

I Can Do That!

Age
4+Players
2
or more

CONTENTS:

1 Trick-a-ma-stick, 9 Playthings
(Cake, Fish, Boat, Ball, Book,
Gown, Fan, Toy Man, Rake),
33 Cards, 1 Rules Manual.



object

Be the player with the most

★ blue stars ★ at the
end of the game to win!

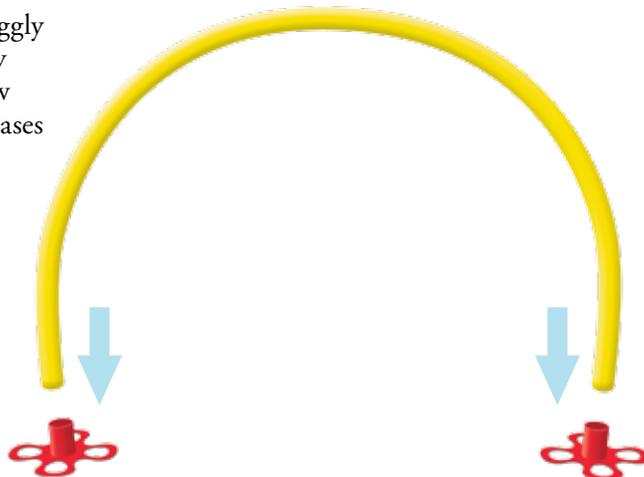
The Cat in the Hat has come to play and everything in the house is a plaything! Jump into the fun and discover all the new things you can do!

Rules

Set Up

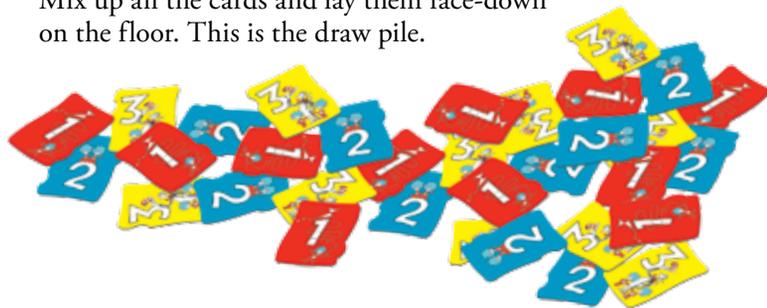
1 Build the Trick-a-ma-stick

Build the jiggly-wiggly
Trick-a-ma-stick by
inserting the yellow
stick into the red bases
as shown here.



2 Cards

Mix up all the cards and lay them face-down
on the floor. This is the draw pile.



3 Playthings

Assemble the fishbowl by sliding
the two pieces together. Assemble
the cake by inserting the cake into
the plate. Set all the playthings nearby.

The youngest player goes first!

On Your Turn



1 Flip over one RED card, one BLUE card, and one YELLOW card. If you flip over a STOP! card, **stop immediately** and jump to the STOP! Cards instructions below.

2 Put your RED, BLUE, and YELLOW cards face-up in order, so they fit together.

3 Now read the complete sentence created by all three cards. If you think you can do the activity, say, **“I can do that!”** and jump to the “I Can Do That!” instructions below.

4 If you **don’t** think you can do the activity, then you may switch your RED, BLUE, or YELLOW card for another card of the same color. If you pick a new card from the draw pile, mix your old card back into the draw pile, face-down. You may do this as many times as you wish, but **watch out**, you may get a STOP! card. If you do, jump to the STOP! Cards instructions below.



“I Can Do That!”

Try to do the activity on the cards. If you do the activity successfully, you earn those three cards. Put them into a scoring pile next to you. Also put the plaything you just used back in the game box.



STOP! Cards

If you flip over a STOP! card, your turn is over. Put the STOP! card in your scoring pile and mix any other cards you just flipped over back into the draw pile, face-down.



Winning the Game

When all the cards are gone, the game is over. Count the blue stars on your cards – the player with the most blue stars is the winner!

Note to Parents

We encourage families to customize their own rules, particularly for what counts as a “successful activity.” Is it okay to drop a plaything? Do you get a second chance? We believe that discussing the rules with children before, during, and even after play can be a positive learning experience. And of course, the most important thing is to have fun!

