

# Learning to take turns



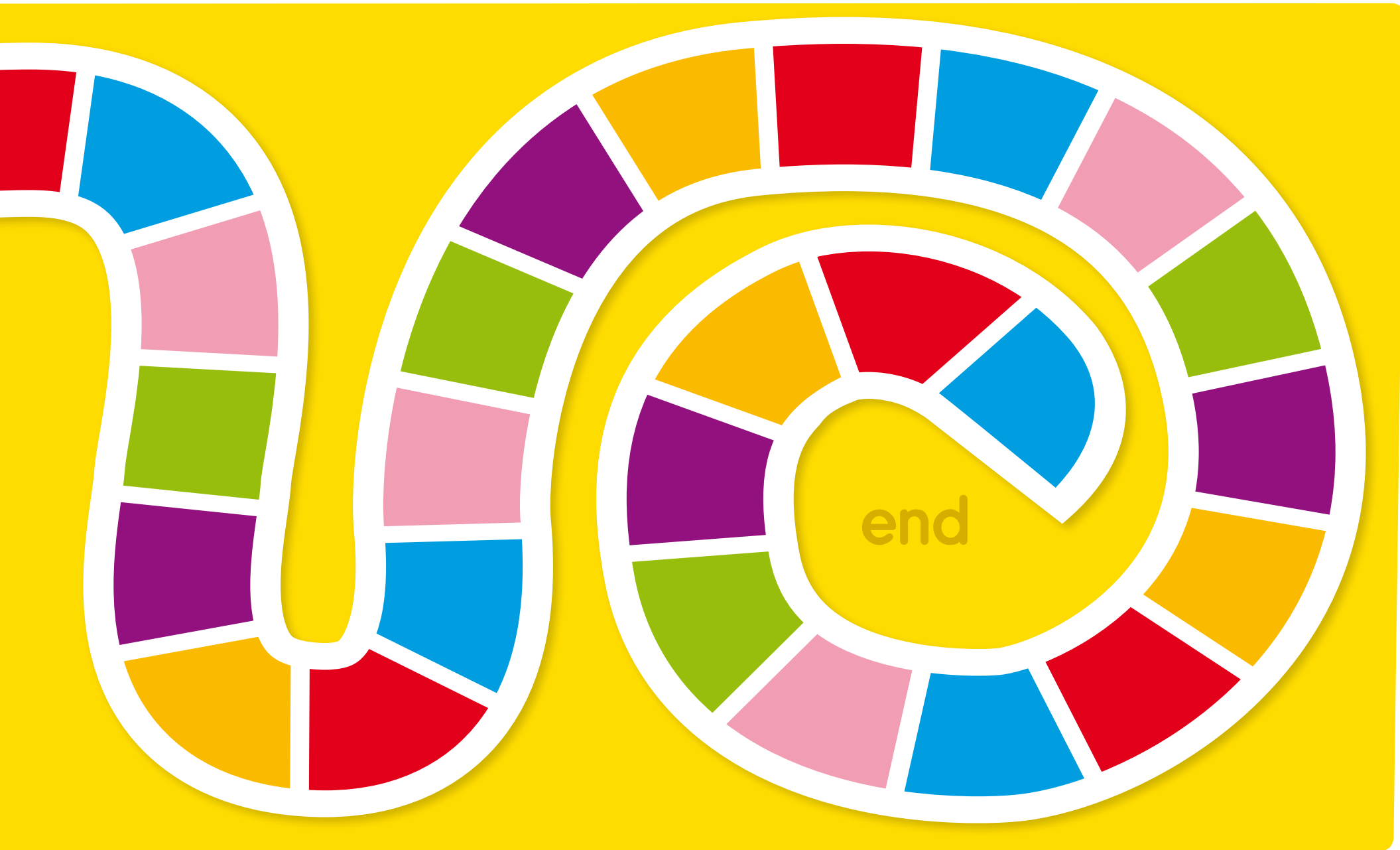
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## How to play

A mixed group of two to four children and adults is best (to keep waiting time short). You will need the spinner and counters from the cut-out section of this book. Each player spins, notes the colour, and moves their counter to the next space with the same colour. The first person to reach the end wins. Each player must wait for their turn. If they know their colours, let them guess which colour might be next, to maintain interest.



Your child's first experience of being asked to take turns might be at pre-school. Learning this is a really important part of communicating – when to talk and when to listen. This game is a brilliant way of introducing young children to the idea of taking turns.



**TIP:** Use any board game to practice taking turns or even draw your own. Games like snakes and ladders, pop-up pirates or buckaroo work well. Activities like taking turns putting bricks on a tower to see how tall you can make it is another fun way. Remember: If dice and numbers are involved, be sure to help with the counting. Winning in these games is not important.

**Taking turns** cut-out for activity



Cut this spinner out and poke a pencil through the hole in the middle  
– twist the pencil to make the spinner spin



counters

