

## A-Z BATH TIME MATCHING my first BATHTUB memory game



Ages 3+

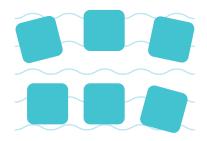
**?** ? 1+

Includes: 52 Foam Tiles (26 Pairs) & Drawstring Bag

## Bath Matching Ages 3+

- 1. Choose any number of pairs and create a grid face up in the water. Keep all extra pairs out of the tub.
- 2. When ready, flip the tiles over so they're face down.
- **3.** Now, have your little one choose two tiles to flip over.
  - If they match, place them on the wall.
  - If they don't match, flip them back over and try again.

We recommend starting with a 2 x 3 or 2 x 4 grid.



The stormy seas will start to spread the tiles around!

**4.** Once all pairs have been matched, place them back in the tub to start another game, and add another pair or two if they're ready for a bigger challenge.

Even though **A-Z Bath Time Matching** is made for bath time, the rules definitely apply on dry land for ye landlubbers. Simply adjust the rules accordingly.

## Learning the Alpha-bath Ages 3+

Want to incorporate a little fun learning into bath time?

- 1. Place a full set of tiles into the tub (A-Z) face down for even more of a challenge.
- 2. Have your little one find the letter A, say the letter, and stick it to the bath wall. The foam tiles stick to most shower/tub walls when wet.
- Now ask them to find the rest of the letters in order until the entire alphabet is on the wall.

## Sea & Spell Ages 4+

Ready for the next level of sudsy learning?

- 1. Place a full set of tiles into the tub, face up (A-Z).
- 2. Next, call out words for them to spell (start with 3-4 letter words).
- **3.** Stick the letters on the wall as each word is spelled, saying each letter as they are placed, then repeating the word when completed.

If you're enjoying **A-Z Bath Time Matching**, or are using it as a learning tool, visit us at ChuckleandRoar.com and let us know how.



Questions or Comments?

ChuckleAndRoar.com

Game Design by Brainmaker Games, LLC

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