



Learning Resources®

LER 5549

ages 4+
años 4+
ans 4+
jahre 4+

grades PreK+

Noodle Knockout!

Fine Motor Game

Competición de fideos • Jeu de nouilles pour la motricité fine • Nudeln satt



Activity Guide

Guía de actividades • Guide d'activités
Spielvorschläge

⚠ WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

Includes:

- 20 Stretchy noodles in two lengths
- 6 Carrots
- 6 Peas
- 6 Fishcakes
- 6 Pepper rings
- 2 Eggs
- 1 Chili pepper
- 1 Spinner
- 1 Large serving bowl (the game box)
- 10 Double-sided order cards
- 4 Sorting bowls
- 4 Fine motor chopsticks

Order up—get it while it's hot! Kids will need keen fine motor skills to fill their bowls with stretchy noodles and colorful veggies using chopsticks they can squeeze and grip at a moment's notice. Long and short noodles, popular ramen toppings in multiple colors, and restaurant-ready order cards invite hours of play: sort foods into matching-color bowls, serve hungry customers during rounds of role play, build critical thinking and counting skills, and more! Ask follow-up questions during play, and while performing the activities below, to build higher-level thinking and foster verbal development: "How do you know? What made you think that? How did you figure it out?" Culinary adventure awaits!

Note: This is a toy, not real food. Chopsticks and bowls are not intended to be used outside of this game or with real food. Parental supervision is suggested for younger children. Pieces can be cleaned with a disinfecting wipe.

Setup & Introduction: Before starting the activities, set out the components for children to explore. Note, for instance, the two different sizes of noodles, and the equal number (6) of peas, carrots, fishcakes, and pepper rings. Seeing all the pieces and their relative features will aid children in making meaningful connections during play. Next, practice using the chopsticks. Model how to

hold the chopsticks with a thumb-forefinger grasp, and pick up one piece of food. Let the child try it. At first, they may need to use a whole-hand grip, or place their middle finger near the tip to aid in stability. That's OK! Encourage the child to continue working on grasping items using only the thumb and forefinger. This will strengthen the hand muscles necessary for holding a pencil and developing legible handwriting.

The base of the game box is the main serving bowl that will be used in the following activities and games. Take turns moving all the food pieces back into the big bowl. Encourage children to note the differences in hand strength and placement required to move each piece. For instance: "Do you need to widen or angle the chopsticks to pick up the egg? Do you have to squeeze the chopsticks to grab the pepper ring? Which food was the easiest and most difficult to grab?" Now it's time for some learning fun!

Activities

- **Sort by color.** Set out the peas, carrots, fishcakes, and pepper rings. Name the color of each piece (note the fishcake's purple spiral). Now, use the chopsticks to grab the pieces and sort them into the matching-color bowls.
- **Sort by size.** Place two noodles, one short and one long, side by side for comparison. Throw the remaining noodles into one big pile. Then, ask the child to sort the short noodles into one mini bowl and the long noodles into the big serving bowl.
- **Counting.** Line up five common food items (carrots) in a row. Count up slowly, moving from left to right. Have the child repeat the count. Then, say to the child, "There is one more carrot missing from this row. Can you find it and tell me the next number (6)?" To reinforce one-to-one correspondence, ask them to take away *three* of the carrots, ask them to take away *three* of the carrots, ask them to take away *three* of the carrots, ask them to take away *three* of the carrots, and so on.
- **Early addition.** Place all the foods in the big serving bowl. Spin a food item (peas),

and call out a random number from 1–5 for the child to remove from the bowl using the chopsticks (e.g., 2 peas). Repeat and remove a second quantity (3 carrots). Demonstrate how to solve this fact by counting up, and then say the number sentence: $2 + 3 = 5$. Work up to larger sums as your child gains familiarity. Another way to practice addition: start with the sum (5), and have children find two addends (e.g., 1 egg + 4 pepper rings) to equal that sum.

- **Chef for a day.** Take all the pieces and sort them into separate piles by color. Now, draw an order card and ask the child to build that order in a mini bowl. **Another way to play:** one person plays the customer and describes the order, while the chef follows the customer's instructions.

Games (for 2–4 players)

Ramen Buffet

Setup: Place all the noodles and toppings in the big serving bowl. Each player selects one of the four color bowls and one matching-color chopstick. Set the spinner in the center of the play area.

Object of the game: Win by being the first to build a full bowl containing 4 noodles & 1 each of the other ramen toppings.

1. The youngest player goes first.
2. Spin to determine which food to pick up and add to your bowl. If you spin *carrots*, for example, use your chopsticks to add one carrot to your bowl. If the spinner lands on a food you've already collected, spin again.
3. If the spinner lands on the **chili pepper**, you can add this piece to an opponent's bowl. That player must then empty out their bowl and start over!
4. If the spinner lands on the **star**, take **any** piece you need to build your bowl.
5. Play continues with the next player. Take turns spinning and adding food until one player has built a full bowl, as defined above (4 noodles + 1 each of the ramen toppings). That player is the winner. Take a bow, chef!

Order Up!

Setup: All ramen components remain in the big bowl. Each player selects one order card, one color bowl, and one matching-color chopstick. Set the spinner in the center of the play area.

Object of the game: Win by completing your order first.

1. The youngest player goes first.
2. Spin, and check your order card. Did the spinner land on a food pictured on your card? Grab it with the chopsticks and add it to your bowl. If not, play moves to the next player. (See *Ramen Buffet* for instructions on what to do if you spin the **chili pepper** or **star**.)
3. Take turns spinning and adding food until one player completes their order. Check: does their bowl contain everything pictured on the order card? Great job—you're cooking!

Ramen Chef Race

Setup: For this game, one player will be the customer*. The other players are the chefs. They take one bowl each and one matching-color chopstick.

*If only two children are available, the adult can play the customer.

Object of the game: Win by completing **five** orders first.

1. The customer draws an order card and sets it in the middle of the play area.
2. **Go!** The other players race to complete the order, picking up and dropping food items into their bowls as fast as possible.
3. The first player to fill a bowl with the correct pieces can keep the order card.
4. The customer draws another card and play continues, with the chefs racing to complete another order.
5. The first chef to complete five orders wins!
6. **Alternative play:** switch roles after each round, so that all players can experience being both the chef and the customer.

