

Get to know the kids of 7 Oaks!



Goob Bear

This is Goob the bear. He is the biggest kid in 7 Oaks—but he's also very friendly. He loves the outdoors and all kinds of bugs. Ants are his favorite bug.



Jumper Rabbit

Meet Jumper the rabbit. Jumper loves to play sports. He loves soccer, tennis, baseball, basketball, biking, swimming, and jumping—you name it. He also loves sneakers and owns all different kinds.

Lily Skunk

Lily is very crafty, especially for a skunk. She loves art. Lily spends most of her time drawing and painting and making all kinds of things. She also loves her little brother, Stink.



Sammy Squirrel

From the day Sammy was born, he has liked playing with gadgets and fixing things. You will never spot him without a tool or two. Sammy and his twin sister, Sophie, live in a tree house, as all squirrels do.



Sophie Squirrel

Sophie is Sammy's twin sister. Her very favorite thing to do in the world is read. She also loves math. Sometimes she uses really big words that she has to explain to all her friends.



Tagalong Allie

And don't forget Tagalong Allie. She's a mouse. Allie likes to tag along with everyone in the gang, especially her best friend, Lily Skunk. Allie lives with her granny and loves to dress up in Granny's shoes and jewelry.



Pokey Porcupine

Pokey has lots of pointy quills that show what kind of mood he is in. When Pokey is sad, the quills are droopy. When he is excited, they stand straight up. Pokey is really laid-back. He likes to lie around in his hammock all day and play his harmonica.

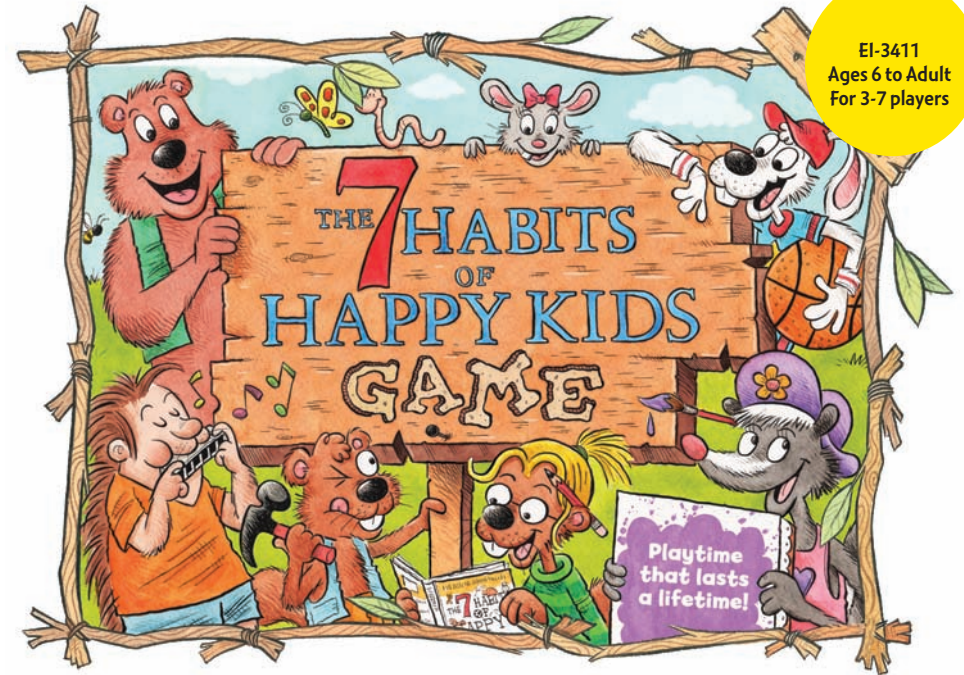
This is **Ernie the worm**. He is very shy, so you have to go looking for him...



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PLAY INSTRUCTIONS

Object of the Game:

Be the first player to fill your *7 Habits* token holder with 1 of each token (and at the same time learn, practice, and share *The 7 Habits of Happy Kids!*).

Getting Started:

1. Find a pad of paper and pen and set both near the game board.
2. Shuffle the larger *7 Habits* question cards and place them in the card holder.
3. Stack the smaller Give Away cards and set them aside.
4. Sort the round character tokens into piles by character.
5. Read the *7 Habits* out loud—you can find them printed on the inside of the box lid or on the inside right page of this guide.

How to Play:

Each player chooses a character and places it on that character's home base on the board. (See the back panel of this guide for character descriptions.)

The youngest player goes first, rolling the die and moving that number of spaces around the board in a clockwise fashion.

- If the player lands on a blank space, he or she draws a question card, reads it aloud, responds, and collects the token designated on the card. If the player needs help reading the card, any other player may read it aloud. Note – if the player already has that token, he or she should collect it anyway to use for future "trades" or "give aways."
- If a player lands on an Ernie space, he or she collects a free Ernie token which can fill any empty slot in their token holder.
- If a player lands on a "trade" space, and they have 1 or more tokens, they must trade one of their tokens with another player of their choice. If the player does not have any tokens, play continues with the next player. The player who landed on the trade space gets to decide which player he or she wants to trade with, which of their tokens they wish to trade, and which token they would like to receive in return.

WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.



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How to Play (continued):

- If the player lands on a "rest stop," they rest, relax, and wait there for the next turn.
- If the player lands on a "give away" space, he or she draws a small Give Away card from the stack, reads it aloud, and chooses any token he or she has to give away to the player who best fits the description on the Give Away card. If the player does not have any tokens to give away, play continues with the next player.
- There are two "forks" on the game board path. A player may choose either fork, but may wish to look at each path to determine which token they can collect there, to help them fill their holder more quickly.

Play continues to the left until one player fills their token holder. Remember, Ernies are "wild" and can fill any spot in the holder!

To make playing a Win-Win for all players, the first player to fill his or her token holder becomes the card reader. Play continues until all players have filled their token holders.

For a shorter game – if you'd like a shorter game play session, set a timer for 7 minutes and see who can collect the most tokens before time's up!

There are 7 different types of question cards. Below are some sample questions and responses:

Habit #1
Be Proactive. You're in Charge.

ACT IT OUT
Everybody is in charge of making their own fun—it's not up to others!
ACT OUT your favorite fun thing to do in the summer.
You and the FIRST player to guess correctly BOTH collect 1 Sammy Token!

Sammy Squirrel

Act out swimming

Habit #2
Begin with the End in Mind. Have a Plan.

CARE TO SHARE?
Goob Bear wanted to buy new butterfly net. He began with the end in mind and had a lemonade stand to earn some money.
SHARE something you would like to buy and how you could earn the money to buy it.
Collect 1 Goob Token for your answer.

Goob Bear

I really want a new MP3 player. Maybe I can ask for extra chores to earn the money faster.

Habit #3
Put First Things First. Work First, Then Play.

LUCK OF THE DRAW
You put first things first and ate all of your vegetables and now it's time for something sweet!
On a pad of paper, DRAW your favorite dessert!
You and the FIRST player to guess correctly what you are drawing BOTH collect 1 Pokey Token!

Pokey

You can sit in the front on the way there, but I'm riding in the front on the way back.

Habit #4
Think Win-Win. Everyone Can Win.

HAPPY MEDIUM
You and the PLAYER ON YOUR RIGHT both want to sit in the front seat of the car at the same time.
Together, come up with a happy medium win-win that can steer you BOTH in the right direction!
BOTH PLAYERS collect 1 Token OF THEIR CHOICE!

Liv

My team would have Clean Up Guy, Smart Dude, and Careful Cali—they'd make sure there were no more oil spills!

Habit #5
Seek First to Understand, Then to Be Understood. Listen Before You Talk.

EAR-RESISTABLES
Put on the Ear-Resistables.
All the players share their favorite ice cream flavor!
YOU REPEAT BACK what each of them said, matching as many as you can to the correct person!
Collect 1 Jumper Token.

Jumper Rabbit

Chocolate, Cookie Dough, Orange Sherbet, and Cake Batter!

Habit #6
Synergize. Together is better.

YOU NAME IT!
Superheroes can work together too!
If you could create a superhero dream team, NAME who they would be, what their powers are, and why you chose them.
Collect 1 Allie Token for your answer.

Tagalong Allie

I love spending all day at the lake!

Habit #7
Sharpen the Saw. Balance Feels Best.

SING ONE THING
Vacationing is a great way to sharpen the saw and bring balance to your life!
All the players SING ONE THING they really liked about their all-time favorite vacation.
You sing back the answer you like best.
You and THAT player BOTH collect 1 Sophie Token.

Sophie Squirrel

The 7 Habits® Tree

AND REMEMBER TO TAKE CARE OF YOURSELF

Habit 7

SHARPEN THE SAW
Balance Feels Best

THEN PLAY WELL WITH OTHERS

Habit 6

SYNERGIZE
Together Is Better

Habit 5

SEEK FIRST TO UNDERSTAND, THEN TO BE UNDERSTOOD
Listen Before You Talk

Habit 4

THINK WIN-WIN
Everyone Can Win

START WITH YOU

Habit 3

PUT FIRST THINGS FIRST
Work First, Then Play

Habit 2

BEGIN WITH THE END IN MIND
Have a Plan

Habit 1

BE PROACTIVE
You're in Charge