

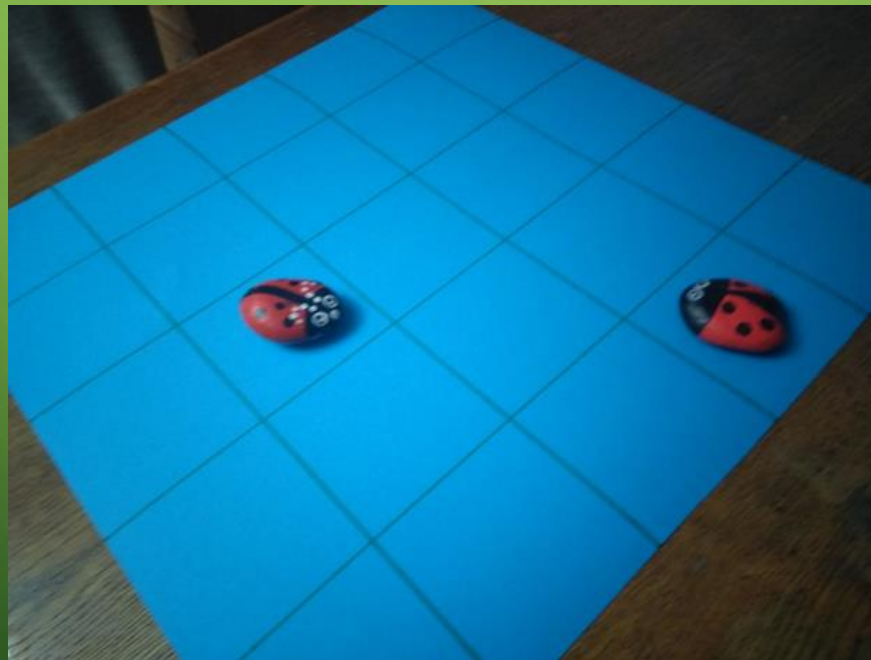


GAMES FROM NATURAL MATERIAL

**KOHTLA-JÄRVE KINDERGARTEN TAREKE
ESTONIA**

GAME NR.31 GRAPHIC DICTATION

- The child is offered on the lined up, on the cells, the playing field to move in a given direction (three cells up - two cells to the right). This manual forms a very important skill of orientation on the plane. Fixes spatial representations: up - down - right - left. Prepares a child for writing learning activities. Develops concentration of attention, visual memory, auditory attention, the ability to act according to the instructions.



GAME NR.32 AUTOMATION OF SOUND "C" IN DIRECT AND RETURN DICTIONS.

- The child is invited to read or repeat written syllables.
- SA - SU - SO - SI - SY - CE
- AS - MS - OS - IP - YS - EU
- This manual allows you to directly and quickly fix the pronunciation of the newly delivered sound "C" in syllables. Develops phonemic hearing, visual perception. Forms the ratio of the pronounced sound syllable with its letter display. Promotes rapid mastery of syllable reading skills.



GAME NR.33 MATHS WITH CHESTNUTS.

- The child learns to count to 5, lays out chestnuts by the number of caps on the plate.



GAME NR.34 MATHS WITH ACORN

- A child learns to 5, lays out as many acorns as written on a glass.



MATHS NR.35 GAME WITH SAND.

- The child pours as many sand spoons as written on the cup and compares which one is heavier and which is lighter in weight.



GAME NR.36 MATHS: ONE-MANY.

- The child by ear determines where one item is located, and where it is a lot (one nut means many nuts, one acorn many acorns).



GAME NR.37 FLOWER MADE OF STONE.

- The game consists of pebbles with applied lines and dots of different colors. The purpose of the lesson is to collect a flower guided by the color and direction of the lines and the number of points. Develops spatial imagination, color perception, arithmetic representations, adherence to a numerical sequence, attention, forms an idea of the structure of the plant (stem, petals, etc.). You can work on the model or independently.



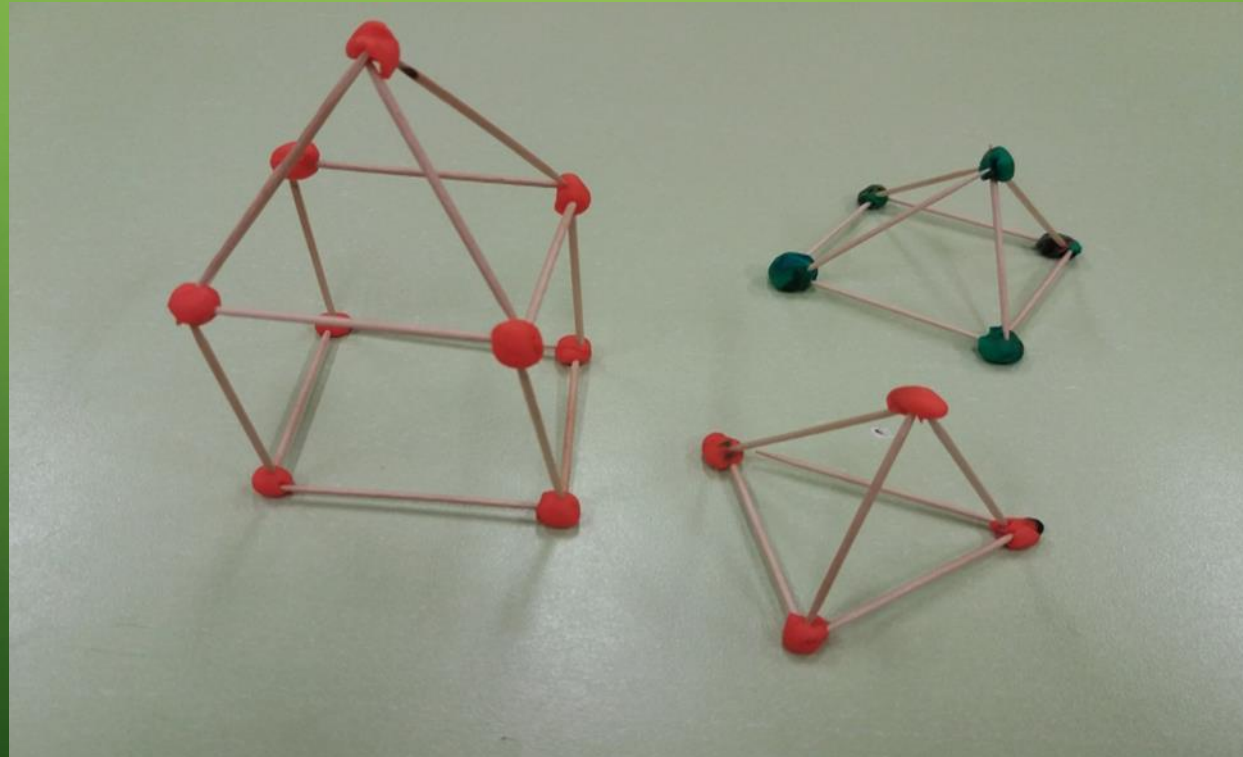
GAME NR.38 THE LABYRINTH.

- **The game consists of stones with applied lines and dots of different colors. The purpose of the lesson is to assemble a maze guided by the color and direction of the lines and the number of points. Develops spatial imagination, color perception, arithmetic representations, adherence to a numerical sequence, attention, forms the ability to work with pictograms, teamwork skills.**



GAME NR.39 VOLUMETRIC MODELING.

- **The game consists of wooden sticks, sticky mass (clay) and templates. The goal is the development of fine motor skills, attention, spatial imagination, the ability to work on the model, the study of geometric shapes.**



GAME NR.40 SMART STONES.

- During the lesson, the child learns the numbers and the score, relates the number and the number, learns the count to 5, masters the concepts of "more" and "less", makes an arithmetic series, performs simple arithmetic operations within 5.

