



## Tidy up!



A cooperative tidy up game for 1 to 3 little tidy-uppers ages 2 years and older. Including competitive and matching game variations.

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**Illustrations:** Sabine Kraushaar  
**Game duration:** 5 to 10 minutes

### Dear Parents,

Thank you for choosing this game from the My Very First Games series. You've made an excellent choice, providing your child an opportunity to develop important skills in a playful manner.

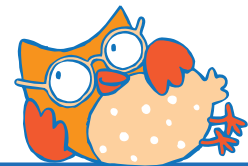
These instructions provide several ideas for discovering the game materials with your child, and applying them to Tomcat Tiptop's game and its variations. While playing, your child will naturally learn several abilities, including fine motor skills, hand eye coordination, speech, object recognition and placement. As well as beginner's tidying up skills.

The playful rule description is intended to guide your child into the world of play, helping him/her to better understand and implement the game instructions. At the same time, you can playfully impress upon your child the importance of tidiness. And once the game is over, your child can put tidying up into practice by clearing the game and putting it away.

But most all, playing is loads of fun! Learning is an extra asset that happens all by itself.

We wish you wonderful moments of tidy-up and playtime pleasure,

**Your Children's Inventors**



*Prior to playing for the first time, please remove the wrapper and carefully press the toy tiles and grey grid from the tableaux. Wrapping and cardboard frame will not be needed and can be discarded.*





## Contents:

1 game shelf (= assembled in game box), 1 Tomcat Tiptop, 18 toy tiles (6x building blocks, 6x stuffed animals, 6x vehicles), 3 toy chests, 1 set of instructions

## Assembling the toy shelf:

Assemble Tiptop's toy shelf as shown in the illustration:

- Put the shelf grid together and lay it in the game box bottom with the large open shelf toward the top.
- Insert the narrow side of the game board on the left of the shelf grid.
- You should now be able to carefully open the game board like a door, when the shelf stands upright.
- When your child has finished playing, simply open the toy shelf, place Tomcat Tiptop and the toy tiles inside. Now close the toy shelf, lay the game instructions on top and replace the lid.



## Discovering details with creative play

In creative play, your child discovers the game materials. Play along! Explore together the images on the toy shelf and toy tiles. Perhaps your child recognizes toys that he also has and enjoys playing with them. Encourage your child to speak. Ask him, for example, what he does with the toys and which other toys does he play with. Or look around in his children's room. Which toys can your child find that are similar to the toys shown on the toy tiles?

If your child does not know all of the toys on the toy tiles, name them for him/her and explain how they might play with them. Your child learns best by observation and imitation. Compare the toy on the tile with the picture of the same toy on the shelf, discovering the similarities together. Show your child the various kinds of toys in the game (building blocks, vehicles and stuffed animals) and the corresponding shelves where that will come during the game. Give logical reasons for why related objects are kept together in one place (for example, they are easier to find). Ask your child, *"What goes where? Why does it go there? How do you know these things belong together?"* If necessary, demonstrate how the game works by inserting a toy tile into the correct slot on the shelf. Narrate your actions, *"This is a locomotive. It is parked with the other vehicles on the middle shelf."*

Consistently tidying-up places can help children to remember to clear away their toys. Remember though, that especially small children need encouragement in early years. With practice, patience and laughs your child will playfully learn to tidy up – eventually in his/her own room!



# Tiptop, what goes where?

A cooperative, tidy-up game.

All day long, Tiptop has been playing in his room. All of his toys are scattered around his room. Now, it is evening and time to tidy up his room. Mommy looked in a moment ago and said, "Dear Tiptop, it's time for supper! Please tidy up our room first, so you can find your toys when you play again tomorrow!" But what goes where? Tiptop is baffled. Give Tiptop a hand! Together you can help him put his toys neatly in the right place on the toy shelf.

## Before you begin

Place Tiptop's toy shelf in the center of the playing area, keeping the shelf closed. Shuffle the toy tiles and lay them face up in front of the toy shelf. Put Tiptop next to the toy shelf.

To help younger children become familiar with the game, you may lay fewer toy tiles the first few rounds. This way, you can vary which toy tiles are used, and the children can gradually become accustomed to them. The unused toy tiles are laid aside. Once your child has had some practice playing the game, you may lay the toy tiles face down so your child cannot choose which toy to put on the shelf.



## Let's play!

The children play the game clockwise. The child who last cuddled his stuffed animal begins.

**Ask your child:** *Which toy does Tiptop want to put away?*

*Put Tiptop next to the selected toy.*



Encourage your child to slip into the role of tidying up her room, "I have the teddy bear. He belongs with the other the stuffed animals. I will put him on the bottom shelf with the elephant." Praise your child each time he puts the toy tile in the right place.

**Ask your child:** *What do you see on the tile? On which shelf does it belong?*

*Name the toy, pick it up and insert it into the slot on the corresponding shelf.*

If your child is uncertain, the other children may help him.





When tidying up in real life, you may help your child by organizing the toys in different colored boxes. For example, the building blocks in a blue box, the toy cars in a red box, and so on. You could also put a picture of each of your child's favorite toys on the corresponding box. So your child playfully learns how an organized system is an immense help in tidying up his room.

Now, it is the next child's turn to place Tiptop next to another toy tile.

## End of the game

The game is over when all toys have been tidied up onto the shelves. Now, you and your child can check to make sure that all toys are in the right place. Carefully open the toy shelf door.



### Ask your child: *Is everything in the right place?*

*Take the tiles from the bottom shelf and compare them with the pictures on the shelf. All matching toy tiles are laid back on the shelf.*

Together, you and your child check the other two shelves. If there has been a mix-up, the toy tile on the wrong shelf is laid in front of the shelf.

Praise your child when everything has been tidied up onto the right shelves:

*Wow! You have done an excellent job tidying up! Now, we will find everything tomorrow when we play again.*

Comfort your child when there has been a mix-up or two:

*Don't worry! Let's look together and find the right shelf for this toy. Together, we'll get everything in its place in the end.*

## Competitive variation for top tidy-uppers

The competitive variation can be played by two and more children.

All toy tiles are shuffled and laid out face down in front of the toy shelf. Each child chooses one of the three shelves as his tidy-up territory. The goal is to find the toys for this shelf among the face down toy tiles. The oldest child begins by turning over one of the tiles.

### Ask your child: *Does this tile show a toy that goes on your tidy-up shelf?*

Together you look to see if he has turned over one of the desired toy tiles.

- **Yes, great!** The child places the toy tile face up in front of him.
- **No, too bad!** The child turns the toy tile back over once all other players have had a chance to see it. Everyone tries to remember where this tile is.

Now, it is the next child's turn to turn over a toy tile. As soon as a child has won 4 toy tiles in this manner, he has won and the game is over. Together, the children insert all toy tiles into the corresponding slots on the shelves, both the collected tiles and those not collected.



## Matching variation for toy-tellers

All toy tiles are shuffled and laid out face down in front of the toy shelf. Each child chooses one of the three shelves as their tidy-up territory. In this variation, the child collects toy pairs for his/her shelf.

**Tell your child:** *Turn over two toy tiles!*  
*Are they both the same kind of toy?*

- **Yes! Wonderful!** The child inserts both toy tiles into his shelf.
- **No, what a pity!** The child turns the toy tiles back over once all other players have had a chance to see it. Everyone tries to remember where these tiles are.

### **End of the game**

When the children have played as long as they like, the player who has collected the most toy tiles on his/her shelf wins. There may also be more than one winner.

## Lottery variation for tidy-up helpers

All toy tiles are shuffled and laid out face down in front of the toy shelf. Each child selects one of the three toy chests. The children now seek the toy tiles corresponding to their toy chests.



The youngest child begins by turning over a toy tile.

**Ask your child:** *Is there a picture of that toy tile on your toy chest?*

Look together to see if the toy belongs in the player's toy chest.

- **Yes! wonderful!** The child may place the toy tile in his to chest.
- **No, too bad!** If the toy tile belongs to another child's toy chest, he may place it in his toy chest. If the toy tile does not correspond to any of the toy chests, the player inserts into the toy shelf.

Now, it is the next child's turn to turn over a toy tile.

### **End of the game**

As soon as a child has found 3 toy tiles corresponding to her toy chest, she has won and the game is over.

