

## EYES CLOSED!

LEVEL  
**3**  
AGES 5-6

**What you need** Everything plus a blindfold! You can use a bandana, a cloth napkin, or anything you have handy that covers the eyes. Or, just keep your eyes closed when it's your turn!

**How to play** Play as you would in Level 1 or Level 2 but when it is your turn, close your eyes or place a covering over your eyes and have the other players verbally direct you to the Woozle. It's not easy to bunny hop with your eyes closed with 3 snack tokens on your spoon! Listen carefully and be patient. Level 3 is challenging, fun, and takes lots of cooperation!



### Lose a piece?

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Illustrations  
© 2011 David Sheldon

Game Concept  
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**WARNING:**  
CHOKING HAZARD—Small parts.  
Not for children under 3 years.



A  
Cooperative  
Game for  
Kids!

# Feed the Woozle™

Ages 3+ • 2-5 players  
15 minutes



Watch a quick video about **Feed the Woozle!** at [mindware.com](http://mindware.com) or on the Peaceable Kingdom YouTube channel.

### Includes:



1 stand-up Woozle



1 die



24 silly snack tokens



12 yummy cards



1 spoon



1 spinner

**Feed the Woozle™** is a great way for young kids to learn body awareness, fine motor skills, dexterity, gross motor skills, and counting—all while having fun! In addition, children practice rolling a die, spinning a spinner, taking turns, and working cooperatively. The game has three levels of play with specific rules designed for age and developmental capability. As a child grows, she moves to the next level of play, adding challenges at each age and level.

**Feed the Woozle™** is a cooperative game, which means the players work together as a team against the game, not against each other. Cooperative games build community among the players. Kids learn to play together in a respectful and compassionate way. Peaceable Kingdom's cooperative games build confidence, encourage inclusion, and increase positive self-esteem, helping kids develop valuable life skills today so they can play well in the world tomorrow.



## Instructions

### OBJECT

The Woozle loves to eat silly snacks like toenail toast and fuzzy donuts. The object of the game is to feed the Woozle 12 snacks before all the snacks are gone. Feeding the Woozle means putting the snacks inside the Woozle's mouth with the spoon.

If everyone together feeds the Woozle 12 snacks before the snacks are gone, you all win! If you use up all the snacks before you feed the Woozle 12, the Woozle stays hungry. Collect all the snacks and play again!

### GAME END

### SET UP

Set up is the same for all levels. Stand the Woozle on a table 8-10 feet from the players. Place the spoon, the die, and the spinner close to the players. Leave the snack tokens and the yummy cards in the tray in the box, and keep it close by.

## ROLL & FEED!

LEVEL  
**1**  
AGES 3-4

**What you need** Everything but the spinner.

**How to play** Players take turns. On your turn, roll the die. Take that number of silly snacks and place them on the spoon. Now walk to the Woozle. Be Careful! Don't drop the snacks! The Woozle doesn't abide by the "5-second rule." He only eats snacks from a spoon! For every snack you are able to feed the Woozle, take a yummy card from the tray and place it near all the players. The yummy cards track the number of snacks you feed the Woozle. **Feed the Woozle™** is a cooperative game, which means everyone is collecting the 12 yummy cards together.



If you drop any snack tokens on the way to the Woozle, those snacks stay on the ground. Play continues clockwise with the next player rolling the die, placing that number of snack tokens on the spoon and feeding the Woozle. Don't forget, for every snack the Woozle "eats," take a yummy card from the tray.



LEVEL  
**2**  
AGES 4-5

## BUST A MOVE!

**What you need** Everything. Level 2 adds the spinner into the game. Designate a grown-up or 1 player to be the SPIN-MASTER. The spin-master spins the spinner for each turn and tells the other players what move to do. The spin-master only spins, she does not feed the Woozle. Take turns being the spin-master.

**How to play** As in Level 1, players take turns. On your turn, roll the die and then place that number of snack tokens on the spoon. The spin-master then spins the spinner and tells you which movement to do. For example, if the spinner stops on "walk backwards," you will need to walk backwards to the Woozle before feeding him the snack tokens. As in Level 1, if you put the snacks in the Woozle's mouth, take that number of yummy cards. If you drop the snacks on the way to the Woozle, leave those snacks on the ground. Play continues clockwise with the next player rolling the die, placing that number of snack tokens on the spoon and following the spin-master's direction to feed the Woozle.



LEVEL 3 ON BACK...