



GAMES FROM NATURAL MATERIAL

**KOHTLA-JÄRVE KINDERGARTEN TAREKE
ESTONIA**

GAME NR.61 PLANETS OF THE SOLAR SYSTEM

- (chestnuts, wooden rings, linen thread, cut down tree branches)
- **Purpose:** The child becomes acquainted with the names of the planets of the solar system. Knows the order of the planets from the Sun. Fixes quantitative and ordinal score. It has a visual idea of how far the planets are far from each other and from the Sun.

• The approximate scale (source http://www.tavika.ru/p/blog-page_7.html): 1 mm = 1 000 000 km



GAME NR.62 FIND A PAIR

- chestnuts, wooden rings, linen thread, tree branches)
- **Purpose:** The child consolidates the skills of the account. He knows the numbers up to 12. Corresponds the number of objects equal to the number. Develops logical connections, attention, ability to communicate in pairs.



GAME NR.63 FIND A PAIR

- (cuts of tree branches)
- Purpose: Knows the numbers to 12. Can collect the "snake" of numbers. Defines the number before and after the specified one. Knows direct and reverse counting. Familiar with the Roman numerals. A sign with the concept - even and odd numbers.



GAME NR.64 EASTER RABBIT

- (cuts of tree branches)
- **Purpose:** The child reinforces the knowledge of colors. Knows the letters of the Russian alphabet. It can come up with words for a given sound (letter) or name an object according to the chosen color. Finds a connection. Develops attention, memory, ability to wait in line.
- **At the lead in the hands of a bag of eggs (cuts).** The child pulls out an egg (wooden saw) from the bag, on which the letter is written, and a colored circle is drawn on the reverse side. It is necessary to agree in advance that we choose a color or a letter. If the color, then the child calls it that color. For example: red - tomato. If we call a letter, then A is a car.
- The manual can be used not only during the Easter holiday, you can play without a rabbit, and saw not to associate sawn with eggs.

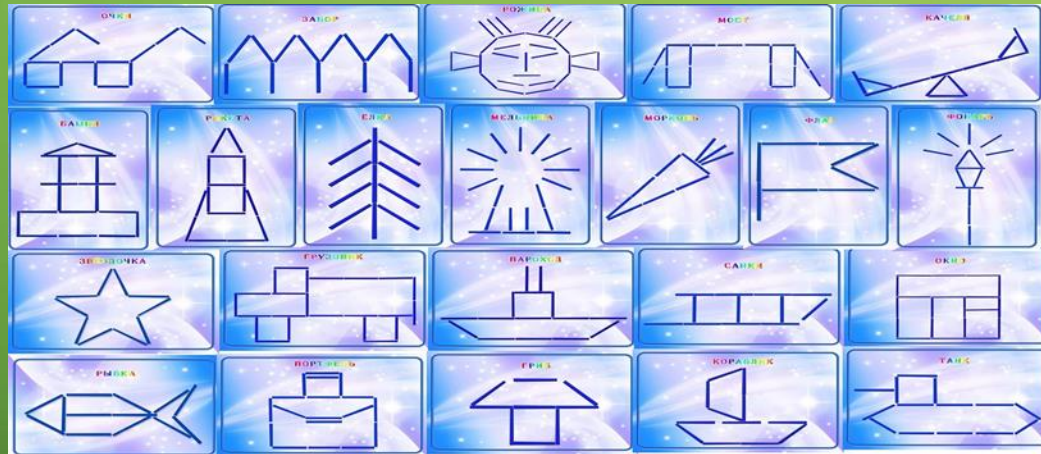
GAME NR.64 EASTER RABBIT.



GAME NR.65 CONSTRUCTOR FROM STICKS.

- **Game consists of wooden sticks of different colors, sizes, shapes and patterns. The goal of the lesson is the development of spatial thinking, logic, imagination, fine motor skills, sensory abilities, constructive skills, coordination of movements, creative imagination, fantasy, attention concentration, the formation of initial arithmetic concepts. Classes are held individually and in mini groups.**

GAME NR.65 CONSTRUCTOR FROM STICKS.



GAME NR.66 FIND A HOUSE.

- The game consists of a base with grooves and pebbles of different colors, sizes, shapes. The purpose of the lesson is the development of spatial thinking, logic, imagination, fine motor skills, sensory abilities, color perception, coordination of movements, the formation of initial arithmetic concepts.



GAME NR.67 LACING.

- **The game consists of wooden blocks with holes and laces of different sizes and colors. The purpose of the lesson is the development of fine motor skills, perseverance, attention, sensory sensations, the ability to work on a pattern, the development of spatial thinking, the formation of initial arithmetic knowledge.**



GAME NR.68 MEMORY GAME FOR KIDS “SHELLS AND SEA INHABITANS”

- **Aim: kids development of memory, concentration and memory skills.**
- **Ensure your set of shells contains all matching pairs. Shuffle and spread all shells out on a flat surface, face down. Players take it in turns to choose any two shells. Make a successful match and you get to take another turn. No match, the shells are returned to their original position. Success in Memory relies upon children remembering where they have seen each picture in previous turns – both those and those of the other players. The winner is the person who has matched the most pairs.**

GAME NR.68 MEMORY GAME FOR KIDS “SHELLS AND SEA INHABITANS”



GAME NR.69 SENSORY ACTIVITIES FOR KIDS “SMELLS OF FOOD”

- **Aim:** to found out food smells and remember them, smell sense development.
- **Away from the players (so they cant see what is in the capsules) fill a four capsules with 4 different aroma item (coffee beans, garlic, lemon peels, orange peels). Bring the first player forward and let him/her to pass the capsules one by one under their nose and smell it. Players should put capsules on the right picture.**

GAME NR.69 SENSORY ACTIVITIES FOR KIDS “SMELLS OF FOOD”



GAME NR.70. LETTERS.

- The letters are carved from wood.
- Children use letters to spread words.

