



Watersplobs

Creative arithmetic game for comprehending and comparing simple numbers
For 1 - 4 players from pre-school age

Watersplobs carry points on their backs and live in two separate ponds (the left and right half of a card). But sometimes they visit each other by one jumping from the left pond into the right, while another jumps from the right into the left pond. Place the covered watersplobs (pasted wooden discs) and the cards in the centre. Each player/team draws a card (yellow beam in the card centre = easy card; blue = average; green = difficult). The card can be won if the player determines by association which two watersplobs exchange ponds, so that the sums of watersplob points are equal in both ponds. If the task is too difficult, the situation can be copied with the wooden watersplobs and the players may test various actions. Important: The players/teams should ascertain the solution themselves; interaction by the game master is not desired! If the problem is solved, the next card may be drawn. (The adhesive labels must be pasted onto the blue wooden discs (watersplobs) prior to the start of the game, so that the points on the front and back always total 7).