



1. Name of the product

The Senses Game

2. Product code

25502420

3. Colour

As illustrated



4. Short description

Throw the dice and match the different real-life situations on the cards with the sense what appears on the die. For 3 years and older.

5. Content

- 50 x playing cards
- 1 x dice

6. Sensory stimulations

Sight

7. Instructions

The sensorial organs (master-cards) have a blue border to differentiate them from the other cards which have a green border and illustrate real-life situations related to each of the senses.

Step 1: To begin, the child should be made familiar with each of the photographs of the sensorial organs and then carry out association and grouping activities guided by the teacher with examples

Step 2: Based on the master-cards, the child has to identify and group the 8 photographs corresponding to each of the senses.

Step 3: The grouping activities can be carried out in two ways:

- A game for up to 5 players: each child takes one of the senses (the bluebordered master-cards) and identifies the 8 photographs related to that particular sense. The child places the cards around the master-card forming a group of nine cards with the master-card at the centre.
- A game for up to 10 players: 'The CROSS SYSTEM': each child takes one of the senses (the blue-bordered master-cards) and identifies 4 photographs related to that particular sense. The child places the cards around the master-card in the form of a cross. After finishing, the child has to find a classmate that has been working with the same sense and they join the cards, forming a group of nine cards with the master-card at the centre.

Playing with the dice:

Stap 1: Place 5 master-cards (1 of each sensory organ) face up on the center of the table, and distribute the other cards of perceptual situations (green borders) among the players.

Stap 2: In turn, each player rolls the dice and, depending on the sensory organ on the dice, looks for a card with a situation related to that sense.

Stap 3: If no suitable card is available, the turn is passed to the next player.

Stap 4: The player who runs out of cards first wins.





8. Additional information

Purpose

- To increase knowledge of the importance of the functions of the 5 senses and the sensorial organs.
- To encourage the development of basic vocabulary.
- To improve psychomotor coordination through manipulation and pairing of the cards.
- To foster the development of observational skills, as much in terms of the actions, as the characters, situations and objects represented on the cards.

9. Technical information

Size playing cards: 9 x 9 cm

Size dice: 3,5 cm

