

RAPIDO MÉTÉO

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Jeu de mémoire auditive
Auditory memory game
Hörgedächtnisspiel
Juego de memoria auditiva

3-6
ans
years



COOL
SCHOOL



3 to 6 years



2 to 3 players



15 min

Game rules

GB

Contents: 3 tigers, 2 sets of 18 items of clothing, 24 cards.



Aim of the game: Dress your tiger in the outfit described.

• **For a 2-player game: Cooperation mode**

In a 2-player game, it is important for the child to understand that they must listen carefully and memorise all the information given to successfully complete the challenge. Similarly, when a child is Leader, they must understand that they have to correctly describe what they see to help the other player to succeed.

Set up: One set of clothes is spread out in the centre of the table. The cards are placed face-down in a pile next to the clothes and each player takes a tiger to dress and places it in front of them.

How to play: The players take it in turns to be the “Leader”, who describes how the tiger is dressed, and the “Player”, who dresses the tiger.

The oldest is Leader first and the youngest dresses their tiger.

The Leader picks a card and describes the tiger’s outfit while the other player closes their eyes.

Example

«It's cold, so Teo is wearing a blue hat with a pink bobble, a green coat and red checked trousers.»



The Leader can use the pictures at the top of the card to indicate weather is like, so there are fewer clothing options to memorise.

At the end of the description, the Player opens their eyes and tries to dress their tiger correctly from memory.

As soon as they think they have finished, they shout “dressed!” and then check the Leader’s card:

- If it is correct, the players win the card.
- If not, the players try to find the mistake and discuss to try and understand what happened (e.g. memory lapse or incomplete description).

Then the clothes are put back in the centre of the table and the Player becomes the Leader and vice-versa. They pick a new card... and so on.

End of the game: The game ends when 10 cards have been won.

• **For a 3-player game: Memory and speed mode**

In a 3-player game, listening carefully and having a good memory won't be enough... you will also need to be fast!

Set up: All the clothes (both sets) are spread out in the centre. The cards are placed face-down in a pile. Each player takes a tiger to dress.

How to play: The players take it in turns to be the Leader, while the other two players play against one another. They turn around or close their eyes. The Leader picks a card and describes it out loud.

At the end of the description, the players open their eyes. They must grab the clothes that fit the outfit that has just been described as quickly as possible and dress their tiger.

The fastest shouts out "dressed!". The player checks the card to see if the outfit is correct.

- If it is, they win the card and place it in front of them.
- If not, they don't win the card and it is put back into the pile.
- If the card is not won because of an error in the description, the Leader is penalised and loses one of the cards they have won (if they have any).

The clothes are then put back in the centre of the table and the next player takes on the role of Leader and picks a new card, etc.

End of the game:

The game ends when there are no cards left in the pile: the player with the most cards wins.

A game by Babayaga.



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Attention. Petits éléments. Warning. Small parts. Achtung. Kleine Teile. Advertencia. Partes pequeñas. Advertencia. Piccole parti. Atenção. Peças de pequenas dimensões. Waarschuwing. Kleine onderdelen. Varning. Små delar. Advarsel. Små dele. Advarsel. Små deler. Внимание. Маленькие части. Προειδοποίηση. Μικρά μέρη.



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