



Burning Bakery

Marcelo, our town's baker, has lost his 5 senses and can't go on making bread. Shall we help Marcelo to recover his....

- Sight, so the bread doesn't burn?
- Touch, to knead the bread and make it spongy?
- Smell, so the bread's aroma can tell him that it's ready?
- Taste, so the bread is neither very salty nor very sweet?
- Hearing, so he can hear the oven's bell on time?

COMPONENTS

1 board

20 cards with pictures and the corresponding sense (or senses) on the back

2 fire-shaped figures

5 figures, one for each of the senses

1 bag

PREPARING THE GAME

So that Marcelo can get his senses back, we must show him objects to help him remember them. Take the 5 sense figures and one fire figure and put them in the bag. Choose the group of cards we're going to play with and remove the rest. We can choose from the ones with an orange background and triangles or with a blue background and circles. Place all the cards face up on the playing surface, alongside the board. Next, put the other fire figure on the first square on the board (the one showing an uncooked loaf of bread and little fire).

AIM:

Everyone together, help Marcelo get his senses back before the bread burns.

DYNAMICS

- By turns, a player takes one of the figures out of the bag and must show a card that identifies with this sense. To check it, turn over the card that has a picture of the main sense used to perceive the object the card shows.
- If, after turning the card over, the correct sense corresponds to the figure we've picked up, leave the card and the figure in the boxes set aside for them on the board.
- If, on the other hand, after turning over the card the correct sense doesn't correspond with the figure we've taken out of the bag, leave the card in its place and put the figure back into the bag.
- If you take the fire figure out of the bag instead of one of the sense figures, put it back and move the fire figure on the board of play forward one square.

Note: You must be very careful and use your touch to look for the figure corresponding to the cards waiting to be obtained.

Note: at home you can substitute the cards with real contents.

END OF THE GAME

The game ends when:

- We obtain one card for every figure/sense. This way, Marcelo will have recovered his 5 senses and you can continue enjoying the delicious bread. Yum, yum!
- We've taken the fire out of the bag 5 times before obtaining the 5 cards, as we've burnt the bread and we must restart the game to help Marcelo

