



**WYSE
PRESS**



Smart Kids

Teacher's Handbook



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1. What is Smart Kids?

The Smart Kids Training Programme is an integral part of the Enriched Education Model (EEM). It is an education system that seeks to discover pupils' abilities in educational studies. It aims to enrich the conventional school subjects with fun and entertaining activities which will improve pupils' educational skills and motivate them in their studies.

2. What are the Objectives of the Smart Kids Training Programme?

- a. to provide pupils with the ability to think, see and produce in new ways by having fun and playing
- b. to develop their ability to see things from a different point of view, rather than just from the conventional one
- c. to lay the foundations for raising creative, inventive individuals

It is possible to raise our pupils as individuals who think and see things differently and stand out in the age in which they live, by developing and enriching the education curriculum. It is for this purpose, that the Smart Kids Training Programme has been prepared.

3. What are the targeted learning objectives of the Smart Kids books?

- to activate the learning system and increase academic success
- to increase attention skills, and decrease errors in academic work caused by a lack of attention
- to motivate in pupils a desire to learn and study
- to increase hand, eye, arm coordination
- to develop reasoning skills
- to develop visual thinking skills
- to gain new abilities in the field of creativity and productivity
- to increase success in planning
- to develop productive writing skills
- to increase competence in problem solving
- to develop fast comprehension
- to support their ability to learn from different angles
- to develop their ability to use short-term memory effectively

- to learn to use time effectively
- to make connections between tangible and abstract objects
- to develop critical thinking skills
- to develop verbal expression and self-expression skills
- to develop strategic perspective
- to use language correctly, effectively and beautifully
- to develop 3D thinking skills

4. What are the components of the Smart Kids Training Programme?

The Smart Kids Training Programme has been developed for Grades 1-6 and has 3 coursebooks (2 coursebooks for Grade 1) and 46 Brain Games.

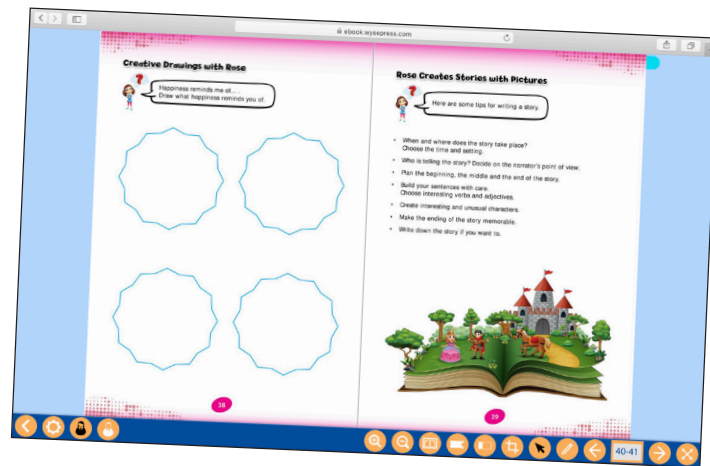
The Smart Kids Training Programme consists of the following books for pupils.

- Visual Perception (6 Levels)
- Creativity (6 Levels)
- Thinking Skills (5 Levels)





The Smart Kids Training Programme is accompanied by an interactive teaching software for IWBs.



In total, there are 17 Pupil's Books, 17 Teacher's Books, 17 Interactive Teaching Software components and 46 Brain Games.

GRADE	TITLE			No of Books
1	Visual Perception	Creativity		2
2	Visual Perception	Creativity	Thinking Skills	3
3	Visual Perception	Creativity	Thinking Skills	3
4	Visual Perception	Creativity	Thinking Skills	3
5	Visual Perception	Creativity	Thinking Skills	3
6	Visual Perception	Creativity	Thinking Skills	3
Total	6	6	5	17

5. How is the Smart Kids Training Programme applied?

- a. There are four new courses that are not on the curriculum.
These courses are:
- Creativity
 - Visual perception
 - Thinking Skills
 - Brain Games
- b. These courses consist of two parts.
- Part One**
Pupils complete the activities in the books in the classroom.
- Part Two**
Pupils play intelligence games in the Smart Kids Laboratory.
- c. The Visual Perception, Creativity and Thinking Skills courses have both books and laboratory games. Both class and lab lessons are taught according to the schedule in the annual plan.
- d. The Brain Games course is taught in the laboratory. There is no book for this course. It is a series of intelligence games.
- e. The Smart Kids Programme has Teacher's Books. These books include:
- the objective and content of this course
 - teaching notes for the Pupils's Books
 - a draft annual plan
 - the Answer Keys to the activities in the Pupil's Books.
- f. Two of these four new courses are taught in the first term and the other two are taught in the second term.
The First Term: Thinking Skills and Brain Games
The Second Term: Visual Perception and Creativity
- g. Taking into consideration the difficulty of finding a slot for a new 4-hour course in the curriculum, the books are planned to be taught in one term.
- h. Due to the literacy studies in the 1st Grades, Visual Perception course is taught in the first term because it is a book with very little text.
Creativity and Brain Games are taught in the next term(s).

6. Which subject teacher teaches these courses?

In Tier 1

These courses are taught by the class teachers. They can be integrated into the Science and Maths courses. Existing courses are reduced by 1 hour and these courses are added.

In Tier 2

- 1 hour of Science and 1 hour of Mathematics is replaced with the Smart Kids Programme.
 - Tier 2 Science teachers teach the Thinking Skills course in the first term and the Creativity course in the second term.
 - Maths teachers teach Brain Games in the first term and the Visual Perception course in the second term. One hour is taken from the current course hours and these courses are added.
 - Depending on how many hours of Maths and Science there are at schools in the country where the Smart Kids Training Programme is being used, changes can be made when planning which teachers will teach the course.
 - A completely dedicated teacher of another subject may teach the courses.
 - Particularly in countries where class teachers teach the courses in the 1st Tier, it is strongly recommended that class teachers teach these courses in the 2nd Tier too.
 - We chose to incorporate the Smart Kids Programme into the Maths and Science courses because Brain Games help pupils to grasp Maths and Science topics more easily.
- a. The planning and monitoring of these courses is carried out in teacher meetings.
 - b. We highly recommend that you plan separate training sessions for the Smart Kids books and games as part of your summer training programme, especially in schools that will start using the programme for the first time. The best way for teachers to understand the Smart Kids Programme is for them to sit down and solve the activities in the books and play the intelligence games themselves. This can be done in a 3-day training programme.
 - c. In classes with 24 pupils or more, it is recommended that there are 2 teachers, especially in the laboratory class, in order to better monitor the pupils.
 - d. The language of the Smart Kids books is English.

7. What are the objectives and the types of activities in the Smart Kids Training Programme?

a. CREATIVITY

Objectives of the course: To be able to: <ul style="list-style-type: none">• use fluent idea generation• generate original ideas• generate detailed ideas• present ideas• express themselves well	Activity types: <ul style="list-style-type: none">• brainstorming• drawing activities• free-association activities• finding a question• association activities• using alternatives• developing a story
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b. THINKING SKILLS

Objectives of the course: To be able to: <ul style="list-style-type: none">• solve problems effectively• establish a cause-effect relationship• make inferences• understand analogies• classify and sort• think analytically	Activity types: <ul style="list-style-type: none">• patterns• logic problems• situational analysis• a selection of games and training materials specific to the course
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c. VISUAL PERCEPTION

Objectives of the course: To be able to: <ul style="list-style-type: none">• identify the similar and different properties of groups of objects• focus on an important part of a whole• recognize an object even though it is not the whole• detect the spatial position of an object relative to its surroundings• group, classify, compare and separate objects	Activity types: <ul style="list-style-type: none">• brainstorming• drawing activities• free-association activities• finding a question• association activities• using alternatives• developing a story
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8. How are the educational games used in the Smart Kids Training Programme?

- a.** As well as the Pupil's Books, there are 46 different intelligence games in the Smart Kids Training Programme.
- b.** As mentioned above, these games have many important features and will improve pupils' skills in many different areas.
- c.** You can look on them as 46 games like chess.
- d.** These games are produced by many different companies.
- e.** Each school must have a Smart Kids Lab for these games. If there isn't space to create a special Smart Kids Lab, an existing laboratory in the school can be used and the course schedule should be adjusted accordingly. For example you could create space for it in the Science Lab and call it the Science and Smart Kids Lab.
- f.** In the Smart Kids Training Programme, a unity is provided between these games and the books.
- g.** Each course has a different game which is suitable for the purpose of the course. For example, the games in the Creativity course are designed to encourage pupils to create and produce new things, to use their imaginations and develop their hand and arm motor skills. An example of this type of game, which can also be found in the Pupil's Book, is Kapla.
- h.** Some of these games can be played in more than one grade. For example, the game Look Look is played in several grades. Pupils can continue where they left off in the previous year.

9. How are the Smart Kids educational games distributed throughout the course?

The distribution of the games for the courses is shown in the tables below.

a. Visual Perception

YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Tangram Set	Tangram Set	Dizios	Dizios	Dizios	Dizios
Look Look	Look Look	Look Look	Square by Square	Square by Square	Square by Square
Fast Form	Kota Big	Fast Form	Fast Form	Flip the Fun	Flip the Fun
Rota	Rota	Rota	Rota	Rota	Rota
Skippity	Skippity	Skippity	Kota Big	Brick by Brick	Brick by Brick
ZepSet	ZepSet	Q-Bitz	Q-Bitz	Q-Bitz	Q-Bitz
	Colarage	Colarage	Colarage	Shape by Shape	Shape by Shape

b. Thinking Skills

YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
	Meta Forms	Sorti	Meta Forms	Meta Forms	Meta Forms
	Katomino	Catch Numbers	Red Storm	Hoppers (Frog)	Hoppers (Frog)
	Road Block	Math Forest	Hoppers (Frog)	Architecto	Architecto

c. Creativity

YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Story Cubes	Story Cubes	Story Cubes	Dixit	Dixit	Dixit
Kapla	Kapla	Kapla	Kapla	Kapla	Kapla
Fun Mais / Edu-Tip	Butterfly Puzzle	Tik Tak Boom	Lego	Lego	Lego
Bamboo Sticks (Extra Game)	Fun Mais / Edu-Tip	Bamboo Sticks (Extra Game)	Fun Mais / Edu-Tip	Story Cubes	Story Cubes
	Bamboo Sticks (Extra Game)		Bamboo Sticks (Extra Game)		

d. Brain Games

YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Dikkat 4	Six	Reversi	Reversi	Reversi	Reversi
Chess	Dikkat 4	Dikkat 4	Surakarta	Surakarta	Surakarta
Engel Plus	Chess	Mangala	Mangala	Go	Go
	Engel Plus	Satranc	Aboline	Aboline	Aboline
		Engel Plus	Triangle Game	Triangle Game	Triangle Game
			9 Tas	Pentago	Pentago
			Qwirkle	Qwirkle	Qwirkle

10. What should the Smart Kids Lab be like?

- a. Each school must have a Smart Kids Lab for these games. If there isn't space to create a special Smart Kids Lab, an existing laboratory in the school can be used and the course schedule should be adjusted accordingly. For example you could create space for it in the Science Lab and call it the

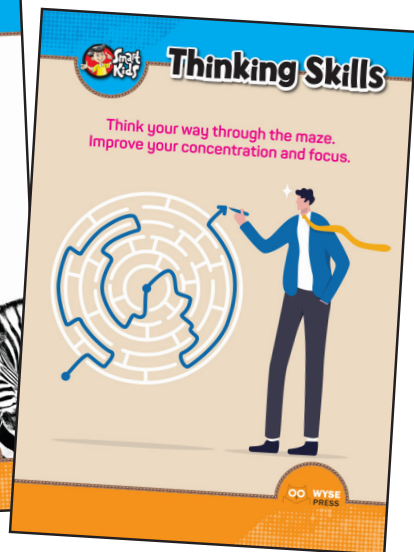
Science and Smart Kids Lab.

- b.** The games can be played individually or in small groups of 2 or 4 people or larger groups.
- c.** Therefore, the seating arrangement should be in the form of 4 chairs around a 4-person table. You can see a sample seating arrangement below.
- d.** There should be shelves for storing the games. The height of the shelves should be adjustable. You can see a sample picture below.
- e.** Some games have lots of small pieces. Therefore, after opening the boxes, these games should be kept in plastic boxes with lids. You can see a sample picture below.
- f.** Posters about Smart Kids can be hung on the walls of the laboratory.
- g.** The door of the laboratory can be decorated with posters related to Smart Kids. You can see a sample picture below.

Examples of classroom seating, shelves, storage cabinets:



Examples of posters:



Examples of different lab designs



11. What are the instructions for the use of the Smart Kids Lab?

Since the games consist of many parts, there is a high risk of them being lost when not used within the framework of certain rules. For this reason, it is highly recommended that they are used in accordance with the instructions below:


- a. The person in charge of the lab is the 1st or 2nd Level School Education Coordinator (SEC). It is the management who selects the SEC.
- b. At the beginning of the year, the games are placed on the shelves in a particular order and the location of each game is recorded.
- c. Boxes with plastic lids are provided for the storage of games with small parts.
- d. The weekly lesson schedule is hung at the entrance of the Smart Kids Laboratory.
- e. The lesson ends a few minutes before the end of the lesson. Under the coordination of the teacher, the pupils place the games neatly in their boxes and place the game boxes on their dedicated shelves.

- f. Games cannot be removed from the room without the SEC's permission.
- g. The room is kept locked during non-class hours.
- h. If the games are used during social activities or after school, permission is obtained from the SEC. The teacher who takes the games is responsible for their safekeeping. The games should be placed back on the shelves in the dedicated room. There must be a record kept of the games where the teachers sign in and out on entry and exit from the room.
- i. It is highly recommended that games are counted and checked by the SEC and other teachers periodically.

When these rules are not followed, many of the parts may be lost and the games may become scattered around the school and be found in different classrooms, corridors and social activity rooms in just a short time.

12. What games are included in the Smart Kids Training Programme?




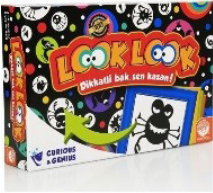



- a. According to their features, there are games that can be played individually or with groups of 2 and 4 people.
- b. As such, schools can order the games for a class of 30 pupils. The schools should order:
 - 30 of the 1 player games,
 - 15 of the 2 player games,
 - 8 of the 4 player games,
 - 10 of the larger group games.
- c. The list of games and the number of games that should be ordered for a class of 30 are given below.
- d. There are alternative games available on the market. There may be changes in the games depending on their availability.

	THE GAME	Title of the Game	Course	No of Games
1		CRASHING NUMBERS	BRAIN GAMES	15

2		RED SURAKARTA & BIHAR	BRAIN GAMES	15
3		CHESS	BRAIN GAMES	15
4		PENTAGO	BRAIN GAMES	15
5		ENGEL PLUS	BRAIN GAMES	15
6		MANGALA	BRAIN GAMES	15
7		ABOLINE	BRAIN GAMES	15
8		TRIANGLE GAME	BRAIN GAMES	8

9		REVERSI	BRAIN GAMES	15
10		QWIRKLE	BRAIN GAMES	8
11		SIX	BRAIN GAMES	15
12		GO GAME	BRAIN GAMES	15
13		DIKKAT 4	BRAIN GAMES	15
14		META-FORMS	THINKING SKILLS	30
15		ROAD BLOCK	THINKING SKILLS	30

16		KATOMINO	THINKING SKILLS	30
17		ARCHITECTO	THINKING SKILLS	30
18		HOPPERS (FROG)	THINKING SKILLS	30
19		SORTI	THINKING SKILLS	30
20		MATH FOREST (JUNGLE MATHS)	THINKING SKILLS	30
21		CATCH NUMBERS	THINKING SKILLS	8
22		RED STORM (ANTIVIRUS)	THINKING SKILLS	30

23		SKIPPITY	VISUAL PERCEPTION	8
24		TANGRAMS	VISUAL PERCEPTION	30
25		DIZIOS	VISUAL PERCEPTION	8
26		LOOK LOOK	VISUAL PERCEPTION	8
27		Q-BITZ	VISUAL PERCEPTION	8
28		SHAPE BY SHAPE	VISUAL PERCEPTION	30
29		BRICK BY BRICK	VISUAL PERCEPTION	30

30		SQUARE BY SQUARE TANGRAM	VISUAL PERCEPTION	30
31		FAST FARM	VISUAL PERCEPTION	8
32		ZEPSET	VISUAL PERCEPTION	8
33		ROTA	VISUAL PERCEPTION	30
34		FLIP THE FUN	VISUAL PERCEPTION	8
35		COLORAGE	VISUAL PERCEPTION	8
36		AKROBAT	VISUAL PERCEPTION	30

37		KOTA BIG	VISUAL PERCEPTION	8
38		KAPLA	CREATIVITY	10
39		STORY CUBES	CREATIVITY	8
40		DIXIT	CREATIVITY	5
41		WORD HUNTER	CREATIVITY	8
42		BAMBOO STICKS	CREATIVITY	10
43		BUTTERFLY PUZZLE 480 PIECES	CREATIVITY	10

44		LEGO	CREATIVITY	10
45		TIK TAK BOOM	CREATIVITY	10
46		FUN MAIS 400 PICES / EDU TIP	CREATIVITY	15

CRASHING NUMBERS



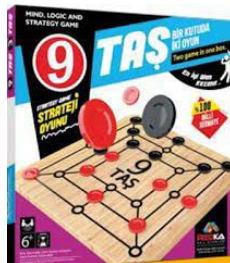
- **Crashing Numbers** is played by 2 players.
- The game is played on a wooden board with 2 charts and 102 game pieces. The small chart is the control panel, and the large chart is where the action happens.
- Toss a coin or draw lots to determine who will play first.
- The first player puts their coloured piece on any number on the first line on the control panel.
- The second player puts his/her piece on a desired number in the 2nd line of the control panel and closes the number he has reached as a result of multiplication with his/her own piece on the main chart. The turn passes to the opposing player.
- The player whose turn it is, plays with any piece of his/her choice on the

control panel, regardless of colour, and closes the multiplication result on the main table. While the players try to close the necessary numbers for themselves, they try to prevent the possible moves of their opponents. The game continues in this/her way.

Aims:

- to encourage strategy development and mathematical thinking
- to develop memory, visual perception skills and attention levels
- to increase pupils' ability to build relationships
- to do brain gymnastics
- to teach the multiplication table in a fun way

NINE STONES (NINE MEN'S MORRIS OR MERELS)



- **Nine Stones** is played by 2 people with 9 pieces each – 9 black and 9 white pieces.
- Each player tries to make 'mills' - vertical or horizontal lines of three in a row, similar to Noughts & Crosses.
- Players take turns to place pieces on the board. If a mill is achieved at the start, that player removes one piece belonging to his/her opponent.
- After both players have run out of pieces, they start making moves. The aim of each move is to achieve a mill again. For each mill achieved, one of the opposing player's pieces is removed.
- The player who achieves a mill, removes one of the opposing player's pieces that does not form a mill. If all of the opponent's pieces form a mill, the player removes one of his/her own pieces. The opponent's piece cannot be removed with a diagonal mill.
- Players can capture opponent's pieces by moving mills back and forth.
- Players have to play the piece they touch. A player has to make a move within at least 3 minutes. The player who does not make a move within 3 minutes loses his/her turn. The player with 3 pieces remaining on the game board can move his/her pieces as s/he wishes. In other words, the player can place a piece between the nearest point and the farthest point.

Aims:

- to develop strategy formation skills
- to encourage mathematical thinking
- to do brain gymnastics
- to improve visual perception skills

RED SURAKARTA



- **Red Surakarta** is a great strategy game played on a board.
- It is played by 2 people with 12 white and 12 black pieces.
- Players take turns to move one of their pieces.
- The aim is to try and beat your opponent by capturing all his/her pieces by moving around the loops (circles).
- While doing this, move your pieces to the right and left on the game board. You can move your piece forwards, backwards and diagonally. However, you cannot capture your opponent's piece with such moves. You have to travel around a loop (circle) to capture your opponent's piece.

Aims:

- to encourage strategy development skills
- to improve mathematical thinking
- to do brain gymnastics
- to improve visual perception skills

BIHAR



- **Bihar**, is also known as Helm. By turning the wooden Bihar game board upside down, you've got 2 great strategy games in 1 box.
- There are pieces in two colours. You must arrange the ones that belong to you on one half of the game board, and the other pieces on the remaining half.
- Only the midpoint should remain blank on the game board.
- Toss a coin or draw lots to determine who will play first.
- In this game, the pieces can move forwards, backwards, left and right, provided that the front is empty.
- You can take your opponent's piece by jumping over it. The player who takes their opponent's piece, doesn't have a chance to make the second move in a row. It is always the turn of the opposing player.
- It is also possible to take more than one piece in this game. In other words, if more than one of your opponent's pieces are spaced with a square in between, and you have the right to move, you can take more than 1 of your opponent's pieces. It's similar to Checkers or Draughts.

CHESS



- **Chess** is one of the most well-known mind games. The classic rules of chess apply.

PENTAGO



- **Pentago** is a strategy game that can be played by 2 people.
- It is for children aged 8 and over.
- Each player has 18 balls. Players try to form a row of 5 balls horizontally, vertically or diagonally. However, the game block must be twisted once after each player has made his/her move.
- The object of the game is to form a row with 5 balls vertically, horizontally or diagonally.
- The game starts with an empty game board. The game board consists of the four separate boards.
- The starting player places a marble in a socket of his/her or her choice.
- After placing a marble the player turns any one of the four boards on notch(90 degrees) clock- or counter clockwise.
- A board, not necessarily the one on which the marble has been placed, must be turned each move. The aim here is to disrupt the opponent's strategy or to create a situation in your favour.
- The first player to get five marbles in a row (horizontally, vertically or diagonally) wins!
- If all the sockets have been filled with balls, but no one has been able to get 5 balls in a row, the game ends in a draw.

Aims:

- to develop attention skills and concentration
- to improve connective thinking, geometric perception and visual intelligence skills

ENGEL PLUS



- **Engel Plus** is a theoretical strategy and tactics game that can be played by 2 or 4 people.
- It is played on a game board with 81 square pieces (9 x 9) and 20 fences.
- The goal of the game is to be the first player to reach the opposite side of the board.
- At the beginning of the game, each player lines up 10 fences (for 2 players) or five fences (for 4 players) in the part of the board nearest to them.
- Each player places their own pawn in the middle square of the row in front of the fences.
- Toss a coin or draw lots to determine who will play first.
- Each player may choose to make a move or block with his/her pawn. When it is his/her turn the player may either: move his/her pawn. The pawns are moved one square at a time, horizontally or vertically, forwards or backwards, never diagonally. The pawns must get around the fences OR place a fence between 2 sets of 2 squares. It can be place horizontally or vertically.
- The pawns cannot jump over the fences. They have to go around the obstacle.
- Each fence is placed to block two squares.
- The purpose of blocking is to facilitate the player's own progress and to lengthen the path of his/her opponent.
- It is forbidden to completely block the way of the opponent.
- It is essential to leave at least one transition square to the opponent.
- If two players' pieces come face to face with no fences in between them, the player whose turn it is can jump over the opponent's pawn.
- The first player to reach any of the 9 squares on the opposite line wins the game.
- The duration of the game varies between 10 and 20 minutes. A time limit can be arranged.

- When playing with 4 players, each player is given 5 fences. The game is played by moving clockwise. Other rules are the same as with two people.

Aims:

- to develop pupils' intelligence and tactical skills
- to solve the problem pupils may have with distraction and increase their concentration skills

MANGALA



- **Mangala** is a game played by 2 people.
- There are 48 pieces, 24 for each player and a board with 12 small holes arranged in two rows of 6, and 2 trays for players to keep their pieces in.
- At the beginning of the game, the players each place their 24 pieces, 4 in each hole of the six holes in their territory. The 6 holes in front of each player are known as their territory, and the ones opposite are known as the opponent's territory.
- Toss a coin or draw lots to determine who will play first.
- The player takes 4 pieces from one of the holes in his/her territory and moves counterclockwise, leaving one piece in each hole. If the last piece lands in the tray, the player has the right to play again.
- While the player moves the pieces to the holes on his/her right, if s/he has a piece at the end of his/her own territory, he moves to his/her opponent's territory and continues to leave the pieces in his/her opponent's holes.
- If the pieces left in the opponent's hole make an even number of pieces, the player owns all the pieces in that hole and adds them to his/her tray.
- If the player still has a piece left in his/her hand when s/he completes his/her opponent's territory and this piece falls into an empty hole in his/her own territory, the player takes both the single piece that falls into this/her hole and the pieces from the opponent's opposite hole and adds them to his/her tray.

ABOLINE



- **Aboline** is a game for anyone 8 years old and above.
- It is a competitive game played by two people, which can be played as a tournament. As a tournament, each game should have a time limit. The average playing time of Abalone is between 10-15 minutes.
- There are 14 balls in total, 7 white and 7 black. The player who gets 6 of his/her opponent's balls off the board, wins the game.
- Each player chooses a colour. The black player starts the game, and the players take in turn to move.
- In Aboline, a player moves one, two or three balls of one colour, one space. They move forward. However, if the holes to the left and right of the marbles are empty, the balls can also be moved to the left or right. The point to note here is that if there are 4 balls in a row, the 3 balls in front can be moved.
- In Aboline, you can push your opponent's ball in different ways. For example, 2 balls can push 1 ball, 3 balls can push 2 balls or 1 ball. You can only push balls with forward. A ball cannot be pushed sideways. In addition, if the number of balls that the players have are equal, you cannot push a ball.
- Here is a point to note. For example, you have 3 balls and your opponent has 2 balls. However, behind these 2 balls, there is 1 of your balls. In this case, you cannot push your opponent, either.

Aims:

- to develop concentration skills
- to improve strategy development

TRIANGLE GAME



- **The Triangle Game** can be played by anyone 5 years old and above.
- It is a fun game, based on strategy development, to be played in groups of 2 to 4 people.
- The game includes: a board with 486 spaces, 88 pieces in 4 different colours, a rule booklet and a bag to carry it in.
- Each player chooses a colour and is given 22 pieces. S/He places the 22 pieces on the board in such a way that they touch each other end to end (the opponent's piece can be touched as desired).
- The players should think carefully while placing their shapes and should try to prevent their opponent from placing their pieces.
- The game is over when there is no more room to put a piece on the board. Whoever has fewest pieces left, wins the game. If both players have the same number of pieces left, check the number of triangles. Whoever has the fewest triangles, wins the game.

Aims:

- to improve visual perception
- to develop concentration and focusing skills
- to improve mental-visual attention skills, shape-ground relationship skills, and geometric shape perception
- to improve strategy development

REVERSI



- **Reversi** is a 2-player strategy game that can be played by anyone aged 5 and over.
- The content of the game includes a board, 64 double-sided pieces. At the edges of the board, there are holes with lids where the players can put their pieces. In this way, you can easily carry the game.
- At the beginning of the game, 2 black and 2 white pieces are placed diagonally at the midpoint of the board. One of the players chooses the colour black and the other white and they start to line up the pieces on the board in turn.
- In the game, you can turn the opponent's pieces that you have placed between the last piece and your other colour pieces into your own colour. What you need to pay attention to here is that you can turn all the pieces you put together, not only in the horizontal and vertical areas, but also in the diagonal areas.
- The edge and corner points of the board are of great importance, because when you lose the corner point to the opponent, you can no longer turn this piece to your own colour, and the dominance of that area will pass to the opponent.
- When all the pieces are placed on the board, the player with the most pieces will win the game.

QWIRKLE



- **Qwirkle** is a fun group game played by 2 to 4 people, and can be played by anyone aged 6 and above.

- There are 108 wooden blocks with 6 different shapes in 6 different colours.
- Each player is given 6 blocks. Other blocks are placed on the ground in a closed manner. The first player to start the game starts the game by placing different shapes of the same colour and several blocks of the same shape with different colours on the ground. Players score one point for each block played.
- The next player then adds to the blocks on the ground. For example, if there are 3 blue blocks on the ground, the other player adds one or more blue blocks of different shapes to that row. He scores points not as many as the number of blocks he adds, but as the number of blue coloured blocks formed on the ground. The point to note here is that when 6 different coloured blocks of the same color or 6 different coloured blocks of the same shape are brought together, Qwirkle is made and 12 points are scored instead of 6 points. For this/her reason, it is dangerous to make 5s with the block you play. Because one of the opponent players can Qwirkle by placing the 6th block and can score 12 points at once.
- If you do not have the right block, you can pass the turn to the opponent by saying pass. Or, you can put a few blocks back and pick new ones without looking. However, when you change a block, it will be your opponent's turn to play.
- When all the blocks are lined up, the player with the most points wins the game.

Aims:

- to develop visual perception
- to improve strategy development

SIX



- **Six** is a 2-player game that can be played by anyone aged 6 and above.
- There are 21 red and 21 black hexagonal wooden tiles.
- Each player is given 20 hexagonal wooden tiles, either red or black. In the middle, a red and a black tile is placed together.

- The black player starts the game. It is forbidden to place a tile that touches another tile of the same colour. At the start of the game, the player places his/her tile so that it only touches the red tile. After that, this rule does not apply. Players can place their tiles in such a way that they touch any tile they want.
- Each player tries to make one of the 3 shapes shown in the booklet with their own colours. These are: a straight line of 6 tiles, a triangle of 6 tiles and a ring.
- The first player to make one of these 3 shapes, wins the game. For this reason, while you are trying to make a shape, you have to prevent your opponent from making one.
- When the players have lined up all the tiles, they continue the game by taking the outermost tiles and transferring them to another place.

Aims:

- to develop visual perception
- to improve strategy development

GO



- **Go** is a 4000-year-old strategy game for two players played with two different sets of black and white pieces on the board.
- There are 181 black and 180 white pieces in the game.
- It consists of squares drawn on wooden board of 32 x 32 cms.
- It has 19 horizontal and 19 vertical lines that intersect.
- The game allows people to have a fun time while improving their thinking skills. It also enables the person to practise mind sports, thanks to the strategic planning imperative and tactical calculation goal it creates.
- There are many intelligence functions in the game such as calculating probability, reading shapes, generating new solutions and thinking differently.
- The game, which stimulates the right side of the mind in terms of its

gameplay and progress, allows people to express their ideas comfortably, because the right side of the mind is intuitive and has a quick grasp of shapes.

- It is very effective in the mental development and character formation of children.

Aims:

- to improve pupils' ability to think strategically
- to expand their point of view towards events and situations
- by keeping the mind constantly working, it enables the player to do mind sports.
- to give pupils' the ability to freely express their thoughts
- to lower stress levels.

DIKKAT 4



- **Dikkat 4** is played by 2 players.
- It consists of 44 pieces, 2 boards and 42 coloured stamps.
- Toss a coin or draw lots to determine who will play first.
- The first player throws the checker onto the board, then the second player throws it. In this way, the game continues until the checkers have all been played or until one of the players wins the game.
- The player who brings 4 of the same coloured checkers together horizontally, vertically or diagonally wins the game. The outcome of the game can also result in a draw.
- The goal is to align four checkers horizontally, vertically or diagonally.

Aims:

- to improve pupils' concentration and memory
- to develop their visual perception and relationship building skills

THINKING SKILLS GAMES

META-FORMS



Meta-Forms is a game that improves the mathematical skills of perception and equation solving.

The game includes: 1 game board, 3 different colours and 3 different shapes, with a total of 9 pieces and an 80-page instruction booklet.

The aim of the game is to improve children's visual attention, focus, concentration, relational thinking and problem solving skills. The Meta-Form intelligence set, which can be used for teaching colours and shapes to children with autism, is beneficial for children of all ages who have intelligence development problems.

- The Meta-Forms educational set, can be played by children from the age of 5-6 years.
- The idea of the game is to use visual clues to place 9 geometric shapes on the correct squares in the grid following the instructions in the booklet.
- Pupils follow the visual clues in the instructions to place the triangles, squares and circles on the correct squares on the 3 x 3 game board. They must pay attention to the colours of the shapes. In this game, the puzzles are solved by using the induction method of going from the known to the unknown. There are a total of 80 pages of puzzles in the book to be solved by following the instructions.
- The first two puzzles can be solved together. After solving the puzzles together, and when the rules have been explained to the pupils and they understand them well enough to play by themselves, you can distribute a Meta-Forms box to each pupil individually.
- A detailed description of the game is included in the box. You can also find out more information about the game on video sharing sites.

ROAD BLOCK



Road Block improves concentration, spatial insight, planning, logic and problem solving skills.

A thief is suspected of stealing a red car and he is heading for the city centre. He is refusing to stop. Your job as the chief inspector is to stop him.

The game includes: 4 buildings, 6 police cars, 1 red car, an instruction booklet with challenges and solutions.

The aim of this game is to place all the pieces with the police car on the game board to prevent the thief from escaping.

- First of all, the pieces with the buildings and the thief are placed as shown on the playing card. Then the players must try and place the remaining pieces.
- All pieces must be placed so that there are no gaps. Each problem card has only one solution.
- A detailed description of the game is available in the box. You can also find out more information about the game on video sharing sites.

KATOMINO



Katamino is a building game that helps children understand the basic concepts of geometry and it improves children's focusing, reasoning and spatial thinking skills.

The game includes: 12 pentaminos, 1 game board, 1 slider and an instruction booklet. The booklet contains 500 PENTA missions.

- A pentamino is a game piece formed by 5 squares joined together with at least one common side.
- A PENTA refers to a group of Pentaminos which completely covers the space defined by the slider on the game board.
- A detailed description of the game is available in the box. You can also find out more information about the game on video sharing sites.

ARCHITECTO



Architecto develops visual attention, focus and concentration, 3-dimensional thinking skills, architectural perspective, relational thinking and problem solving skills in children aged 7 and over.

The game includes: 18 hard plastic building blocks, a rules and task booklet with 50 model pictures and solutions.

- Each picture, in Architecto represents a 3D model for your pupils to build.
- The type and number of blocks to be used in each model is shown in a window at the bottom of each page.
- There are six levels of difficulty and 50 levels, from yellow – easy to red – difficult.
- The players create the 3D models they see in the model booklet. From simple shapes to complex structures, players develop strong concepts about geometric content and 3D visualisation.
- This game is fun and exciting as well as being an excellent way to develop your pupils' educational skills!
- A detailed description of the game is available in the box. You can also find out more information about the game on video sharing sites.

HOPPERS (FROG) RED FROG



Hoppers improves analytical thinking skills, focus and attention, problem solving skills, perseverance and self-confidence.

The game includes: 40 challenge cards and 12 frogs in the box.

The aim of the game is to leave just one frog on the board.

- Imagine a pond full of frogs and the frogs are sunbathing on the lily pads on the pond.
- Line up the frogs in accordance with the images on the card. Each frog can only jump over the frog next to it. The player picks up the frog he jumped over and tries to leave just one frog on the board.
- The player who leaves just one frog on the board, wins the game.
- This game is similar to the Solitaire game.
- The challenges go from easy to difficult.
- A detailed description of the game is available in the box. You can also find out more information about the game on video sharing sites.

SORTI



Sorti helps pupils develop their strategy skills, strengthens their visual perception and memory, makes them think fast, improves their attention span, focus and concentration, and improves their reasoning, problem solving and planning skills.

The game includes: 2 plastic figures, 1 plastic platform, 3 booklets, 26 pieces in total and 480 different games.

- Arrange the plastic figures as instructed in the instruction booklet.
- Attempt to remove the red shape from the exit point by sliding the shapes horizontally and vertically without removing them from the board.
- Pupils will both have fun and learn at the same time.
- A detailed description of the game is available in the box. You can also find out more information about the game on video sharing sites.

MATH FOREST (JUNGLE MATHS)



Math Forest (Jungle Maths) improves maths skills and reasoning and problem solving skills. It will also teach them to solve equations and improve their thinking skills. It is great fun and it is one of the most enjoyable maths games.

- It is suitable for 4 years old and above.
- It is played by one player.
- There are 80 Games. The first 40 stages of the game are suitable for pre-school children, and stages 41-80 are suitable for primary and secondary school children.
- Select the animals shown in the booklet and place them on the game board.
- Try to decide which animal should come on which question mark, so that the heights of the animals on both sides of the tree are equal.
- Large-numbered animals cannot climb above small-numbered animals, otherwise small animals may be crushed.
- While playing this game, the players can easily see the number they reach on the number line when they line up the animals one on top of each other. To do this they need to add up the two numbers and work out the total. The sweet little animals make addition much more fun.
- In the last 20 stages of the game, the colours of the question marks change and these stages appeal to older age groups due to the additional instructions.
- A detailed description of the game is available in the box. You can also find out more information about the game on video sharing sites.

CATCH THE NUMBERS



The Catch the Numbers Game is a fun attention and maths game that anyone over the age of 4 can play.

The game includes: 3 coloured game cubes, 25 square number cards, 36 rectangular number cards, 6 players cards and 1 bell.

The game is played in 3 different ways.

1. The attention game for 4-year olds and over:

The blue or pink cube is thrown to the ground at random. The player must find the card with the colour of the cube and the number on the face of the cube among the 12 cards on the floor. For example, if there is a 5 on the blue cube, the player must find the card with a blue 5 among the cards on the floor.

2. The attention game for 6-year olds and over:

Both the blue and pink cubes are thrown on the ground. The pupils must find the card that matches the colours on the face of the cubes and the numbers on them among 36 cards on the floor. For example, if 3 is on the blue cube and 4 is on the pink cube, the player must find the card on the floor with a blue 3 and a pink 4.

3. The mathematics game for 8-year olds and over:

- Three game cubes are thrown at the same time. Whichever arithmetic operation comes up on the yellow cube, this operation is done with the numbers on the pink and blue cubes. The thing you need to pay attention to, is which colour cube has the higher value? You have to find that colour number among the 25 cards on the floor. For example, if blue is 3, pink is 5 and yellow is an addition sign, the numbers are added up, and the answer is 8. Since the pink number is the largest number, the pink 8 must be found among the numbers on the floor.
- If the numbers are even and the addition sign comes up, the addition operation is performed. Any colour can be found. For example, if blue is 5, pink is 5 and yellow is an addition sign, the numbers are added up, and the answer is 10. They can find the number 10 on any colour card.

- If the numbers are even and the subtraction sign comes up, they must find the black card with the zero.
- The most important rule is that if the number on the cubes has been taken by a player before, this player protects this card by pressing the bell and saying, "I have it." However, if another player presses the bell and says the name of the player who owns the card, this card is returned to the floor.
- A detailed description of the game is available in the box. You can also find out more information about the game on video sharing sites.

RED STORM (ANTIVIRUS)



Red Storm improves sequential thinking, planning and strategy development.

The aim of the game is to remove the virus on the game board.

- The game is very simple. Choose a task card from the booklet with 60 problems and arrange it on the table as shown in the diagram.
- To remove the red virus, you can move the other pieces up and down.
- Only the white pieces cannot move, all the others can move.
- It improves sequential thinking, planning and strategy development.
- A detailed description of the game is available in the box. You can also find out more information about the game on video sharing sites.

TANGRAM



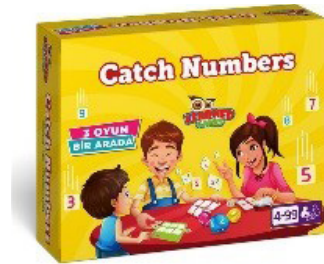
Tangram improves pupils' attention, concentration, memory, patience, ability to reach a conclusion, ability to finish the work they started, ability to establish relationships between shapes, and their multi-dimensional thinking skills.

The game includes: 7 geometric pieces.

The aim of the game is to make various shapes by putting together geometric pieces. The tangram consists of a total of seven parts, two large isosceles right angle triangles, two small isosceles right angle triangles, a parallelogram, a square and a medium isosceles right angle triangle, cut from a square.

- Before starting the game, show the pieces to the pupils.
- Show the pupils that they can rotate the pieces while placing them in the shapes.
- Show the shapes such as the square and the triangle, which they will make by combining two pieces.
- You can give some help to pupils who are having difficulties completing a shape.
- Reserve the last five minutes of the lesson to make a note of where the pupils have got to in the game.

DIZIOS

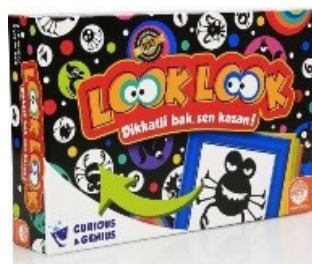


Dizios improves visual perception. It is an attention-enhancing activity that enables pupils to socialise. It also improves their figure-ground relationship and visual separation skills.

The game includes: 1 starting card, 70 coloured Dizios playing cards, and 4 game card stands.

- It is suitable for children over the age of 6.
- It is played in groups of 2 to 4 pupils.
- Assign one pupil in the group to note down the scores.
- To start the game, the starting card is placed in the middle of the table and each pupil is given 4 cards to place on their stand.
- The other cards are divided into groups and turned face down.
- The aim of the game is to match at least one edge of a card in your hand with the edges of the cards on the table. Then, you win the points (the number of dots) on the card with the matching edges. Matching edges to cards with the most dots will win you more points.
- Place the card on the table next to the card with the matching edge, so that the matching edges are touching.
- A pupil who matches the card in his/her hand with one on the table, can pick another card.
- If the sides of the cards in the player's hand don't match any of the cards on the table, it's the next pupil's turn to play.
- In the last five minutes of the lesson, the scores of the pupils are added up and time is allowed for the pupils to put the game away.

LOOK LOOK



Look Look improves pupils' visual thinking, concentration, focus and maths skills.

The game includes: 8 game board tiles, 1 centre tile, 68 cards and an instruction booklet.

The aim of the game is to compete against other pupils to find the same creatures, symbols and numbers in two different coloured frames, and sometimes doing some quick maths. The winning pupil gets the card.

- It is a group game that can be played by pupils aged 6 and over.
- Divide the pupils into groups. One pupil in each group should be assigned to flip the cards.
- Set the game cards on the table. Place the Look Look card in the centre.
- Take it in turns to turn over a card.
- All the players look for the symbol on the card on the game cards on the table.
- The first person to find the symbol, keeps the card.
- There are letters on the back of the cards. Players must collect enough cards to spell Look Look.
- The first player to complete the words Look Look wins the game.
- Whilst playing the game, pupils should definitely not use their fingers to search for the symbols and numbers on the cards. They should just look for them with their eyes. Otherwise, they may disrupt other pupils' view of the board. Pupils may complain about this.
- A detailed description of the game is available in the box. You can also find out more information about the game on video sharing sites.
- If you wish, you can change the rules of the game.

Q-BITZ



Q-Bitz improves pupils' visual perception. It also improves pupils' short-term memory, part-whole relationship and thinking skills with figure-ground perception.

The game includes: 120 Q-Bitz cards, 4 wooden boards and 4 sets of 16 cubes.

- It is suitable for children over the age of 6.
- It can be played by one player or in groups of up to 4 pupils.
- The aim of the game is to create the shape on the card on the board with the cubes.
- The first pupil to make the shape, gets the card.
- Whoever has the most cards at the end of the game wins.
- If the teacher wishes, s/he can give a time limit for each card, and the pupil who makes the shape on the card during that time wins points.
- In the last five minutes of the lesson, the scores of the pupils are added up and time is allowed for the pupils to put the game away.

SHAPE BY SHAPE (TANGRAM)



Shape by Shape helps pupils improve their part-whole relationship skills, and their visual separation (an object or shape is classified by colour, shape, pattern, size or location) skills.

- It is suitable for pupils over the age of 8.
- The game is played by one player.
- When creating the shape on the task cards, it is better to complete the orange colours first in order to see the part and the whole.
- Since the game cards are easily lost, we suggest that if you colour photocopy them, you only cover one side with PVC.
- So as not to lose the game tiles, at the end of the lesson, you must show the pupils how to collect them in.
- The last 5 minutes of the lesson should be reserved for the pupils to wrap up the game and note where they left off.

SQUARE BY SQUARE



Square by Square helps pupils improve their part-whole relationship skills, and their visual separation (an object or shape is classified by colour, shape, pattern, size or location) skills.

It is suitable for pupils over the age of 8.
The game is played by one player.

- Since the game cards are easily lost, we suggest that if you colour photocopy them, you only cover one side with PVC.
- So that the game tiles don't disappear at the end of the lesson, you must show the pupils how to collect the tiles together and put them away.
- The last 5 minutes of the lesson should be reserved for the pupils to put the game away and make a note for the next lesson of where they finished.

BRICK BY BRICK



Brick by Brick helps pupils improve their part-whole relationship skills, and their visual separation (an object or shape is classified by colour, shape, pattern, size or location) skills.

The game includes: 60 task cards, 5 blocks and a bag to carry them in.

- It is suitable for pupils over the age of 8.
- The game is played by one player.
- Faster progress can be achieved by analysing the space created while putting the tiles in their place and looking at the tiles left in their hands.
- Since the game cards are easily lost, we suggest that if you colour photocopy them, you only cover one side with PVC.
- So as not to lose the game tiles, at the end of the lesson, you must show the pupils how to collect them in.
- The last 5 minutes of the lesson should be reserved for the pupils to wrap up the game and note where they left off.

FAST FARM



Fast Farm helps to develop attention and focus, and it improves pupils' psychomotor and reflex development.

The game includes: 5 wooden objects (horse, tree, car, man, house) and 60 task cards.

- It can be played by children aged 6 years old and over.
- Arrange the 5 wooden objects in a circle with the card deck in the centre.
- One of the players turns the top card of the deck over so that all players can see it at the same time.
- Whichever of the 5 objects in the circle is the same as the one on the card, the first one to catch the card with one hand wins and puts the wooden object in his hand back in its place. If one of the wooden objects in the circle is not the same as that on the card, then the pupil takes the wooden object that doesn't match the picture on the card (in terms of shape and colour) and leaves the wooden object that is the same as the one on the card in its place.

ZEPSET



Zepset is a game played in groups. The class is divided into groups of 2, 3 or 4.

- The pupils place 9 playing cards on the table in groups of three next to each other, and a bell is placed in the middle of the cards.
- A pupil is assigned to draw playing cards.
- Cards 1, 2 and 3 show the scoring of the cards.
- The first player to find the shape or shapes on the card on the game board presses the bell placed in the middle of the game board, shows the shapes and wins the card.
- The game continues until the cards are gone.
- At the end of the game, the person with the highest score according to the cards collected wins the game.

ZEP CUP GAME

- Divide the class into groups of 2 or 3, depending on the number of pupils in your class.
- Each player is given 5 glasses (one each in yellow, red, blue, green and black).

- All cards are laid face down.
- The bell is placed in the middle, equidistant from all players.
- The game begins when one of the players reveals the top card.
- This card shows the players the colour order and arrangement of the cups.
- The role of the players; is to arrange the glasses in this order.
- The first player to complete the task presses the bell.
- It is checked whether the player who hits the bell first has done the task correctly.
- If the cups are in the correct order, the player is entitled to receive the reveal card.
- At the end of the game, the player who collects the most cards wins the game.

ZEPMIX

- Divide the class into groups of 2 or 6, depending on the number of pupils in your class.
- Each pupil gets 4 playing cards of the same colour.
- A pupil at each table is assigned to turn over the task cards.
- Mission cards are placed where each player can see them.
- One of the players reveals one of the task cards.
- Using the playing cards in their hands, the players try to arrange them so that only the pictures on the task card are visible.
- With playing cards (not necessarily all), the player who makes the first correct sequence so that only the pictures on the task card are visible, wins the card by pressing the bell.
- If the player who hit the bell made the wrong line-up, the task card is placed at the bottom of the deck again.
- At the end of the game, the player with the most cards wins.

ROTA



Rota strengthens visual perception and memory. It makes children think fast, and it improves attention, focus and concentration. It also increases pupils' level of perception.

- It is a game for 1 player that can be played by children aged 5 and over.
- Pupils try to create the shapes shown in the booklet using 4 wooden blocks on a wooden board.
- When a pupil has completed the activity, s/he should raise his/her hand, and you should check their shape and pass it. They can then move on to the next activity.
- You should keep a list of the places where the pupils finished at the end of the lesson. This should be kept ready for the next lesson.

FLIP THE FUN



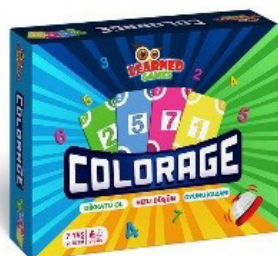
Flip the Fun improves pupils' visual memory (ability to remember and remember objects, shapes, symbols, movements or a sequence of movements). It helps them develop visual motor integration (the ability to understand visual information and use it appropriately while performing a motor task such as writing). It also contributes to the improvement of short-term memory and pupils' interpretation and communication skills.

The game includes: 120 double-faced picture cards, 65 instruction cards, 5 surprise cards, and 6 lock cards.

It can be played by anyone aged 7 and above.

- The pupil who finishes the picture cards first wins the game. Since the game will be played in groups of 2 to 6 people, the class is first divided into groups. And each pupil in the group gets five picture cards. And in turn, pupils draw and read the middle task cards. (Depending on the table situation, some pupils may not be able to read the card, so it is better for the person who draws the card to read it at the same time.) Task cards can be in the form of chances, locks, penalties and comments. For example, when the lock card comes, the pupil who draws the card can lock the paper of a friend. If one of the players accidentally discards a card that does not comply with the instructions, s/he gets 1 more of the remaining picture cards on the floor as a penalty and the number of cards increases.
- For example, if the instruction card reads 'An egg layer', players may discard a 'chicken' card from the picture cards in their hand.
- However, if s/he accidentally throws a picture of a cow, s/he gets 1 more picture card from the ground and the number of cards increases.
- Some cards are open to interpretation. For example, 'The light shines when it comes.' Everyone evaluates their pictures in a way that the card in front of them is back to back and interprets accordingly.

COLORAGE



Colorage improves maths skills and visual perception.

- It is a game that can be played by children aged 7 and over.
- It can be played in groups of 2 to 4 people.
- First of all, 4 task cards and 4 number cards are placed on the table/board.
- Each player is given 5 cards.
- When they get a card with the same colour or the same number on it as the number on the cards on the table/board, they must press the bell. Then, they can throw the number card on the floor.
- For the pupil to get one of the task cards when he throws a card on the

- floor, the numbers on the floor must match those on one of the task cards.
- The discarded number cards and the received task cards are replaced.
 - If there are no task cards on the ground, another task card can be drawn.
 - When the task cards and game cards are finished, the player with the most task cards wins the game.

AKROBAT



- **Akrobat** is a wooden balancing game that children aged 2 and over can play alone or with friends.
- Finding ways to stack and build the acrobat tower with so many different options will help children develop creativity, critical thinking and problem solving, and develop hand-eye coordination and fine motor skills.
- You can paint these acrobat blocks or use them in different games and activities.

KOTA BIG



Kota strengthens visual perception and memory. It improves attention, focus and concentration. It also improves hand-eye coordination.

The game includes: 42 task cards.

- It is a game that can be played by children aged 5 and over.
- It can be played in groups of 2 or 4.

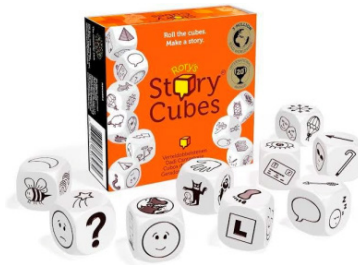
- Divide the class into groups.
- Place the bell in the centre.
- Each card has between 50 and 100 points on the back.
- Each player is given 7 tiles of different colours.
- The first player to make the shape on the task card presses the bell.
- At the end of the game, the player with the most points wins the game.

KAPLA



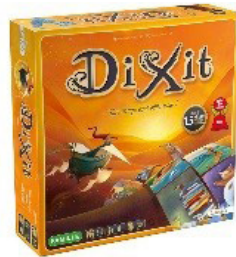
- **Kapla** is a game that consists of 200 wooden blocks. You can build different structures as shown in the booklet or allow pupils to use their imaginations and leave them free to build whatever they like.
- This game appeals to all age groups over 5 years old.
- Preschool children can use their imaginations to create different structures. Give 40 pieces to each child and ask them, for example, to build a car, a house or a tree. By creating different objects and shapes pupils develop their imaginations.
- This game can be played with 100 pieces with children of primary school age.
- In secondary education and above, it is played using all the pieces. From then on, the booklet for the game should be used. This booklet shows you step-by-step how to create different structures. Children make these structures by simply arranging them, without any assembly or gluing.
- It can also be played as a group game. Give each child a certain number of pieces and ask them to make a structure together. In this way, children will also learn to take an active part in group work.
- Thanks to this game, children will gain new skills and learn new concepts such as perception of direction, perception and creation of shapes, geometric concepts, planning and effective use of time. As children have to be careful not to knock down their structures, it strengthens their concentration skills. It develops their hand skills.
- In free sessions, children create original works and become productive and creative individuals.

STORY CUBES



- **Story Cubes** is for 6 years and above.
- Story Cubes is a game for children aged 6 and above that can be played both individually and as a group, with learning outcomes such as imagination development, verbal expression, vocabulary development and memory development.
- Each game includes 9 cubes with different pictures on them.
- Story Cubes comes in 3 different coloured boxes. The orange box contains the standard version, the blue box contains pictures of actions, and the green box contains pictures of voyages. Each set can be played separately or mixed to create more comprehensive stories.
- The orange only version of the product is also available in large cubes.
- When Story Cubes is played individually, the pupil throws 9 cubes, and you can ask the pupil to create a story for you in the order you want the cubes to be in or in the order s/he chooses.
- When the game is played in a group, we can play it in different ways. For example, after throwing the cubes and dividing them according to the number of players, we may want the first player to create the introduction to the story, the next players to create the development sections, and the final player to create the ending of the story.
- Alternatively, the 9 cubes are lined up one after the other in a row. The first player starts to build the story according to the picture on the first cube. After s/he has done that, s/he turns the cube over so the picture cannot be seen, and places it at the end of the row. Each player continues the story and does the same. Players have to keep in mind what was said before and create events that are related. By doing this, pupils develop their memory skills.

DIXIT



- **Dixit** can be played with 3 to 6 people.
- Dixit is a game that can be played with 3 to 6 people aged 8 and above.
- It is an extraordinarily simple game that almost anyone aged 8 and above can play together. You can expand your imagination and strengthen your memory with imaginary stories that can be created according to the pictures on the cards.
- Inside the box, there is a playing field (scoring path) and the rules of the game, 84 cards, 36 numbered cards from 1 to 6 in 6 different colours and 6 wooden rabbits in different colours.
- Each player chooses a different coloured rabbit and places it on the area marked 0 (zero) on the scoring path.
- 84 cards with pictures on them are shuffled and 6 are dealt to each player.
- Cards must not be shown to the other players.
- The remaining cards are laid out as a deck so that the pictures are not visible. Scorecards of different colours with numbers on them are distributed according to the number of players:

The game with 4 players

- Each player has 4 number cards of the same colour (from 1 to 4).

The game with 5 players

- Each player has 5 number cards of the same colour (from 1 to 5).

The game with 6 players

- Each player has 6 number cards of the same colour (from 1 to 6).
- One player becomes the narrator. The narrator makes a sentence about the picture s/he sees by looking at the cards in his hand.

- The narrator must not show his/her card to the other players. His/Her sentence can be of different types. For example, it can be one or more words, or even just a sound. The sentence may be inspired or discovered by an existing artistic work (such as poetry or songs, movie titles or proverbs).
- After the narrator has told the other players his/her sentence about his/her card, the other players give the card to the narrator that best fits the narrator's sentence from the cards in their hands without showing it to the other players.
- The narrator lays the cards he has collected down, side by side.
- The order in which the cards are placed is also the sequence number of the cards.
- The aim is for the players to find the narrator's card among the cards on the table/floor.
- Each player votes for the card s/he believes belongs to the narrator, placing the number card face down in front of him/her. The narrator does not participate in the voting.
- When all players have finished voting, the scorecards are opened at the same time. Note: Players cannot vote for their own cards.
- If all the players find the narrator's card or no one finds it, then the narrator does not earn any points. Each other player gets 2 points.
- In all other cases, the narrator and all players who find the correct card earn 3 points each.
- Each player (except for the narrator) earns one point for each vote cast on his/her card.
- Players advance their rabbits on the scoring path by the sum of the points they have earned.

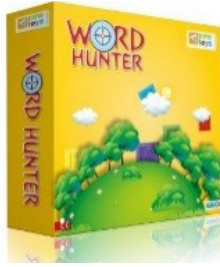
The end of the round and game

- Each player draws one card from the face-down deck, so that s/he has 6 cards in his/her hand.
- The player to the left of the narrator becomes the narrator of the new round. The game progresses clockwise.
- The game ends when the last card is drawn.
- The first player on the scoring path wins the game.

Aims:

- to develop verbal expression, imagination and abstract thinking skills.

WORD HUNTER



Word Hunter is played by 2 to 4 players.

There are 33 letters, 1 steel bell, 3 Jokers, English alphabet tiles, 1 bag, 2 warning cards, 40 score cards and 2 behaviour cards.

Game 1

- Before the game starts, select a referee.
- The referee takes the stamps with the letters on and the joker from the bag at random and throws as many of them as he wishes into the middle of the table.
- The players must make words in their minds, using the letters on the table.
- The player who hits the bell first, is allowed to say how many letters are in the word s/he has found.
- The player whose word has the most letters, is allowed to say their word.
- In other words, whoever finds the longest word in the shortest time wins 100 points.
- The player who collects the most points, is the winner of the game.

Game 2

- Start the game by throwing 3 letters and 1 joker, and depending on their age and level of English, it can be continued by increasing to: 4 letters + 1 joker, 5 letters + 1 joker, 6 letters + 2 jokers.
- In addition, if the game is played with adults, the game can be played with the rules determined by the players.
- The player who collects the most points, is the winner of the game.

Aims:

- to improve pupils' English
- to develop pupils' English vocabulary

- to improve visual perception and memory
- to develop relationship building skills
- to make pupils' think fast
- to improve attention, focus and concentration
- to do brain gymnastics
- to improve pupils' ability to play together
- to support the development of self-confidence
- to teach English in a fun way

BAMBOO STICKS



- There are a total of 200/300 pieces: 120 Bamboo Sticks and 80 Connectors.
- The length of each bamboo stick is 20 cm.
- Pupils will enjoy making the shapes and figures and the colours arouse curiosity in them. Their little hands can easily cut the flexible sticks and this will help them to use their hands efficiently and develop balance and reflexes.

Aims:

- to improve visual perception, fine motor skills,
- to strengthen right-left-brain harmony, tactile perception
- to develop their creativity and imaginations, and intelligence

BUTTERFLY PUZZLE (480 PIECES)



- The Butterfly Puzzle box consists of 480 pieces.
- Pupils can make lots of different shapes with the pieces.

Aims:

- to support pupils' fine motor skills
- to improve attention, focus and concentration
- to develop their imaginations, creativity and intelligence
- to improve their hand skills and finger development

LEGO



- Children who play with Lego love to learn, and playing and building with Lego has many benefits:
- Lego instills self-confidence in pupils and enables them to become more successful at school.
- It develops both their imaginations and their productivity.
- It helps pupils' to focus on problems and to overcome those problems.
- Lego will have a positive effect on pupils' muscle development. and it is especially important for the development of hand-eye coordination.
- Pupils will also learn to solve problems and to question.
- Lego strengthens the relationship between pupils' abstract and concrete concepts.

TIK TAK BOOM (DIKKAT BOOM)



- **Dikkat Boom** builds children’s vocabulary, and observation skills and trains them to see things from a different perspective.
- It allows them to explore the relationships between words while having fun.
- The more players, the more fun the game will be.
- The player whose turn it is, must say a word about the picture on the card. If the subject on the card is for example, ‘on the beach’, pupils can say words such as: sand castle, seashell, bucket and spade.
- Pupils really enjoy giving the bomb to the next player as quickly as possible before it explodes.
- The variability of the explosion time (from 10 seconds to 60 seconds) adds a different excitement to the game.

FUN MAIS 400 PIECES / EDU – TIP



- It is similar to the Edu-Tip game.
- With Fun mais building blocks, you can create unlimited 3D designs.
- Fun mais building blocks are made from corn starch which becomes sticky when slightly wet, so you don’t need any glue.
- The box contains 400 Fun mais building blocks, a special cutting blade and a sponge.

Aim:

- to develop pupils’ productivity skills

