddles to read for that game. All of the games can be played with a group of players or only one player.

Goal of the game:

As the game leader reads the selected text, the player or players must listen carefully, figure out the right answer, then grab or point to the correct card or wooden figure as fast as they can.

The booklet contains 4 different stories, poems, rhymes and groups of riddles. Of course, you can invent your own stories, poems and riddles if you want!

In the stories, poems and riddles, the names of the cards or wooden figures are indicated with bold, blue letters.

Playing Time: 10 - 20 minutes per game

Game Contents: 12 cards, 3 wooden figures, 1 color die,
1 game booklet

The cards:



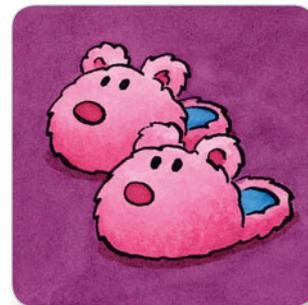
Colored Pencil



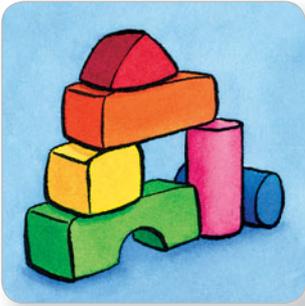
Scissors



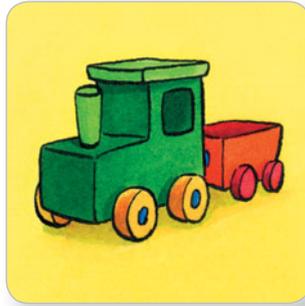
Shovel



Slippers



Building Blocks



Train



Ball



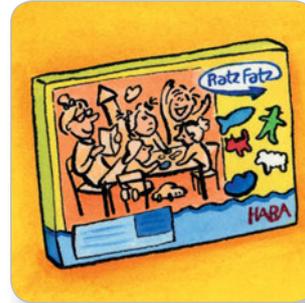
Puppet



Car



Picture Book



Game



Jump Rope

GAME IDEA #1

Warm Up Game

– A game that the identity of each card and wooden figure.

Number of Players: One or more

Aim of the Game: To properly identify all the cards and figures. The children and the game leader can discuss what each object is called, how it is used, and where it can be found in daily life.

Warm-Up Round #1 – “It Figures“

Place the wooden figures on the table. The game leader points to a figure and asks the youngest player to name it. If they can't, the game leader points to a different figure until that child can name a figure properly. Continue around until all the children have each taken a turn.

After the children label the figures properly (e.g. boy, girl, teacher) and have them give the figures proper names (e.g. Bobby, Sally, Miss Green, etc.). If you'd like you may continue and have the children identify what roles the figures play (e.g. brother, sister, mother, etc.).

Move around the table in a clockwise direction until all of the figures are confidently identified. Good for you! Now move on to Warm-Up Round #2.

Warm-Up Round #2 – “Card Names“

Place all 12 cards in a stack, face-down on the table. Have the youngest child turn over the top card and try name the picture. If the child has difficulty ask the other children to help. Play should move in a clockwise direction, each child turning over another card and naming it.

Move around the table in a clockwise direction until all of the cards are confidently identified. Way to go! Now you can play Warm-Up Round #3.

Warm-Up Round #3 – Categories

Spread all of the cards and wooden figures on the table. The game leader selects a category from the list below and asks the youngest child to choose all of the cards and/or figures that fit the category. No cards or figures are taken for correct guesses.

Move around the table in a clockwise direction until all of the categories are completed. Way to go! Now, you're ready for Loco Lingo!

Category suggestions:

- all toys
- something you wear
- things that are wood
- things that have wheels
- things that can cut paper
- things that have red in it
- things that have green in it
- things that live in water
- things that are round
- everything that is a person

Try to make up some of your own. It's fun!

GAME IDEA # 2

Grab It!

– An fast-paced, action game for good listeners and fast grabbers.

Number of Players: 1 - 6

Aim of the Game: Identify and grab the mentioned cards or wooden figures before anyone else.

Set Up: Spread all the cards (face up) and figures on the table.

How to Play

- Select a story, poem, rhyme or riddle section from the following pages then read it out loud.
- Watch out! If the picture on a card or a wooden figure on the table is called, the children must grab it. The first child to take the correct card or figure keeps it in front of them until the end of the game.
- Note to children: While the story is being read pay close attention or you may miss the correct answer. Good listeners have the best chance!

End of the Game

After the text has been read, each child counts their cards and figures. The child with the most cards and figures wins.

Notes:

- To keep the game stories exciting, not all of the objects are mentioned in each text. There may be some things left over at the end of some games.
- To keep the children paying attention, try reversing the order or changing the order of riddles if you've read them several times.

Game Variations

Game Variation #1 (Younger Players)

If younger children are playing or just one child alone is playing, then the fast grabbing part can be skipped. When the text mentions the card or figure, the game is stopped and the correct card or figure is searched and named.

Game Variation #2 (More Advanced Players)

This version is for older children and helps develop greater concentration and memory. Each of the mentioned cards or figures gets placed back in the game box. When the text is read completely, the children try to remember the mentioned things in the order they appeared in the story.

GAME IDEA #3

“Focus Pocus!”

– A more advanced concentration and memory game.

Number of Players: 2 – 6, ages 5 +

Aim of the Game: To identify any mentioned cards or wooden figures that ARE NOT on the table.

Set Up: Spread 6 random cards and/or wooden figures on the table. Place the remaining card and figures in the box.

How to Play

- Select a text from the following pages then read it out loud.
- If a card or figure that’s on the table is called: Nothing happens.
- If a card or figure that’s in the closed box is called, whoever says “it’s in the box” first gets a chance to look. If that child is correct, they take one of the playing pieces from the table as a reward. If they are incorrect, they put one of the cards/figures in front of them back in the middle of the table. If the child doesn’t have one, nothing happens.
- If a card or figure is called that is already held by another child, whoever says, “It’s already gone” first gets any card or figure from the table as a reward.

End of the Game

The game ends when the last card or figure is gone from the table. The winner is the child with the most cards and figures.

GAME IDEA #4

“Stories About Kindergarten“

- A creative, story-telling game.

Number of Players: 2 - 4 children ages 5+.

Aim of the Game: To make-up group stories and then remember and retell them.

Set Up: Stand the three wooden figures next to each other on the table. Mix the 12 cards and stack them face down behind the figures. Keep the color die ready for later.

How to Play

Part One: Make Up Stories

The oldest child chooses a figure then turns over the top card on the stack. He or she then begins to tell a story that combines that the chosen figure with that card (example: if the figure is the “boy” and the card is the “ball,” the story could be “Bobby found a ball on the playground. He wanted to play soccer.” One or two sentences is enough. The card is then placed face down in front of the selected playing figure.

Moving in a clockwise direction, the second child turns over the next card and continues the story that the first child began. Then the second child places his/her card face down in front of the first card.

Note:

When there are four face down cards in front of the first figure, a second figure is chosen and a new story is begun. After there are four cards in front of the second figure, the final four cards are used to tell a story for the third figure.

Part Two: Retell the stories

As soon as there are four cards in front of each figure the second part of the game begins. The youngest child starts and rolls the color die. The child finds the wooden figure with the corresponding color. Now the child must try to remember which picture is shown on the first card in front of this figure.

Tip:

The narrated stories help to memorize the picture. If the child wants, he or she may tell the part of the story corresponding to the card. Then the card is revealed.

Was the mentioned picture correct? Great! The child keeps the card and places it right in front of him or herself.

Was the mentioned picture wrong? What a bummer! The child must put the card back in the box.

Play advances, clockwise, to the next child.

End of the game

When there are no more cards in front of the figures, the game is over. The child with the most cards wins. If multiple children have the same number of cards then there is more than one winner!

Options for younger children

The game can be made easier with the following additional rules:

- Just use one figure (no color die necessary)
- Choose up to four cards
- Just one story is told instead of three.

GAME IDEA #5

“What Does It Do?”

- A creative, guessing game.

Number of Players: 3 - 6 children, ages 4+.

Aim of the Game: To be the best guesser and win the most cards.

Set Up: Spread the twelve cards, face-up, in the middle of the table.

How to Play

The oldest child begins. He or she looks at the cards and secretly chooses one of them (without touching it or telling the others what it is.) After the child has chosen the secret card, he or she explains what you do with the object on the card.

Example: “You use these to make towers.”
(The answer would be a “blocks”)

The first guesser to put his or her hand on the correct secret card gets to take that card. That child then chooses a new secret card and explains it to the other players.

If a child guesses the wrong card that card remains in the middle of the table. The child is not allowed to guess again in that round. All other children continue to guess.

If no child guesses the secret card correctly, the card remains in the middle of the table and the next child describes a different card.

Note: The child who is explaining the secret card shouldn't touch it or point to it. That way the other children won't know what it is!

End of the game

The game is over when there are three cards left in the middle of the table. The child with the highest stack wins. If more kids have the same number of cards then there is more than one winner!

STORIES, POEMS AND RIDDLES

1. Riddle Me This

Can you guess what cards or figures we're talking about?

Who likes to wear pants, besides dresses and skirts?	Girl
Where can you find a story about a mermaid?	Picture Book
What's fun to kick, throw and catch?	Ball
What can you use to make towers to the sky?	Building Blocks
What covers your hand and tells stories?	Puppet
What chugs along on a set of metal tracks?	Train
What drives on roads and goes beep-beep?	Car
Who shows you how to read, color and play games?	Teacher
What comes in a box with dice and cards?	Game
You twirl this and jump as long as you can!	Jump Rope
What do you use to color on paper?	Colored Pencil
What cuts paper, but also hair?	Scissors
Who can be a brother, a son and a daddy?	Boy
What digs holes in the sand or dirt?	Shovel
What's soft, fluffy and you wear them on your feet?	Slippers

2. Rhyming Riddles

Can you guess the card or wooden figure that finishes the rhyme?

Game leader suggestion: Read slowly and emphasize the CAPITALIZED rhyme word while reading.

Toss it, catch it, bounce it on the **WALL**,
just don't pop your rubber... **ball**

Jake constructs a wooden **BOX** using all his building... **blocks**

Won't you kindly take a **LOOK** at my brand new picture... **book**

If the baby's name is **ROY**, chances are that he's a... **boy**

Sally drives real fast and **FAR** in her cool, red-colored... **car**

"Loco Lingo" is the **NAME** of my super-fun, new... **game**

In ballet Jenny and learns to **TWIRL**, she's a very lucky... **girl**

Joan and **HOPE** skip with their jump... **rope**

"My best friend's a blue **MUPPET**,"
says my red and white striped... **puppet**

My pants have **ZIPPERS**, but my feet wear... **slippers**

Chugging on the rails through **RAIN**,
goes the bright, green choo-choo... **train**

She's not some old scary **CREATURE**,
she's my Kindergarten... **teacher**

(Note: Pieces not used in this section are: clored pencil, scissors, shovel)

3. Kindergarten's My Favorite Place

A nice poem about a fun place... Kindergarten!

Kindergarten's my favorite place,
In winter, spring or fall.
I love to draw with **pencils**
Or kick around a **ball**.

My mommy takes me in her **car**
And drives me to my school,
She tells me that she loves me,
To obey the **teacher's** rules.

I race inside to see my friends,
I play with **blocks** or just pretend
That I'm the pirate in a **book**,
A **train** conductor,
Or a cook.

In the class we play a **game**,
Or see a **puppet** show.
With **scissors** we cut paper,
To make dollies in a row.

When outside we race around,
I **shovel** holes in sand
A **girl** says "Hey, let's **jump rope**"
Oh, **boy**, this school is grand!

(Note: Pieces not used in this section are: boy, slippers)

4. “My First Day At Kindergarten“

A story about Nicole’s first day at Kindergarten.

Nicole was very excited that tomorrow was her first day of Kindergarten. After eating her dinner, she took her bath, then put on her pajamas and **slippers**. Before bed, Nicole asked her daddy to read her a nice **book** about school. Her daddy said, “of course,” and found a story called “My First Day At Kindergarten.”

The story was so much fun! Every page was filled with pictures of children arriving on their first day. Once the children in the story had met one another, the **teacher** led them into the classroom. “I am Miss Iris,” she said. “Welcome to Kindergarten. We are going to laugh and sing and play.”

Miss Iris told the children that there were lots of different activities to do. She told them to go and have fun. Some of the children wanted to do arts and crafts. They sat on the floor or at desks and drew pictures with **colored pencils**. Then they cut their pictures out with **scissors**. Other children wanted to play make-believe. Some of them performed made-up **puppet** shows.

After a yummy snack with healthy juice, the children went outside to the playground for more fun and exercise. Some of them played soccer with a bouncy **ball**. They kicked it and scored a goal! Some of the children skipped and hopped with a **jump rope**. They jumped so fast! One **girl** went to the sandbox and used a **shovel** to dig for buried treasure.

After all the running around, Miss Iris called the children back inside. They were very tired from their outside play. Now it was naptime. Soon Miss Iris said, “Time to wake-up. There’s more fun things to do!” One **boy** made a tall tower with **building blocks**. Be careful it doesn’t fall! A group of children took out “Loco Lingo” because they loved playing board **games**. “I hope that I win!” one of the shouted.

Two other children raced each other with toy vehicles. “Beep Beep!” went the **car**. “Chug-a-chug-a-choo-choo!” went the **train**. Finally, Miss Iris told the children it was time to go home. After putting away the toys, their mommies and daddies picked them up.

“Wowee, that sounds so exciting Daddy!” said Nicole.
“I can’t wait for Kindergarten tomorrow.”

Dear Children and Parents,

It is easy to ask whether a missing part of a toy or game is still available, simply go to <http://www.habausa.com/replacements>.