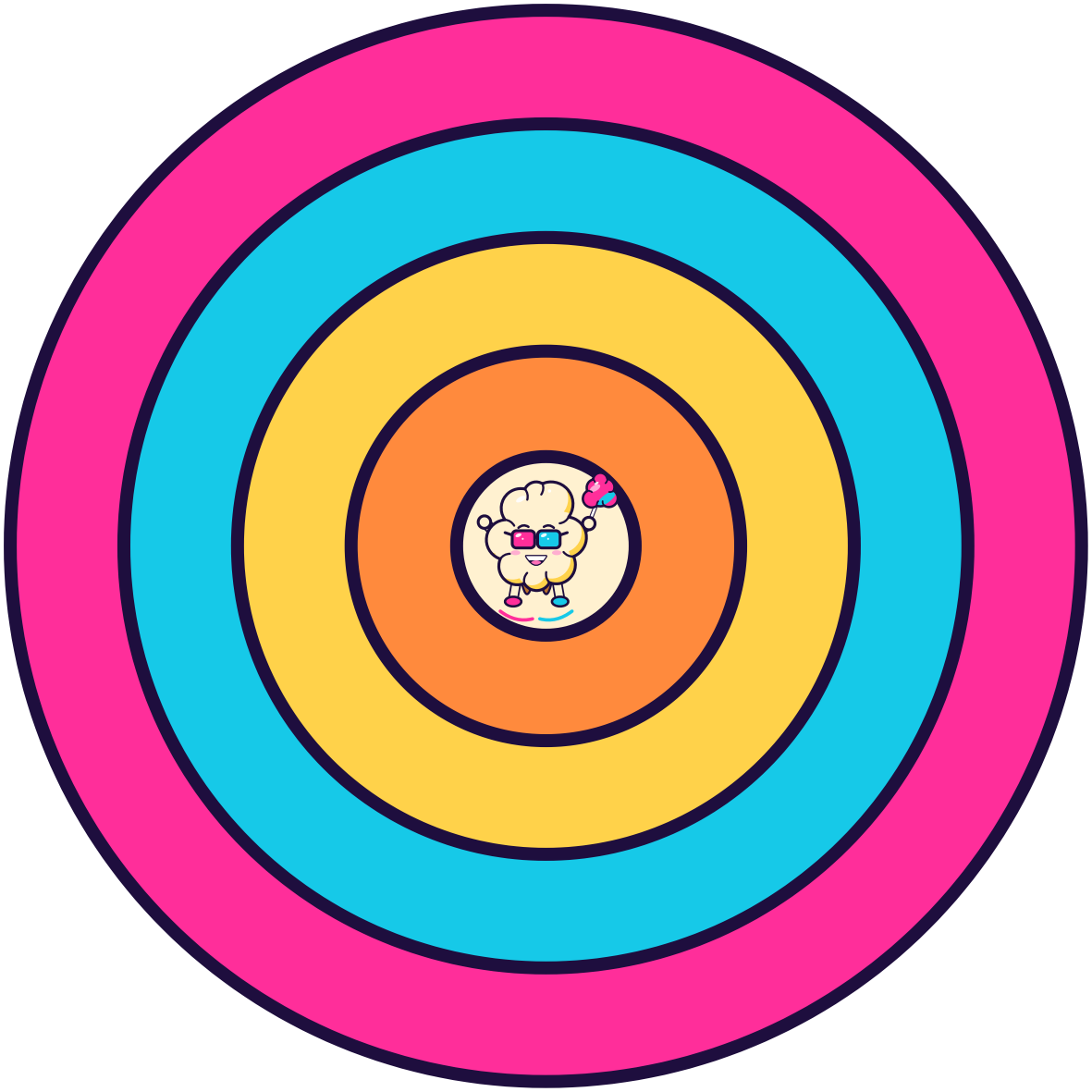
# Target board

**Toss a soft ball, a sock ball or a beanbag. Every throw is a good try.**



**Take turns. Stand a few big steps away. Aim for Kernel in the middle. Missed? Halo says: try again!**

**For grown-ups:** Use soft, light things to throw. Keep score only if your child wants to; cheering every try is the point. Nobody keeps a list of who's best. Print at home on US Letter paper. No sign-up, no email, and nothing on this page collects information.

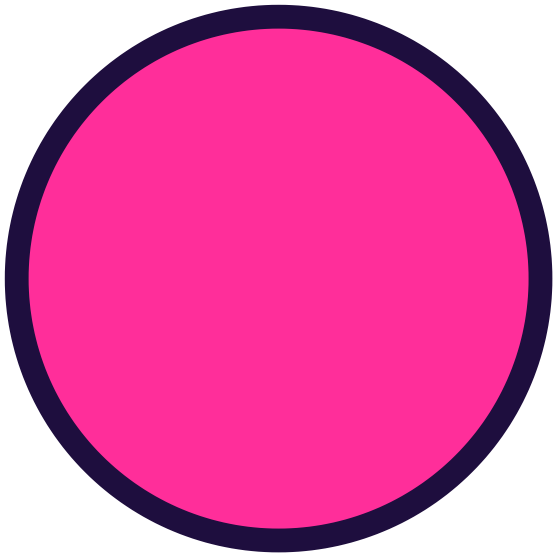
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Kernel's Playhouse
Pause. Plan. Play!

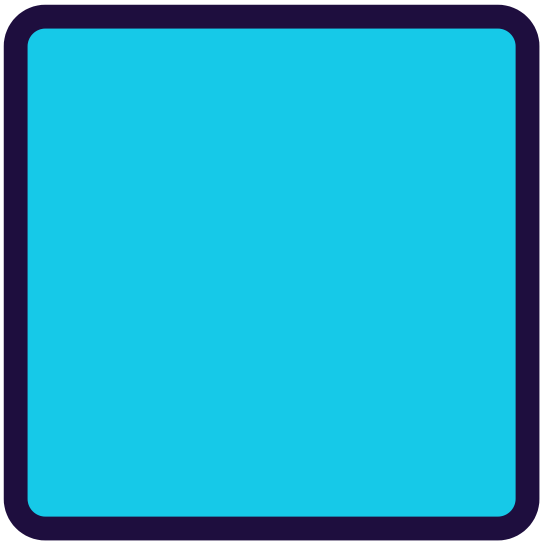
GAME AREA

# Giant shapes

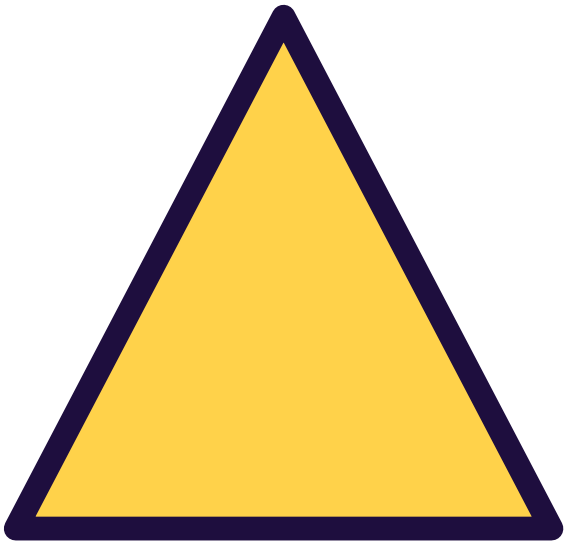
**Cut them out. Name, match, or hop to the shape a grown-up calls.**



Circle



Square



Triangle



Star

**For grown-ups:** Lay the shapes on the floor for a hop-and-name game, or tape them to a wall. Cutting is a grown-up job. For "My turn!" tokens, see the party pack. Print at home on US Letter paper. No sign-up, no email, and nothing on this page collects information.

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