



Counting Bears

Activity Guide



WARNING:

CHOKING HAZARD - Small parts.

Not for children under 3 years.

Children enjoy open-ended creative play with Goodie Games. As children grow and learn, challenge them by adding a level of difficulty to these games and activities.

Contents

- 16 self-checking sequencing cards
(red and orange borders)
- 20 self-checking matching cards
(green and blue borders)
- 40 counting bears
Spinner



Simple and fast games

- Turn the bears face-down and divide them equally among players. Play a game of high-low using one of the following game-play options: the bear with the most hearts wins, the bear with the fewest hearts wins, or declare either high or low before turning over the bears.
- Make a pattern using the bears.
- Turn all bears face-up. Challenge players to make a 1–10 number line by linking the bears in order. Suggest making a number line with alternating bear colors.



Game 1—Pairs of Bears

2–4 players • Ages 4+

1. Place all the bears face-down and play a memory game.
2. Look for pairs of bears with an equal number of hearts.
3. If you make a match, take another turn.

Variation: For a shorter game, use just the chocolate or vanilla bears.



Game 2—Bear Match

2–4 players • Ages 4+

1. Place the green-border cards face-up.
2. Place all the bears face-up near the cards.
3. All players look for a bear that matches the top card.
4. The first player to find a match takes the bear and the card.
5. Continue playing by looking for a bear that matches the next card.
6. Collect three cards with matching bears to win.

Variation: Try playing with the blue border facing up. When you think you have a match, turn the card over to see if it displays a chocolate or vanilla bear. Take the card only if both the number and color bear matches.



Game 3—Who's Next?

2–4 players • Ages 4+

1. Place the red-border sequencing cards face-up.
2. Place all the bears face-up near the cards.
3. Every player makes a number line from one to ten by linking the bears in order.
4. Find the bear that completes the sequence printed on the top card.
5. The first player to call out the number of hearts that completes the sequence turns over the card to check the answer.
6. If the number of hearts printed on the card matches the answer, the player takes the card.
7. Collect three cards to win.

Variation: For a more difficult game, do not build a number line. Instead, choose from bears facing up in a center pile.



Game 4—Red Rover Bears

2–4 players • Ages 5+

1. Place all bears face-up in a center pile.
2. Spin the spinner.
3. If the spinner lands on a number, find a bear that contains the correct amount of hearts.
4. If the spinner lands on a number you already have, do not take another bear.
5. If the spinner lands on a cookie jar, pick any bear from the center.
6. Every player tries to make a number line from one to ten by linking the bears in order
7. Collect and link all ten bears to win.



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