

A Game
for You
and Your
2-Year-Old

INSTRUCTIONS

TOPPER TAKES A TRIP™

The Match it and
Pack it GAME!



TOPPER TAKES A TRIP lets you take an imaginative trip with your 2-year-old! Pick a location, pack the suitcase and go! The pretend play is a fun way to help toddlers learn about the world around them. Using the packing lists will help your little one develop their matching and cognitive thinking skills, and traveling to each destination is a fun way to get up and move.

There's no real right or wrong way to play Topper Takes a Trip. If your child enjoys filling up the suitcase and dumping it out, that's fine. Sometimes it's about meeting your child at their current level of development and finding ways to engage with them. You may suggest, "Can I have a turn filling up the suitcase and dumping it out?" Or, "Can you fill the suitcase with your favorite things?" Over time, you may find that your child may have more interest and readiness to expand on the activities. Have fun and happy travels!

INSTRUCTIONS



Includes: 25 packing pieces • 5 location cards • 5 packing lists • 1 suitcase

**Topper is going on a trip!
Help him pack his suitcase and join
him on his fun adventure!**



Set Up

- Familiarize your child with each location card. Talk about what you might need at each location. If your child mentions something that is also one of the packing pieces, invite them to find the piece or show them the piece.
- Lay out all of the packing lists and invite your child to match each list with each location.
- Spread out all of the packing pieces nearby.
- Open up the suitcase and place it near all the pieces.



INSTRUCTIONS



How to Play

1. Select a location where you would like to travel. Invite your child to place that location card somewhere in the room. Talk about good locations. Perhaps the beach is by a sunny window and the forest is by a potted plant. Make sure your child knows areas that are not safe places to play.
2. Find the packing list for that location. Ask your child to find the packing pieces needed for the trip and put them in the suitcase. Help your child count the pieces and check the list as you put them in.
3. Once all pieces are packed, close the suitcase and “travel” to the location. Once you are there, unpack your suitcase and pretend to enjoy activities you would do at that location. When it is time to go home, pack everything back in the suitcase. Travel to three different places to end the game.



Who Wins?

Nobody wins or loses. It's all about having imaginative and adventurous fun!



EXTEND THE PLAY AND LEARNING



*There are more ways to play, learn, explore,
and connect with Topper Takes a Trip!*



Gross Motor Skills!

Travel Farther! As your child becomes more familiar with the game, put the location cards in farther away places. Perhaps they'll have to climb some stairs or step over some pillows to reach their destination.

"Pack It!" Challenge! Try encouraging your child to pack the suitcase without a Packing List. "What do we need to go to the beach?" "What will keep you warm when you're sledding?"

Problem Solving!

Color Matching and Spatial Reasoning!

Color Walk! Take a walk around the house with the suitcase and challenge your toddler to fill it with only RED objects – not only will they have to find the color, but also objects that will be able to fit in the suitcase.



EXTEND THE PLAY AND LEARNING

Visual
Discrimination

Seek and Find! Each scene includes all the packing items Topper needs for each trip. Ask your child if they can find these by asking, "Can you spot the sunscreen on the beach?" or "Can you find the flashlight in the forest?"



Take a New Trip! Once your child has learned how to play the game, she is ready to pack for her own trip! Have her pack her own suitcase with different small items around the house and travel to a new place together.

Pretend
Play



TOPPER TAKES A TRIP™



LEARNING SKILLS

PHYSICAL

- Fine-motor development
- Gross-motor development

COGNITIVE

- Following simple instructions
- Matching and sorting

SOCIAL-EMOTIONAL

- Pretend play
- Creative thinking and imagination

LANGUAGE

- Naming and matching
- Vocabulary building

Topper Takes a Trip is one game in a collection of games for 2-year-olds from Peaceable Kingdom. These simple games encourage meaningful moments of connection between you and your child. Play, learn, explore and connect!

**Lose
a piece?**

Contact us for free replacement
of lost or broken pieces!
(Subject to availability.)
800-274-6123

Play with heart & soul!™

Peaceable Kingdom creates award-winning games and gifts
that inspire cooperation and cultivate kindness —
because kids who play well together play well in the world.



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