



# **GAMES FROM NATURAL MATERIAL**

**KOHTLA-JÄRVE KINDERGARTEN TAREKE  
ESTONIA**

# GAME NR.41 SCORE, SIZE, FORM.

- Children develop thinking, study geometric shapes, construct intricate locks, solve logical problems. They learn the concepts of “shorter - longer, more - less, higher - lower”. Develop imagination and creative thinking, interest in research and knowledge. Follow the rules of the game, and maintain friendly relations with other children.



# GAME NR.42 MATHS.

- We develop fine motor skills of hands, improve the skills of counting.



# GAME NR.43 PAINTER.

- Children draw on semolina, develop fine motor skills of hands.



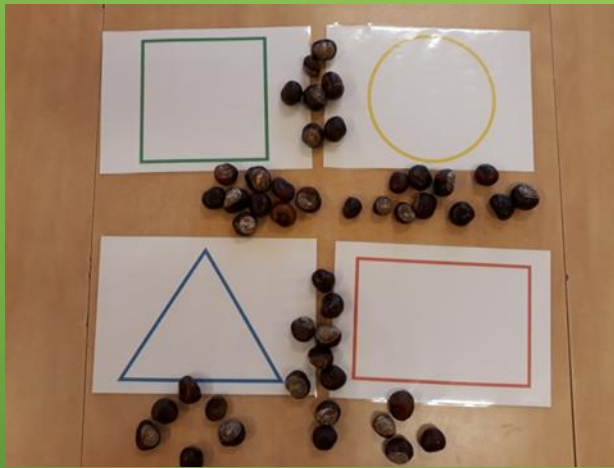
# GAME NR.44 NATIVE LAND TREES.

- It is necessary to determine which tree leaves.



# GAME NR.45 MATHS WITH CHESTNUTS.

- Spread geometric shapes using chestnuts.



# GAME NR.45 MATHS.



# GAME NR.46 MATHS WITH PUMPKIN SEEDS.

- Children solve examples within 10 using pumpkin seeds.





# GAME NR.47 MEMORY DEVELOPMENT.

- **Develops memory, sensory abilities. The child must remember - as it was.**



# GAME NR.48 MATHS WITH CHESTNUTS.

- A child learns to count to 10/20.
- Learns to compare (more-less, shorter-longer)



# GAME NR.49 MATHS WITH STONE.

- The ability to count to 10. The development of fine motor skills, the ability to use tweezers.



# GAME NR.50 LETTERS AND STICKS.

- **The development of spatial thinking, the ability to design.**

