

Specific Educational Benefits of Guess What

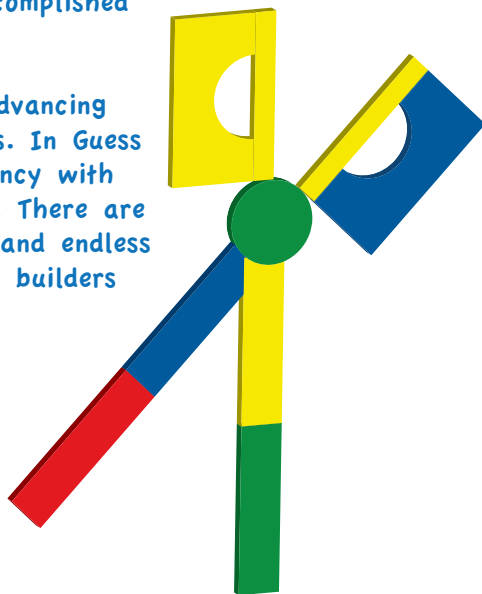
We at EduStic like to use the acronym “**SOAP**” to summarize the benefits of our products. **SOAP** stands for Speed, Organization, Accuracy, and Proficiency. All math subjects require the four skills of **SOAP** for success. Guess What! develops these skills in the following ways:

SPEED is important in all math problem solving. Guess What! helps children develop mathematical problem-solving speed in a way that is engaging and fun, by competing against other players and a timer.

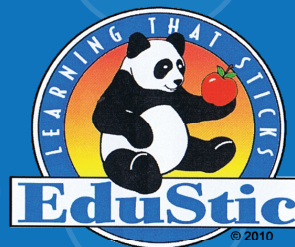
ORGANIZATION is crucial for success in mathematics. Players of Guess What! must organize their thoughts and present them comprehensibly to other players. Organizing shapes into designs helps children build ordering skills that lead to math success.

ACCURACY is essential in all aspects of mathematics problem solving. In Guess What!, builders must create accurate pictures using common mathematical shapes. If builders create pictures that other players guess correctly, they have accomplished their goal.

PROFICIENCY is vital in advancing to higher mathematical studies. In Guess What!, players master proficiency with each successive round of play. There are five hundred objects to build and endless opportunities to become better builders and guessers.



INSTRUCTIONS & EDUCATIONAL BENEFITS GUIDE



Can You Guess What the Object Is?

Guess What! is a fun, fast-paced object-building game that develops creativity and geometric aptitude in an effortless way. One person chooses a card, rolls a die, and attempts to build an object within a two-minute time period. Other players compete against each other by trying to guess what the object is. The first player to guess the object correctly wins the round and gets two scoring disks.

Each Guess What! card has six object words. The object words are arranged alphabetically. A roll of the die and a shuffle of the cards determine the object built by successive players. With almost five hundred objects and countless ways to build them, players will never tire of testing their visual perceptual skills with Guess What!



Introduction—Educational Benefits Supplement

Mathematics is defined as the recognition of connections between numbers and shapes, and the ability to express quantity in an abstract manner. Satisfactory progression in all math subject areas requires the development of visual perception skills. From the age of seven onward, children begin to use symbols to represent objects. Children learn to classify objects according to their features and connect them to the real world at this time.

Guess What! helps children develop recognition of important mathematical shapes—squares, rectangles, circles, polygons, parallelograms, rhombuses, and various triangles (equilateral, right, obtuse, and acute)—in a fun, effortless manner. It also connects these shapes to real-life objects, so that children can learn to recognize geometry all around them. The more exposure children have to such shapes and concepts, the better they will do in mathematics as a whole.

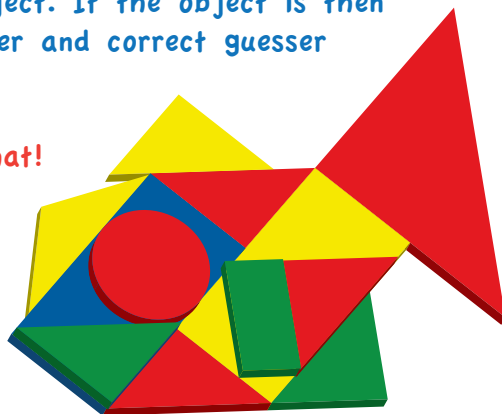
Other Educational Benefits of Guess What!:

- Aptitude for mathematics
- Critical thinking skills
- Effortless enjoyment of mathematics
- Good sportsmanship
- Humor and fun
- Patience and perseverance
- Pattern and shape recognition
- Use of logic
- Vocabulary building

Game Variations

“Make Noise” Guess What!

If time runs out and no one guesses the object correctly, the object builder can make a noise that symbolizes the object. If the object is then guessed, both the builder and correct guesser receive one disk.



“Subtract Points” Guess What!

If no one guesses the object correctly before the timer runs out, all players, including the object builder, lose one disk.

“No Holds Barred” Guess What!

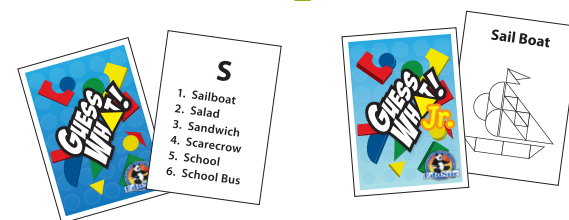
For a fun, “no holds barred” version of Guess What!, play without the timer or dice. Object builders choose one of the six words from the card to construct. Guessers spend more time yelling out their answers. Disk scoring and number of rounds remain the same.

Guess What! Includes:

- One Die
- Hourglass Timer with Colored Sand



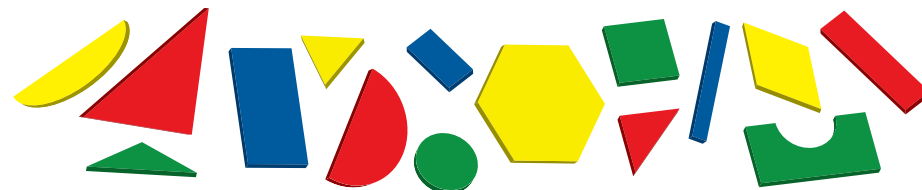
- 81 Guess What! Object Cards
- 27 Guess What! Jr. Cards



- 2 Laminated Storage Sheets and Playboards



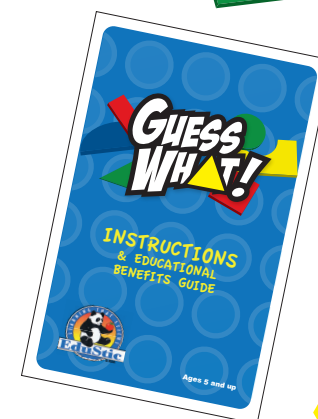
- 108 Geometric Pieces



- 50 Blue Scoring Disks

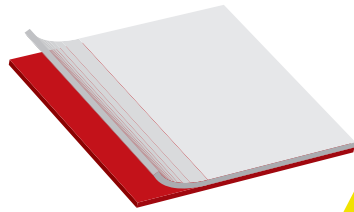


- Parent and Teacher Handbook

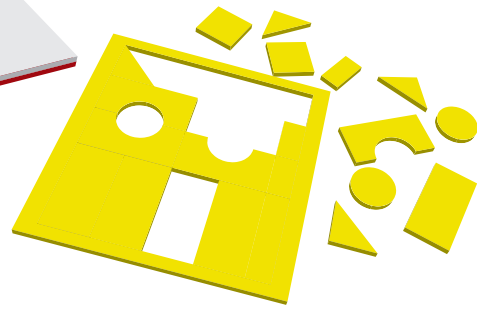


Guess What! Game Setup

1. Peel paper backing off EduStic tiles.



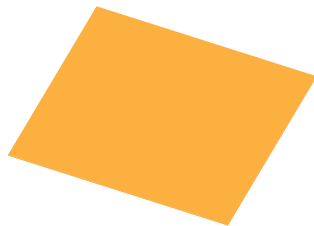
2. Separate EduStic tiles by pulling them apart.



3. Clean the geometric pieces and playboard with water before playing.



4. Give object builders a laminated playboard and flip to the blank side.



5. Shuffle the Guess What! object cards and prepare one hourglass timer.



How to Play

1. Decide which player will be the first object builder. Give this player the shuffled object cards, the geometric pieces, and the die.
2. The object builder rolls the die and flips the first object card. Another player immediately starts the timer.
3. The object builder silently creates the object on the card. Other players call out guesses during play. The object builder may answer only "Yes" or "No" to their questions. No physical gestures or other clues can be given.
4. The first challenge ends when a player correctly guesses the object, or the timer runs out.
5. If a player correctly guesses the object, the player and object builder both receive two disks.
6. If time is running out, guessing players can ask for a first-letter clue. If the object is guess correctly with a first-letter clue, the player and object builder get one disk each.
7. The next player going clockwise now becomes the object builder. The person with the most disks at the end of five rounds of play is the winner. (Note: One round ends when each player has had a turn to build an object.)
8. For the youngest family members or for those who want a model object to construct, include the Guess What! Jr. cards in the game. These have one premade object on which object builders can base their creations.
9. Note: EduStic manipulatives must be pressed firmly to stick to clean glossy surfaces. Dust sometimes prevents EduStic manipulatives from sticking. Wipe away any dust with a moist towel before playing if necessary. Also, paper with printed ink sometimes bleeds onto EduStic manipulatives. Keep the two materials separated at all times.