

Directions on How to Play Cover Up

1. You will need Cover Up game boards, objects to use in covering your game board, and dice.
2. You can find Cover Up game boards at the following website (<http://www.uni.edu/coe/special-programs/regents-center-early-developmental-education/ceestem/games/math-games/number-conce-0>) OR you can make up your own grid of squares on a piece of paper using a pen. To make the game more attractive, especially to younger children, you can use stickers to fill each square on the grid with a picture. Make sure you have one game board per player.
3. After creating your game boards, find enough of the same item to cover up the squares. You can use coins, beads, buttons, or cut out pieces of paper big enough to use in covering up the squares. You can have your child help you decide which items to use or come up with their own idea of what might work to cover up squares.
4. To begin playing, each player takes one Cover Up board. You can divide your items for covering between players or leave a pile for all players to draw from.
5. Players decide who will go first. Talk with your child about how to make this decision. Start by asking, *"Who should go first?"* Most children will say that they should be the one to go first. If your child is just beginning to understand how to play games, then this is fine. Once your child gets more experience playing games, talk with your child about how you might like to go first this time. You can also talk about different ways of choosing who gets to go first. You can roll the dice and have the highest or lowest number go first. Another simple way of choosing is to play the game Rock, Paper, Scissors.
6. Players take turns rolling the die and counting the number of dots on the die. Players take that many tokens and place them on their boards, one token in each space. For younger children just learning how to count, you may want to cover up the sides on the die for 4, 5, and 6 with a sticker or piece of masking tape. You can then mark on the sticker or tape to create another side of the die that contains 1, 2, or 3 dots like the other sides. Once your child is comfortable with counting to 3 you can remove the sticker or tape.
7. The game ends when every space on one player's board is covered. That player is the winner. This provides a good opportunity for you to talk about winning and losing. Model how to be a gracious winner and how to be a good loser. If you are the loser, you can say to your child, *"Wow! You won that time! Congratulations! Maybe if we play again I might win."* If you are the winner, you can say, *"I won this time, but remember how you won the last game? Let's play again and see who wins this time!"*