



Play it smart

Camelot Jr™

Young fans of romantic adventure will love this playful book of activities and challenges!

Suitable for players ages 4+

GAMES AND DEVELOPMENT GOALS:

- INTERPLAY AND COUNTING
- SORTING AND PLANNING
- COMPARING
- FANTASY PLAY AND FINE MOTOR SKILLS
- NUMBER RECOGNITION

**HAVE
FUN!**



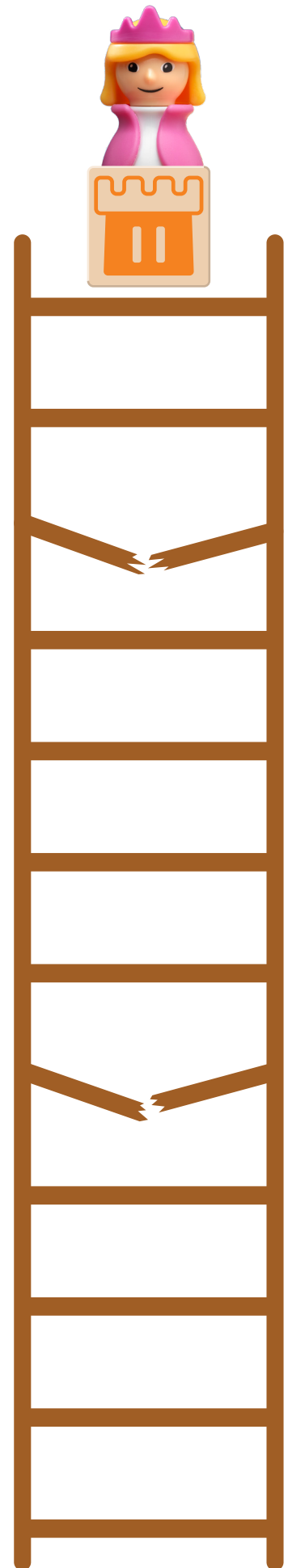


Play it smart

Camelot Jr™

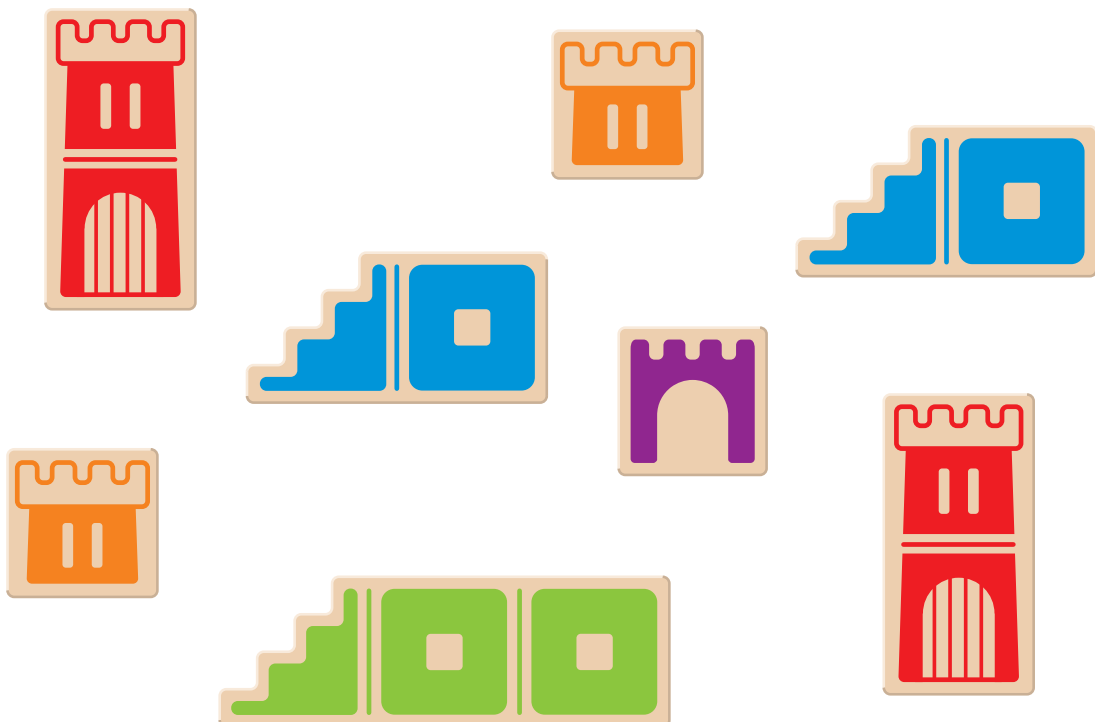
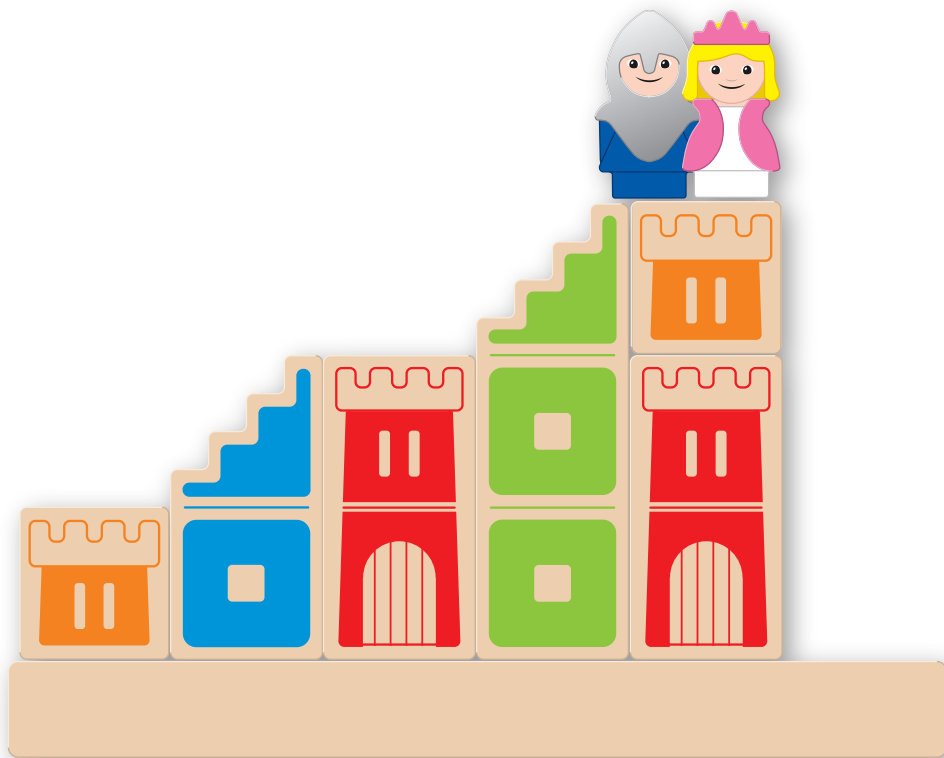
Which knight can reach the princess first? Take turns rolling the dice: the number you roll is the number of steps the knight can go up. But watch out! If you end on a broken step you fall down and have to start all over again. You can also reverse the game and have the princess reach the knight! **REQUIRES:** scissors, dice, game board, cut out knight dolls (if you have the physical Camelot Jr. game can also use those characters).

Goal: Interplay and counting



Have a look at the castle with the knight and the princess. Which cubes do you need to build this castle? Circle these cubes.

Goal: Sorting and Planning



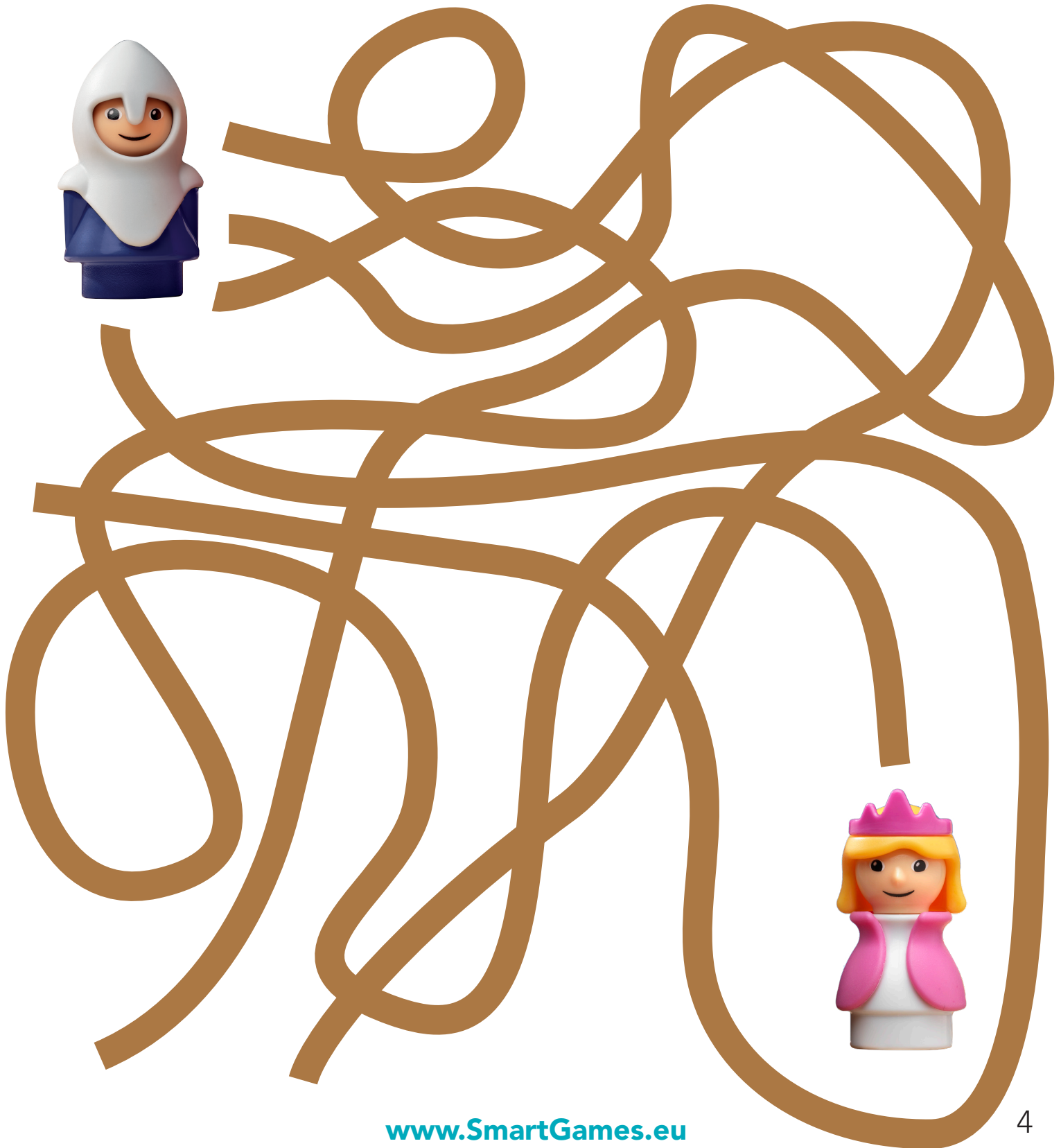


Play it smart

Camelot Jr™

Can you help the knight to reach the princess? Which path should he take? Indicate the right one.

Goal: Comparing





Play it smart.

Camelot Jr™

Now it's your turn! Can you draw a castle in which the knight and princess would like to live?

Goal: Fantasy Play and Fine Motor Skills



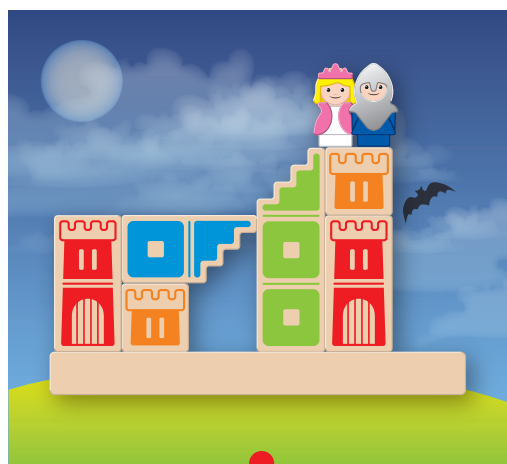
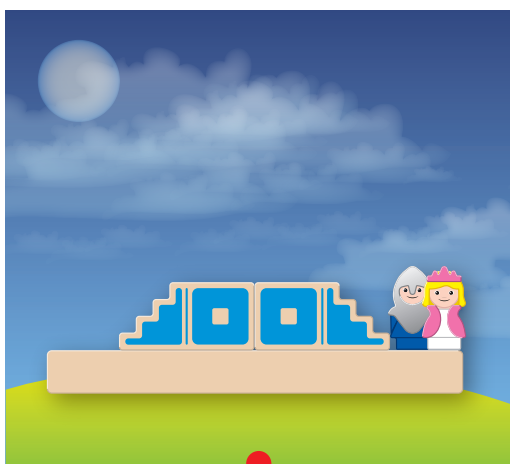
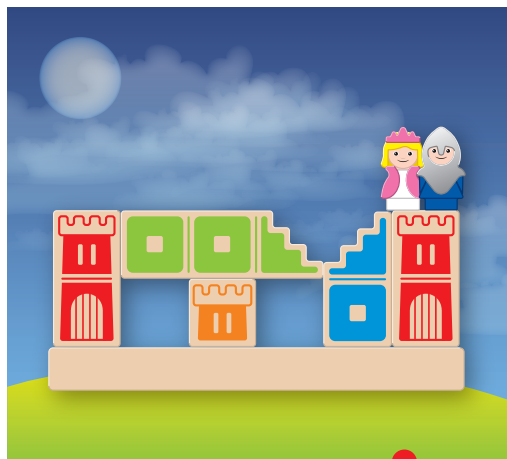
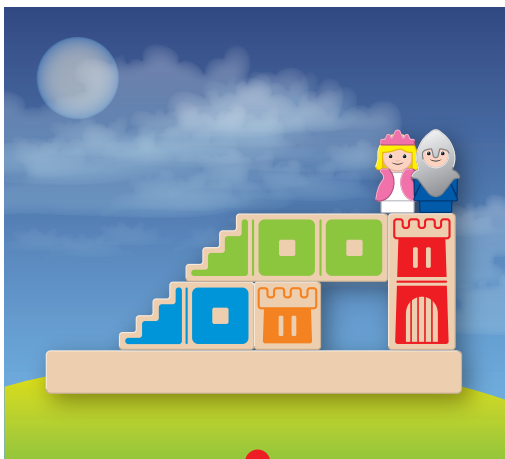
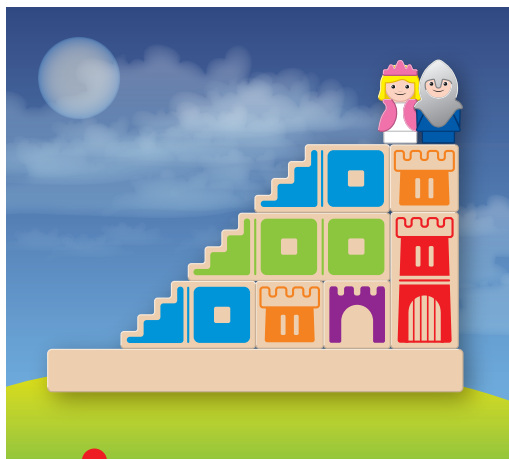


Play it smart

Camelot Jr™

How many cubes does each castle have? Can you tell how many cubes were used to build each castle? Connect each castle to the correct number.

Goal: Number Recognition



5

2

7

6

4



Play it smart

Camelot Jr™

Order Camelot JR now on our webshop, and
enjoy free shipping from 20 euros on

www.shop.SmartGames.eu

