



Numbers

A collection of maths games for kids

INSTRUCTIONS



3+

1-4

10-25 min



The Little Explorer is a series of educational games for children from 2 to 6 years old.

All games have been developed by a team of specialists from different fields: pedagogy, philology, speech therapy, sociology and psychology. Each of the games has been prepared to help children's cognitive and intellectual development: the games develop logical mathematical thinking, stimulate the development of vocabulary and communication skills, exercise hand-eye coordination, train memory and concentration, and stimulate imagination and creativity.

Our products combine fun with educational elements, and they also give an opportunity to spend quality time with children.

Numbers

A collection of maths games for kids

Numbers is an educational jigsaw helping your children take their first steps into the world of numbers.

It trains basic mathematical skills, orientation in space, classifying, arranging and working out simple addition. It is also a great introduction to the world of animals, numbers and mathematical sets. The game includes game scenarios and suggestions for play that can be used by parents.



**MATHEMATICAL
SKILLS**



**LOGICAL
THINKING**



**EYE-HAND
COORDINATION**



CONCENTRATION

This product is recommended for children over three years old

The packaging includes 10 big two-part and double-sided puzzle cards and some extra colourful elements for counting.

MANY IDEAS FOR PLAY, INCLUDING:

1. Arranging

a) Spread out all the cards showing the number of fingers on one side of the table and the remaining cards with animals on the other. The children must pair each card showing the number of fingers with the right card showing the same number of animals.

b) Spread out all the cards showing numbers on one side of the table and all the cards with animals on the other. The children must pair the numbers with the right number of animals shown on the card.

2. Race

All the cards with numbers and animals are spread out lying face up. The one who first matches more cards into pairs is the winner.

3. Mine

A game played with a host. All the cards with numbers and animals are mixed and then piled up. The host arranges the cards side by side. The person who first sees a pair (the number and the right number of animals) shouts "Mine!" and takes the pair. The person to get the most pairs is the winner.

4. Find the number

Spread all the cards with numbers and ask the children to find the number showing their (or somebody else's) age, their house number, the number of their kindergarten, etc.

5. Adding up

Spread out all the cards with animals and choose any two of them – the children add up the number of animals and show it using the cards with numbers.

6. Bigger – smaller:

Spread out the cards with animals and choose any two of them. The children must point which of the two cards shows a bigger number of animals.

7. Colourful elements

In the middle of the table arrange in turn all the cards with numbers and the cards with fingers showing the numbers – use extra elements to show those numbers using the correct amount of extra elements

8. Sounds

Pile up all the cards with animals. Reveal one card at a time. The children must make the sound of the animals shown on a given card.

LIST OF PICTURES:

Numbers:

- | | |
|------------------------|-----------------------|
| 1 – a lion; | 2 – elephants; |
| 3 – crocodiles; | 4 – hippos; |
| 5 – zebras; | 6 – seals; |
| 7 – monkeys; | 8 – rhinos; |
| 9 – camels; | 10 – foxes; |

Fingers showing the numbers:

- | | |
|---------------------|---------------------|
| 1 – a cat; | 2 – dogs, |
| 3 – donkeys; | 4 – goats; |
| 5 – horses; | 6 – turkeys; |
| 7 – pigs; | 8 – sheep; |
| 9 – hens; | 10 – mice. |
| 9 – kury | 10 – myszki |

The products in The Little Explorer series have been tested by children and received a positive opinion of preschool teachers.





DEVELOPMENT TEAM:

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