



# ***LEARNIN'*** ***is FUN***



Created by Sidney Goldberg

Using Disney or Sesame Street characters, children select a character like Mickey Mouse or Ernie that they use to play the game and will love playing ***LEARN'N is FUN***.

The object of ***LEARN'N is FUN*** is to get the most points.

This first part of this game is played with seven dice with 41 letters of the alphabet, some letters are in multiples, each having a point value, plus a blank, which can be used as any letter and has no point value. This is the distribution:

**A E I O U x4 = 1 pt. N R S T x1 = 1 pt. B C D G H L M P V W x1 = 2 pts**  
**F J K Y x1 = 3 pts. Q X Z x1 = 4 pts. BLANK x1 = 0 pt.**

All get a chance to throw from a canister the seven dice. The child that has the highest point value goes first and again throws all the dice from canister. If no vowels appear, the child loses his turn. If, four of any letter appears that is a natural and child receives a five point bonus. Spelling a three letter word, child gets three pts, four letter word, four pts, five letter word, five pts, six letter word, eight pts, a seven letter word, child receives a 10-point bonus. All words are totaled in addition to point value of word.

After throwing the seven dice and creating a word, two letters are selected blindly by opponent for the child. The two-letters that appear ie., A and G are the child's letters and the child throws the selected dice five times trying to make A and G. If the two letters are matched, child gets five points, and a chance to construct a new word and then throws two dice again, repeating sequence of getting two letters to try and match. When stopped, the next child tries his luck.

**XXXXXX**

The object of this part of ***LEARN'N is FUN*** is to teach children what fun Arithmetic is.

There are two sets of dice; Two with numbers 1 to 12. The other di has a plus +, a minus -, a times x, a division, a CLOWN, which means a child can do whatever math it wants with thrown numbers and a MEANIE, which means opponent tells child what math to do.

The child throws the two dice and 4 and 9 are its numbers. Then child throws other di and it is minus -. Child has to subtract 4 from 9. If correct, child repeats action. This time the numbers are 7 and 11 and it has to multiply x. Throws dice again and numbers are 10 and 7 and child has to ad + 8 and 10. This action repeats until there is a wrong answer and the next child goes.

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