



Counting

A collection of maths games for kids

INSTRUCTIONS





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.

Counting

A collection of educational games for kids

Counting is a set of educational puzzles and games for children which introduces, in a friendly way, the world of numbers and basic mathematical operations.

While playing, a child develops logical thinking, exercises perception and visual memory, more easily understands numbers visually, associates numbers with appropriate sets of elements, and develops an interest in mathematics.



Mathematical skills



Concentration



Hand-eye coordination



Logical thinking

The game includes various scenarios and play proposals for parents to use.

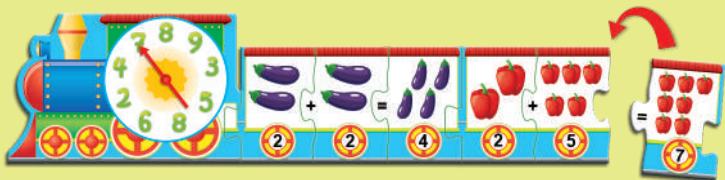
The product is recommended for children aged four and up.

The package contains 9 double-sided train cars with basic mathematical operations which can be arranged in a train 1.6 meters long, a locomotive with a spinner, and additional tokens for counting.

MANY OPPORTUNITIES FOR FUN, INCLUDING:

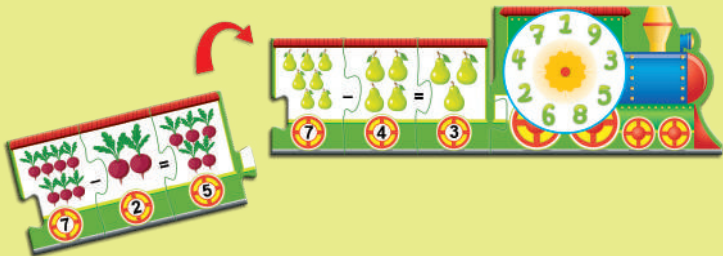
1. Addition training with a train

Place the locomotive in the middle of the play area, along with the train cars with a blue background. Combine the addition operations of the train cars, and then link them to the train.



2. Subtraction training with a train

Place the locomotive in the middle of the play area, along with the train cars with a green background. Combine the addition operations of the train cars, and then link them to the train.



3. Locomotive - the circle of numbers

Spin the spinner on the locomotive to get a random number, and:

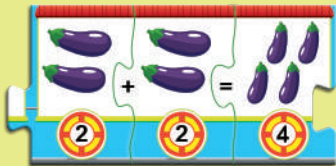
a) search among the tiles with fruits and vegetables to find tiles which make a mathematical operation resulting in that number.

b) use the additional ladybug tokens to create an equation resulting in that number.



4. Counting with ladybugs

Build the train with math operations. Beneath each train car, try to make the same equation using the ladybug tokens.



5. Which number is bigger?

Randomly select any two train car parts. Figure out which piece has more fruits or vegetables.



6. From largest to smallest

Randomly select 4 different train car parts. Arrange them in an ordered line, with the part with the fewest fruits or vegetables at one end and the part with the most at the other end.

7. Sequences

Fun with a grown-up. The grown-up selects 3 train car parts and arranges them in a sequence. The child must decide what the next element should be, and add it to the sequence. For example:

1, 2, 3 - the next element is 4.

2, 4, 6 - the next element is 8.

1, 3, 5 - the next element is 7.

8. War

Put all the train car parts into a stack. One after another, each player draws the top piece and keeps it. Stop after each player has taken one piece... or play as many rounds as you like! The winner is the player who finishes with the most fruits and vegetables on their pieces.

9. What's missing?

Fun with a grown-up. The grown-up puts 4 or more pieces face up on the table. Children close their eyes, and the grown-up takes or hides one piece. The children try to remember which piece is missing.

10. Numerical stories

Deal out all the train car parts to the players. Players will create a story together. One by one, each player in turn plays one of their pieces and tells the next part of the story, using the number from their piece, or the items on it.

11. Numerical finger drawings

One player “draws” a digit with their finger on the back of another player. The second player feels the finger writing on their back and tries to recognize and say what digit was written on their back.

If the game is played with more than 2 children, it can be fun to play this as a variant of “the telephone game”. Children sit in a line, one behind another. A grown-up shows the child at the back of the line a mathematical expression (like $2+3$). This child draws the result (for example 5) on the back of the child in front, who then draws that same number on the next child's back, and so on, forward to the front child. The child in front then says the number aloud.

12. Speed addition

Deal out all the train car parts to the players. Each player puts one of their pieces into the center of the play area. The children try to say the total sum of these pieces' values. Whoever first says the correct answer receives a ladybug token. Whoever collects the most ladybugs wins.

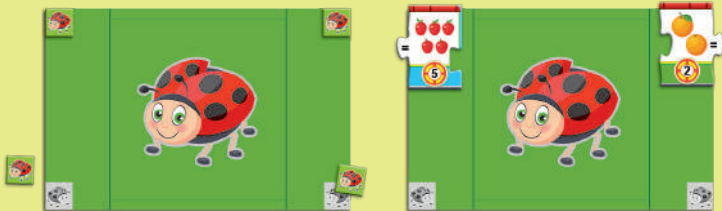
postaci żetonu z biedronką. Zwycięży ten, kto zdobędzie najwięcej biedronek.

13. Orient yourself

Fun practice in spatial orientation.

In the box there is a large colorful ladybug with 4 smaller gray ladybugs in the corners. A grown-up and child together place a ladybug on each corner, saying each corner's position (upper right corner, upper left corner, bottom right corner, bottom left corner).

Then put a train car piece on each corner. The child can then say



name different corners and say the sums of pieces in them, for example "The upper left corner has 2, and the upper right corner has 3! 2 plus 3 is 5!"

14. What's my number?

Each player takes a random train car piece, without showing it to the others, and describes it with an operation. Example:

The player gets a piece with 5.

"I am 2 plus 3. What number am I?"

or

"I am the result of adding 4 and 1. What number am I?"

15. Fun Movement

Each player takes a random train car piece, without showing it to the others, and demonstrates its number by doing that many actions (clapping, jumping, stepping, etc).

Harder variant: make a sum of actions (for example, 2 claps plus 3 steps).

List of operations

Addition

$$6+2=8$$

$$3+3=6$$

$$2+2=4$$

$$4+5=9$$

$$1+1=2$$

$$2+5=7$$

$$4+4=8$$

$$1+2=3$$

$$3+2=5$$

Subtraction

$$10-1=9$$

$$9-1=8$$

$$9-2=7$$

$$9-3=6$$

$$7-2=5$$

$$6-2=4$$

$$7-4=3$$

$$5-3=2$$

$$3-2=1$$

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





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