

# 7 Stapelstein<sup>®</sup> Inside Games

english



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## Introduction

Playing with Stapelstein® Elements has never offered so much variety. Stapelstein® Inside is full of possibilities and surprises. It's also a valuable learning experience even for very young children.

Dive into the world of Stapelstein® Inside with this game collection. The three different sizes offer numerous play, movement, and learning options that make the game even more varied. The Digital Play Cards games are designed so that you only need a Stapelstein® Inside set. You can make the games even more varied by adding more Inside Elements, Originals, and/or Boards. Get inspired by these 10 game ideas and create your own favorite games.

Inside is the ideal travel companion thanks to its compact shape and light weight. Just pop it in your bag and head out to the park, seaside, or the meadow. You'll discover countless ways to play in a variety of settings. Digital Play Cards Inside means you'll always have a few handy game ideas on your smartphone.

Start a new adventure with Stapelstein® Inside and unlock what's inside you.

Each game comes with an overview of the primary areas of development, the number of players, and whether you can use it with the [Stapelstein® Inspire app](#); this will be noted under "Special Features."



## Sculpture Building

For this game, one player builds a sculpture with any number of Stapelstein® Inside Elements. When the sculpture is finished, another child memorizes it. The sculpture is then dismantled and the second child tries to recreate the same sculpture.

### On the Clock

Make the game more exciting by playing against the clock. Start the timer as soon as your child starts building the sculpture and stop it when they finish. The challenge is to rebuild the sculpture in the same time or even faster than your opponent. Top Tip: Use the "Sense Time" tool in the Stapelstein® Inspire app.

### Add On

Make your sculptures even more unique. In this game variant, supplement the Inside Elements with, for example, Stapelstein® Originals, Boards or simple everyday objects like building blocks, bean bags, various layering materials, animals, and figures from the Small World game, etc.

### Teamwork

Together, you can achieve great things. Build a sculpture together or split into two teams. Team A starts by building a tricky sculpture. When the sculpture is complete, Team B tries to recreate the exact same sculpture. To make the game even more exciting, you can add the two variants mentioned above: "On time" and "Add on."

### Imagination

In this challenging take, the first player only imagines a 3D sculpture in their head. Your child pictures a sculpture in their mind and tries to explain the "building instructions" to their partner by giving detailed instructions so that the finished sculpture matches their imagined design.

### Activity

Quiet

### Exercise for

Memory  
Concentration  
Fine motor skills

### Focus

Cognition  
Motor skills

### Requires

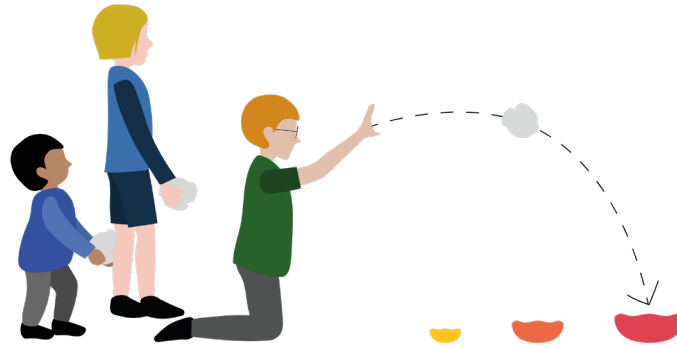
6 or more  
Stapelstein® Inside  
Elements

### Number of Players

2 or more

### Features

Works with the  
[Stapelstein® Inspire  
app](#) (Sense Time)



## Accuracy

To begin, players place three Stapelstein® Inside Elements next to each other, hollow side facing up. Each player chooses an object to throw, such as a sand-bag, a ball, a crumpled-up piece of paper, a cotton ball, or something similar. Then one player choose an Inside Element and squats in front of it (about one foot away) and tries to throw their chosen object into the Element. If you don't get it, don't worry! Just keep trying; try the different Element sizes and move closer to or further away from the Element.

### Keep Score

In this variant, give each Element a score, such as one point for the largest, two points for the middle size, and three points for the smallest. You can also write the score on the Element with chalk, or write it on a piece of paper and put it next to it. Each player gets five throws, and adds up their points. Who has the highest score?

### Winning Streak

Try to throw your object into each of the Elements, one after the other, without missing any. You can start with whichever Element you like. We'll keep our fingers crossed!

### Throwing Stack

"Throwing Stack" is another variant. Stapelstein® Inside Elements are thrown into each other. One player stands back and throws the middle-sized Element into the largest Element. This means that even the smallest Element should stack. Got the six-piece Stapelstein® Inside set? Then you can throw the second-biggest Element onto the stack, then the middle size, and so on until you get to the smallest. This creates a throwing wobble stack. How far away can you hit it from?

### Activity

Active

### Exercise for

Hand-eye coordination  
Concentration

### Focus

Motor skills  
Cognition

### Requires

1 Stapelstein®  
Inside Element of  
each size

### Number of Players

1 or more



## Pour Water

Lots of children love pouring games, especially when water is involved. Place the two larger Stapelstein® Inside Elements in a container, bathtub, pool, or similar medium filled with water. Then start with the smallest bowl and use it to fill the two bowls floating in the water until they are full to the brim.

### Experimentation

You can also use other objects, such as:

- Sponge
- Washcloth
- Bottle/jar lids
- Water pistol
- Spoons, etc.

### On the Clock

To make the game wetter and even more exciting, you can challenge each other and time how long it takes you to fill a certain object. You can also use the "Sense Time" tool in the Stapelstein® Inspire app. Please make sure that your device is waterproof.

### Activity

Active

### Exercise for

Hand-eye coordination  
Concentration

### Focus

Motor skills

### Requires

1 or more  
Stapelstein® Inside  
Element of each size

### Number of Players

1 or more

### Features

Works with the  
[Stapelstein® Inspire  
app](#) (Sense Time)



## Tower Race

Split into two teams for the tower race. To prepare for the game, each team marks out the same route with a start line and a turning point. You can use a Stapelstein® Original or Board as a turning point. Then each team builds a tower, like a pyramid, using their three Stapelstein® Inside Elements. One player per team stands at the start line holding the tower. When they get the signal, both players must race with the tower, without supporting it, once around the turning point. The first player to arrive back at the start line with a complete tower is the winner of the round and gets one point. If an Element falls to the ground, the player must start again from the beginning. Which team will score 5 points and win?

### Tower Variants

Add real momentum and build an even wobblier tower with, for example, the smallest Element with the corrugated side facing up. Of course, you can build an even higher and more wobbly tower the more Inside Elements you have.

### Activity

Very active

### Exercise for

Hand-eye coordination  
Concentration  
Ability to balance

### Focus

Motor skills  
Cognition

### Requires

1 Stapelstein®  
Inside Element of  
each size per player

### Number of Players

2 or more

**Relay Race**

The relay race works particularly well with large groups. Each team member must transport their tower once around the turning point in each round.

The first player sets off with their tower, making their way around the turning point before handing it over to the next player at the start line, and so on.

The same rule applies: If an Element falls off, the player must go back to the start and try again.

**Holding Variants**

As an additional challenge, you can try to move the tower in a variety of ways, such as:

- Using both hands
- Using the right/left hand
- Using the inside of both forearms
- Using the back of your hands, or
- Putting it on your head (one Element is enough ;-)





## Eenie, Meenie, Minie, Moe – Where Did Inside Go?

A child or adult prepares the game by hiding any number of Inside Elements under Stapelstein® Originals. Some Originals can be left empty; or two Originals may contain all six Inside Elements. All children playing wait outside the room or close their eyes. Once all the Insides are hidden, the children enter the room or open their eyes and are allowed to guess under which Original the most Inside Elements are hidden.

### Where and What?

In this variant, small objects are hidden under the Inside Elements. For example, marbles, chickpeas, acorns, small stones, etc. Which Element is hiding the fewest or the most objects? Using different materials? Then you can guess which material is hidden under which Inside Element.

### Guess the Quantities

Everyone agrees on a number of one item to be hidden, for example balls. One child then distributes the items among the Inside Elements while the other children keep their eyes closed. The other children then guess how many balls are under each Inside Element. This could be expressed verbally, for example: "There is one marble under the red Element," "there are two marbles hidden under the yellow Element," or "there is no marble hidden under the orange Element."

### Activity

Quiet

### Exercise for

Concentration  
Strategic thinking

### Focus

Cognition  
Social skills

### Requires

6 or more  
Stapelstein® Inside  
Elements  
and 3 Stapelstein®  
Originals

### Number of Players

3 or more



## Drum Echo

In this game, the level can be adapted to the age group. Give each child a Stapelstein® Inside Set and place it in front of them with the curved side facing up. One child is the drummer; all the other children are the echo drummers. The drummer drums a beat, then the echo drummers must drum the same beat. It's best to start with just a few Inside Elements and drum sounds, and gradually increase the variety.

### Floating Drums

For an even more varied sound experience, place the Elements hollow side up on water. Listen to how it sounds and compose a drum melody.

### Blindfolded Drummer

Practiced echo drummers can close their eyes as they listen to the drumming and try to figure out which Inside Elements were used based only on the sound.

### Sock and Spoon

Use different objects to drum. Which sound do you like best? You could use, for example:

- Spoons
- Sticks
- Bouncy balls
- Socks
- Stapelstein® Inside Elements

### Activity

Active

### Exercise for

Rhythm  
Attention

### Focus

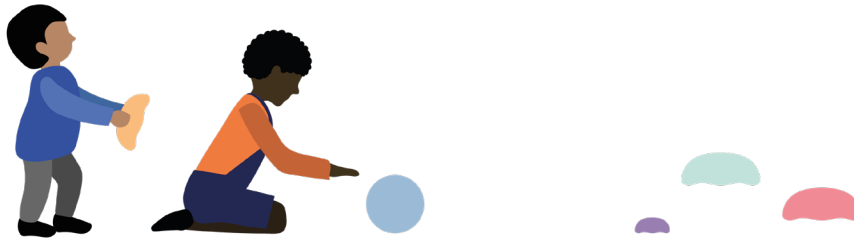
Motor skills  
Creativity  
Cognition

### Requires

1 Stapelstein®  
Inside Element of  
each size per player

### Number of Players

2 or more



## Stapelstein® Boules

For this variation of boules, start by setting a start line. This can be marked by sticks, cones, or rope. One player looks for an object like a ball, a Stapelstein® Original, a stone, a sandbag, a cone, a shell, etc., and throws it from the start line. Each player gets one, two, or three Stapelstein® Inside Elements. Then everyone gets a turn to try to roll their Inside Elements as close as possible to the object. The Element that is closest wins.

### Keep Score

Set a point limit before the first round, for example ten points. For each round, the player who rolled their Element closest to the target gets one point. Players get two points if two of their Inside Elements are closest to the object.

### Team Spirit

For a team game, split into two or three groups. Each team gets an Inside set. In each round, three members of a team are allowed to roll the three Inside Elements one after the other. The team that rolls one of their three Elements closest gets a point.

### Alternatives:

If you have more than one Inside set available, you can also use the different color shades to make it easier to assign the rolled Elements to the respective team. For example, Team A can use Inside warm classic, Team B Inside cool classic, and Team C Inside warm pastel.

### Activity

Active

### Exercise for

Estimating distances  
Calculating throwing force needed  
Concentration

### Focus

Motor skills  
Cognition

### Requires

6 or more  
Stapelstein® Inside Elements

### Number of Players

2 or more

# Legal Information

## Stapelstein® Digital Play Cards Inside

### Publisher

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