

Seek & Find Game, ages 4 to 6

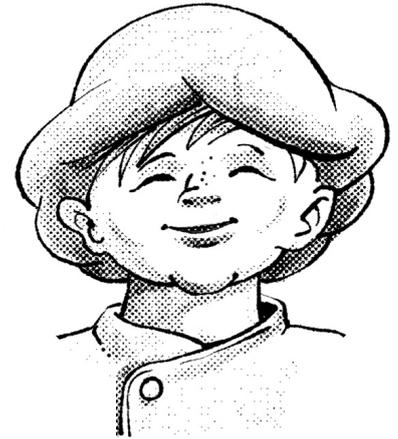
Camille's Colours

Van
Gogh
Museum
Amsterdam

Guide

The story

Camille wakes up and is about to get dressed, but he can't find his clothes. He takes his suitcase and sets off to look for them, still wearing his pyjamas. To help Camille find his trousers, shirt, socks, jacket, shoes and cap, the children complete ten tasks. His clothes are all kinds of colours, both primary and secondary. Some of the tasks are about colours and mixing. Have fun!



The game

Each child gets a suitcase containing Camille's clothes. There is a circle by each item of clothing, where the child places a cross once they have found that item. The game is over when Camille has all his clothes back. The kids can then colour his clothes if they wish.



Tip

You might like to read the little gold book 'Vincent & Camille' to the kids before or after the game. There is also an audio version.

Preparations

- The game can be set out either indoors (if there is enough space) or outdoors.
- Use the blank cards to add your own extra tasks. Print a suitcase containing Camille's clothes for each child. Print all the task cards double-sided (if possible). > NB: you will need to print out a copy of the maze for each child.
- Print 'spot the difference', 'puzzles', 'positions' and 'find the sock' single-sided and in colour. Tip: mount the puzzle and the position cards onto thick paper or cardboard for extra rigidity.
- Print enough answer sheets for each child or group.
- Cut out the cards showing the positions and place them in two piles, one for the upper body, and one for the lower body.
- Punch a hole in a corner of each task card and pass a piece of string, ribbon or elastic band through it so you can hang up the cards.
- Set out a route and hang the cards with the 'Camille' side facing forward.
- Put out a pencil and a suitcase for each child.

