TOMANAPT

The game can be played in as many children as one wants as it involves drawing a   table, completing it   and then calculating the score. The game requires association skills and good memory as well as wide knowledge of certain fields. The name of the game, TOMANAPT ,is an acronym for : **T**ari(Romanian word for Countries), **O**rase(Towns), **M**unti(Mountains), **A**nimale(Animals), **N**ume(Names), **A**pe(Rivers, seas and lakes), **P**lante(Plants) and **T**otal (Final score). The children draw the table in pen or in pencil, decide on a letter (let's say C) and then , as quickly as possible , they all start writing(by hand) in each column the required information- words denominating the category in the column: countries, towns, mountains etc beginning with the established letter(C in this case). They are not allowed to check any source during the round. Whoever finishes first says STOP. The others stop writing as well even if they have not finished. Each good answer is worth 10 points. Then another round begins after the score is calculated. Another letter is decided on. How do they decide on the letter for each round? They take turns and, let's say, child number 1 starts saying the alphabet in his/her mind and child number 2 says STOP when he/she wants. Child number 1 says what letter he/she was at when his/ game partner said STOP. At the next round child number 2 starts saying the alphabet in his/her mind and child number 3 says STOP when he/she wants. And so on. The game can be played starting from any other categories the children decide on, but traditionally the categories specified above are used. This game is educational and fun and can be played by children of different ages who are able to write. The difficulty of the game depends on the knowledge the children have acquired up to the moment of playing.

 Example: The children, John and Alexandra have decided on the letters C, V and J in each round. They play 3 rounds. In round 1 Alexandra finishes first in the others, John.

John's table

Round	T	O	M	A	N	A	P	T
1	China	Canterbury	-*	Caine(dog)	Cristina	-**	-**	40
2	Vietnam	Valencia	Vladeasa(a mountain range in Romania)	Vaca(cow)	Viorel	Voronet(a small river in Romania)	Varza(cabbage)	70
3	Jamaica	Jibou(a small town in Romania)	Japonezi(Japanese Mountains)***	Jaguar (Jaguar)	John	Jiu (an important river in Romania)	Jneapan(mountain pine)	60

 Total score=170

Alexandra's table

Round	T	O	M	A	N	A	P	T
1	China	Crevedia (a small town in Romania)	Carpati (Carpathians)	Cuc(cuckoo bird)	Cristian	Cerna(a river in Romania)	Castravete (cucumber)	70
2	-*	Videle(a small town in Romania)	-*	Vulpe(fox)	Valentin	-**	-**	30
3	Japonia(Japan)	-*	_*	Jaguar (Jaguar)	Julieta	Jiu (an important river in	-**	40

						Romania)		

Total score=140
John wins this game.

Explanation of the used symbols:

*- the child does not know a word here
** - the child has not finished as another has said STOP
***- this answer is not valid and will not receive the 10 points