



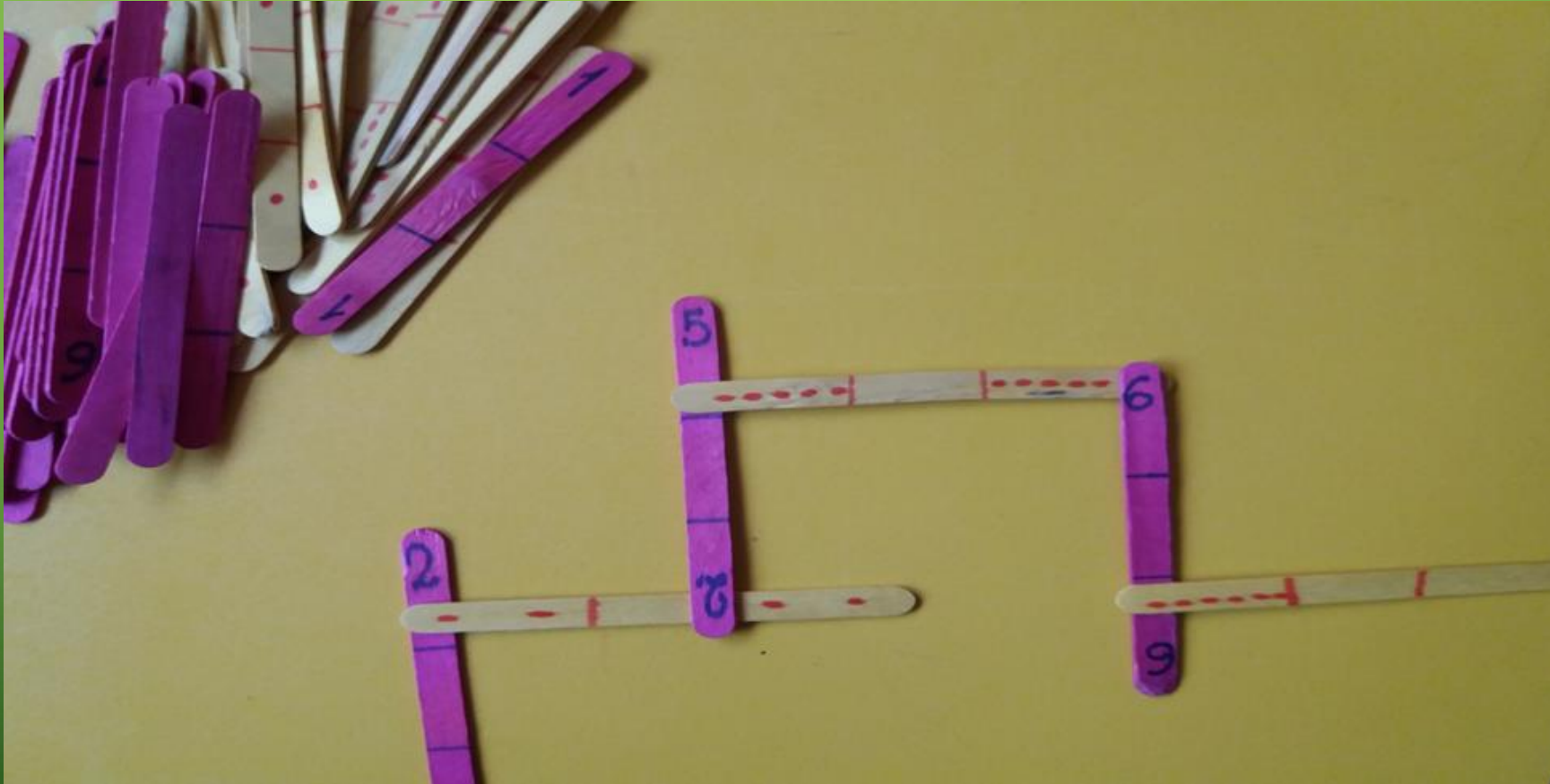
# **GAMES FROM NATURAL MATERIAL**

**KOHTLA-JÄRVE KINDERGARTEN TAREKE  
ESTONIA**

# **GAME NR.1 NUMBERS AND ACCOUNT. DOMINO.**

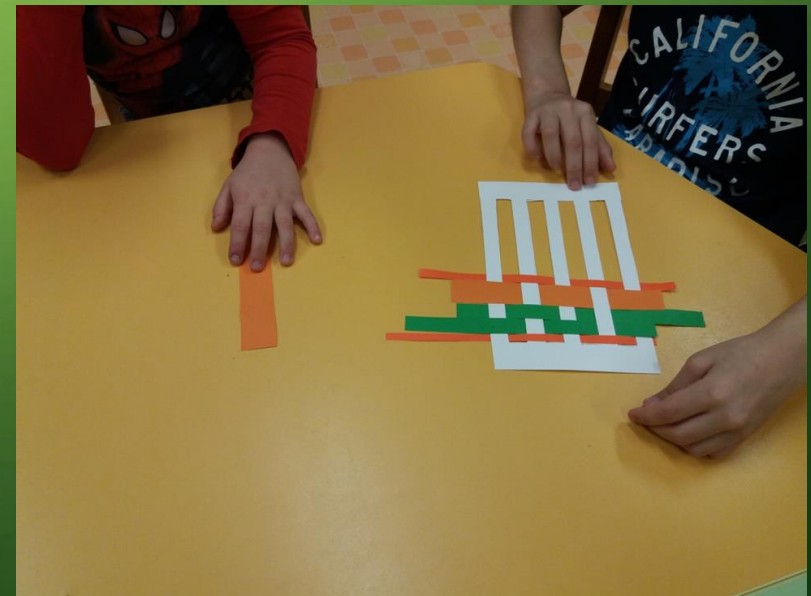
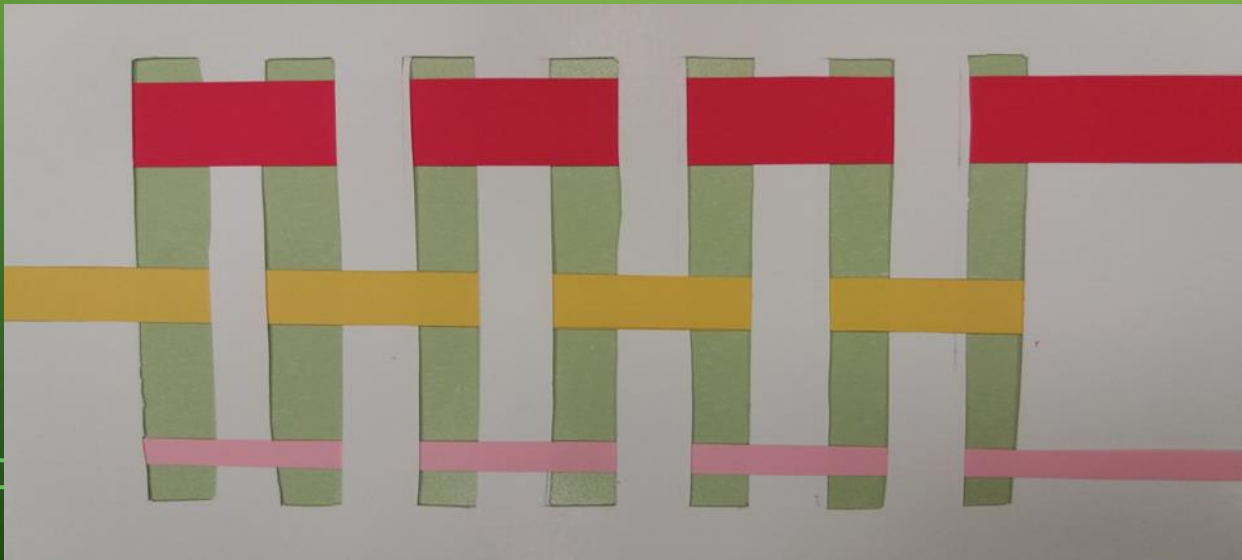
- **The didactic game is made of natural material (wooden sticks) and contributes to the development of intelligence, attention, memory, and perseverance. The main task is the development of arithmetic abilities of the child. During the lesson, the child learns the numbers and the score, relates the number and the number, learns the score to 6, masters the concepts of "more" and "less".**
- **1 option. Numbers.**
- **The child is engaged with chopsticks of the same color with the image of numbers.**
- **Option 2. Score.**
- **The child is engaged with chopsticks of the same color with the image of points.**
- **3 option. Numbers and score.**
- **The child is engaged with chopsticks of different colors and relates the number to the number of points.**

# GAME NR.1 NUMBERS AND ACCOUNT. DOMINO.



## GAME NR.2 PAPER WICKER.

- The manual consists of a basis for weaving and strips of different widths and colors.
- The goal is to develop color perception, imagination, fine motor skills, perseverance, attention, the concepts of “already”, “wider”. The child learns to perform tasks on the model or works independently.



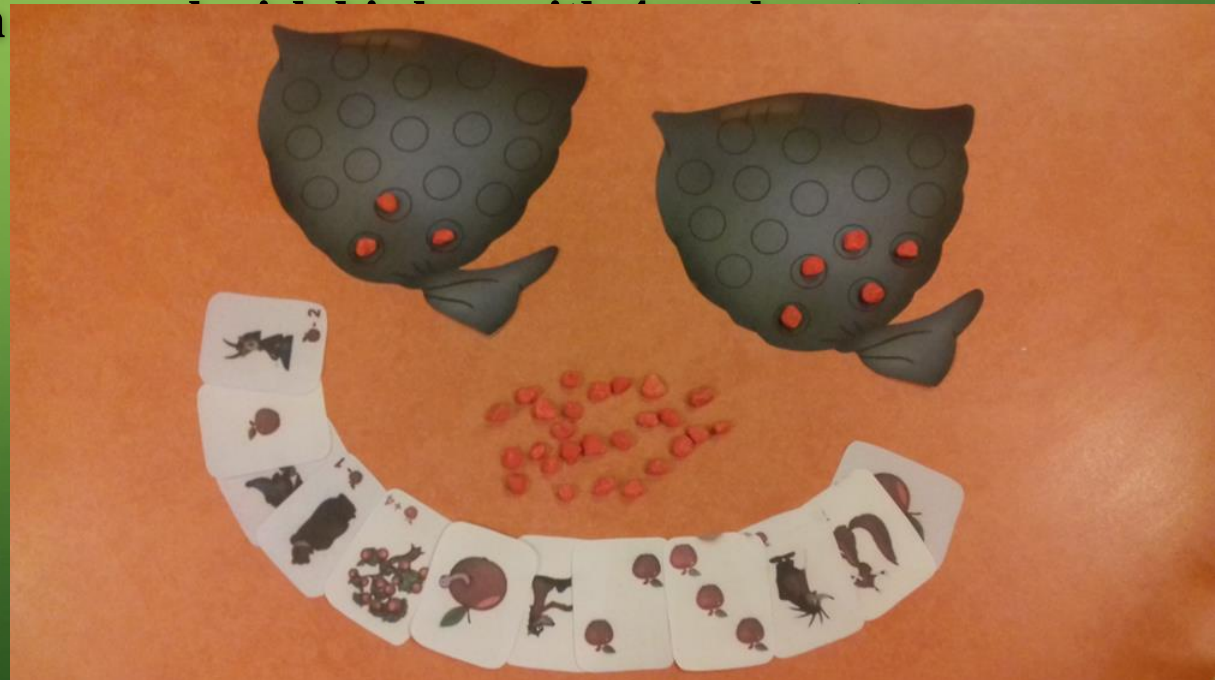
## GAME NR.3 FIND A PAIR.

- The game for the development of memory and attention.
- The rules of the game: you need to lay out the "shells" on the table, and then turn over two. If they match, the child takes them and gets another move. If not, the move goes to another player. The task is to collect as many "seashells" as possible.



# GAME NR.4 BAG OF APPLES.

- The game is suitable for exploring mathematical operations.
- Cards with the image of different fairy-tale characters, remove from your bag the specified number of apples. If you draw a map that shows a Wolf, you need to throw off all the apples from your bag. If you draw a card that shows a Wolf in a bag, then it protects you from the Wolf card for the entire game. The player who draws out the card on which the Apple Tree is drawn



# GAME NR.5 FUNNY NUMBERS.

- Develops thinking, speech, memory. Children learn to count to 5, learn the concepts of "more" and "less"



# GAME NR.6 STONES.

- Children develop the ability to solve and formulate math problems.





# GAME NR.7 SHELLS.

- Children fasten letters to develop the ability to make words.



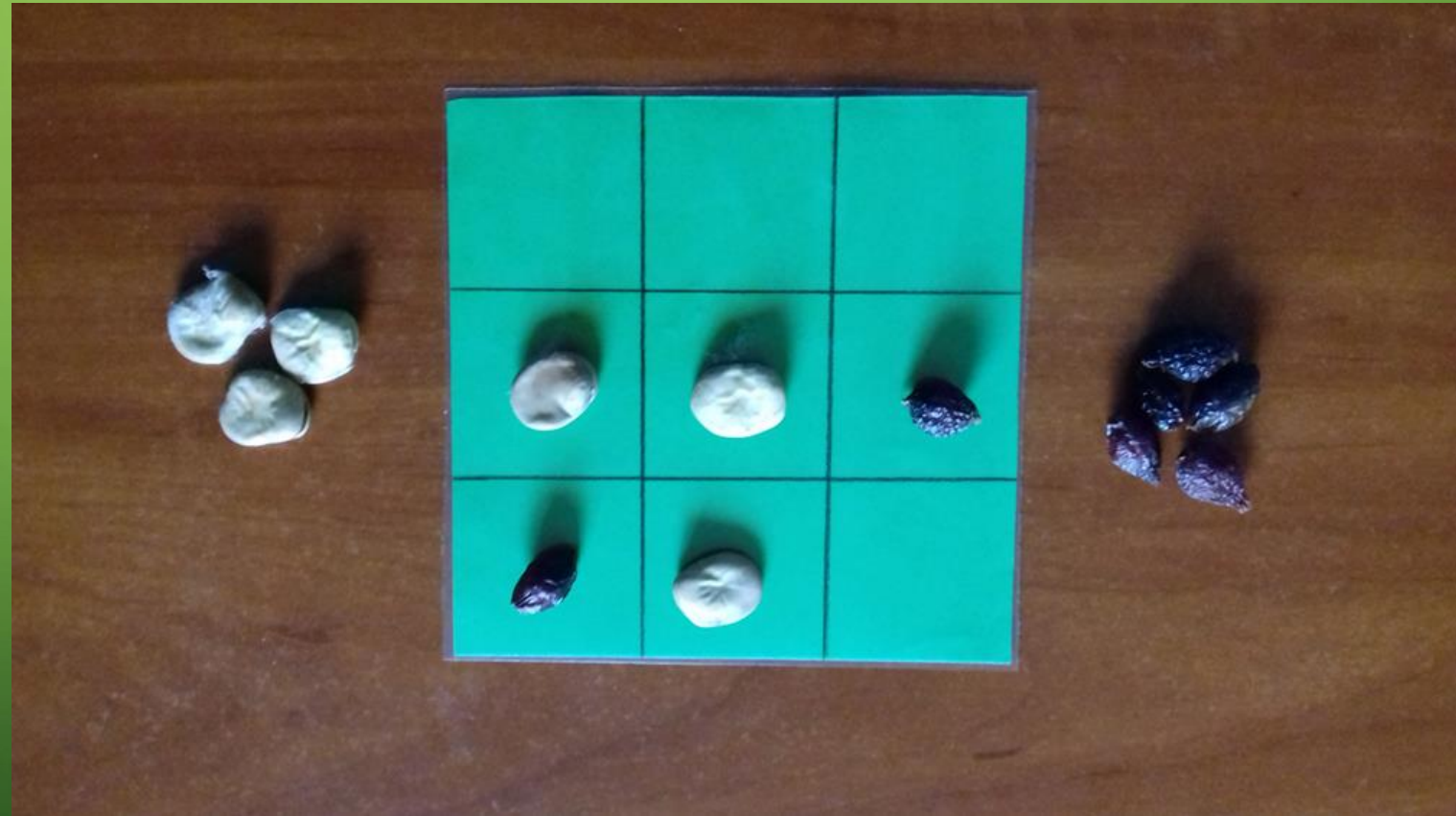
# GAME NR.8 LEDYBUGS.

- Children learn to score to 10.



# GAME NR.9 CROSSES-TOE.

- The game develops attention, memory, logical and creative thinking.



# GAME NR.9 CROSSES-TOE.

- The game develops attention, memory, logical and creative thinking.



# GAME NR.10 BUTTERFLIES.

- **The purpose of the manual:** the development of the mathematical abilities of the child. During the lesson, the child fixes the primary colors.
- **Assignment:** each butterfly was once a caterpillar. Spread out the tracks in front of you. What color is each caterpillar? And now let's turn the caterpillars into butterflies. The yellow caterpillar will become a yellow butterfly. (Children spread the color of the silhouette pictures of butterflies, next to the silhouette pictures of the caterpillars).

