

illustrations: Maciej Szymanowicz

The game develops the fine motor skills (hand fitness), concentration, imagination and space perception. It practices colors and teaches kids to cooperate. The game can also strengthen the habit of cleaning up the room before going to bed.

Anna Karowicz – educator and speech therapist; loves board games which she often uses at work. The author of *Science is also an art blog*.

COMPONENTS

4 room boards (in 4 different colors)



8 monsters

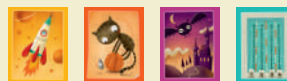


16 items (in 4 different colors)

4 beds



4 paintings



4 lamps



4 teddy bears



A cloth bag



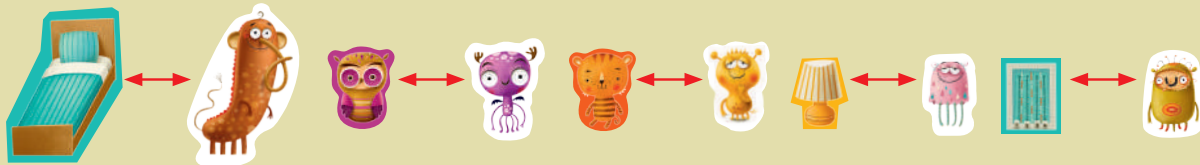
GOAL OF THE GAME

The goal of the game is to clean up the rooms before going to sleep. Each player has a gameboard with their room and has to place 4 items there: a bed, a painting, a lamp and a teddy bear. The items will be drawn from the bag – using their sense of touch the players will try to recognize the necessary items. However, the task is obstructed by monsters that are also hidden in the bag and their shapes are similar to the other items.

GAME SETUP

Hint for parents

Before the game starts you can put all the items and monsters on the table so that children can take a closer look at them. You should notice that shapes of some monsters are similar to the shapes of the items from the rooms. You can encourage children to “decorate” their rooms so they familiarize themselves with the looks and shapes of different items.

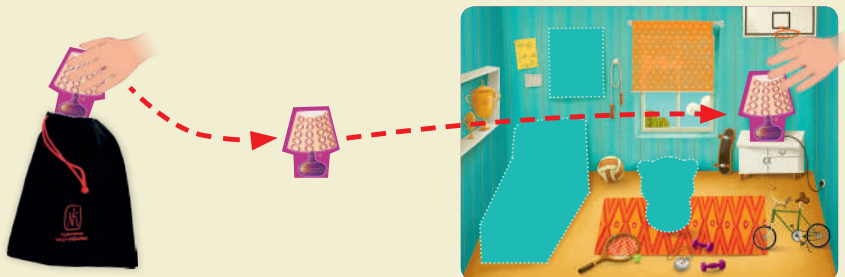


- Each player takes a **room** in the chosen color and places it in front of themselves. If there are less than 4 players participating in the game, put the remaining rooms back in the box.
- Players toss **all the items and monsters into the bag** and mix them thoroughly.

GAMEPLAY

The player who slept the longest today (or the oldest player) starts the game. On their turn they perform the following activities and the game continues clockwise around the table.

- The player takes the bag, puts their hand inside and tries to find an item for their room **without peeking**: a bed, a painting, a lamp or a teddy bear. They can pull out **only one** item from the bag.
- Depending on what they pulled out, they **perform** one of the following actions:
 - If they pulled out an **item that they do not have in their room**, they place it on the right space on the board.



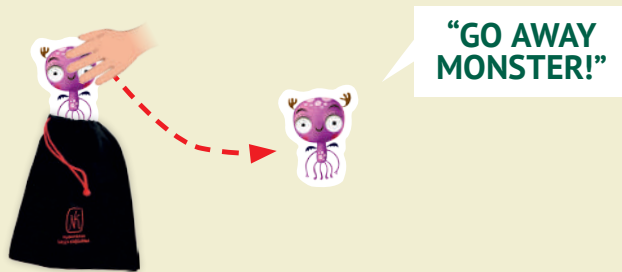
Attention!

In the basic version of this game the **color** of the item is not important. Only **shape** matters.

- If they pulled out an **item that they already have in their room**, they put it back to the bag (and mix with others).



- If they pulled out a **monster**, they throw it as far as they can (but not through the window!) and shout “GO AWAY MONSTER!”.



- After performing one of the above actions the player passes the bag to next player on their left.

END OF THE GAME

The game ends when one of the players has all necessary items in their room – they placed **4 missing items** on their board. That player wins the game.

VARIANT – SCORED GAME

In order to win you have to get **the most points**. On their turn the player performs **one** of the following activities:

- they **draw one item from the bag** (like in the basic version of the game)

OR

- they **swap 1 of the items** from their room with **same kind of item** from another player’s room.



Example:

Player with an **orange** room swaps the teddy bear that they currently have with a teddy bear from the **blue** room. This way, they got the teddy bear that matches the color of their room.

At the end of the game (when one of the players places 4 items in their room) players count the number of points they got:

- a player gets **1 point** for each item placed in their room,
- in addition to that, they get **1 point** for each item that **matches the color of their room**.

The winner is the player with the most points.

Hint for parents

This variant is recommended for a bit older kids and those who are really good in the basic version of the game. Before the game starts make sure the kids understand the rules properly because in this variant the player who finishes first does not always win – in this case points matter.

VARIATIONS SUGGESTED BY THE TEACHER

Kids very often hear “above”, “below”, “on the right”, “on the left” and other words referring to spatial orientation, however, proper understanding of these can be a little challenging. Our game “Go away, monster!” can be used to practice this kind of orientation. Once the item is drawn from the bag, the child has to say where they are going to place it – i.e. “I am going to place the teddy next to the crate with toys”, or “I am placing the lamp on the nightstand”. If they drew a monster and threw it away, they can also say where it landed (in the box, on the table, on the chair).

The game also helps in teaching the names of the colors. When a child draws a lamp which is not matching their room, they have to pass it along to the person whose room has the matching color. In that variant you not only have to recognize the shape and color, but you also need some luck. Players have a common goal and they are helping each other by passing the items to owners of the rooms in the right colors. It can be helpful to first show the children which room each item belongs to.



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