

Rules of the Game

The House of Actions

Setting Up

1. Choose a game board suitable for the child*:
 - The green board is appropriate for children just beginning to speak.
 - The yellow and the orange boards are good for children who use basic verbs.
 - The red board has more to offer children who already speak in complete sentences.

That said, children with stronger language skills can still have fun and learn with the less advanced boards.
2. The child assembles the four puzzle pieces that make up the game board, with help if needed.
3. Once the puzzle is complete, place the **Window Shutter cards** over the windows of the chosen house.



Playing the Game

1. Ask the child to "open" the window of their choice.
2. Give the child time to describe what is happening in the window. If the child struggles, prompt them with a question: "What is he doing?" or "What is she doing?" (See "Helping children describe actions during gameplay" in the **Instructional Guide**).
3. Continue playing by having the child open one window after another.
4. The game ends when the child has completed one or more game boards, or loses interest.

Variant: Make a deck with all the **Action cards** for the chosen house and place them face-down on the table. Then take turns picking cards. The goal is to name the action on the card, then place it on the identical image on the game board.



*The word "child" is used here to mean one or more children near the game's target age range.