

DAISY

Directions

PURPOSE: To help Girl Scout Daisies recognize Girl Scout Cookies and learn safety and selling tips to help them during the Girl Scout Cookie Sale Program.

HOW TO PLAY: Give each player one "DAISY" card and 25 cover chips. You can use items such as coins, buttons or beans as cover chips for the game. Appoint an adult as the caller for the game. Each player covers the center free "DAISY" space on the card. The caller mixes up the Caller Cards and places them in a pile near the answer mat. The caller selects one Caller Card from the pile and reads the letter (D, A, I, S, or Y), along with the picture word. For example, the caller might say, "D, Thin Mint!"

Each player then looks at the column under the letter called to see if she has the corresponding image – in this case, a picture of Thin Mint Cookies. If she does, she covers the space with a chip.

The caller places the used Caller Card on the corresponding letter and picture on the answer mat, so that the Caller Card will not be repeated during the course of the game. The caller and players continue to play in this fashion. When a row of 5 spaces is covered in any horizontal, vertical or diagonal direction, the player calls out "DAISY!" The first player to do so is the winner.

The caller checks the player's card against the answer mat to be certain that the player has covered only the spaces that have been called. If the answer mat and the "DAISY" card match, the player wins. If not, the game continues.

When a new game is played, the players remove all chips on their cards. The caller removes all Caller Cards from the mat and remixes them.

BINGO



CALLING CARDS



ANSWER MAT









