



MATHS

“Fun stories in the house”

Ref. 30750



FUN STORIES IN THE HOUSE

Ref. 30750



CONTENTS:

Game comprising **70 cards with illustrations** which contain: **12 amusing stories** recounting anecdotal situations which occur within the context of a house, and **question-cards** which are used to replace some scenes which in turn are placed at the end of the stories, giving the child the possibility of imagining a different outcome.

RECOMMENDED AGES:

From 3 to 8 years.

PSYCHO-PEDAGOGICAL CHARACTERISTICS

This helps to develop **imagination** and **describing skills**, improves **story-reading**, and promotes the development of **time sequencing**, **logical thought**, **expression** and **fluency**. The contexts, situations and characters represented in the cartoons are familiar and similar to those which the child is used to. The stories recreate amusing and anecdotal experiences that make them easy to remember and tell. It is an excellent medium for LANGUAGE DEVELOPMENT, INCREASING VOCABULARY and the use of VERBS corresponding to the actions represented in the cartoons.

The chronological ordering of the cards encourages the mental processes that allow the child to establish a sequential relationship of time and discover a logical and temporal order for a course of events. (TIME-SPACE REASONING).

EDUCATIONAL OBJECTIVES:

- The development of logical thought and time-space reasoning.
- To develop observational skills and the ability to chronologically order events.
- To interiorise the sequential order of events.
- To encourage the development of basic vocabulary.
- To initiate abstract thought (it serves as a basis to establish mental relationships and take the first steps from concrete to abstract thought).
- To improve psychomotor coordination through manipulation and pairing of the cards.



METHOD OF PLAY AND RECOMMENDATIONS FOR USE:

- Each story has a different colour border that facilitates the separation and grouping of the cards.
- Once the cards corresponding to the same story are grouped together they should be placed face up and ordered.
- The level of difficulty depends on the number of cards for each story. It is recommended to start with 4 cards, progressively advancing to 7.
- The stories have a self-correction system on the reverse, though free ordering is recommended to encourage reasoning capacity for the sequential order selected.
- The question cards '?' can be used in two ways:
 - a. To substitute a key scene for understanding the story. The child is asked 'What do you think could have happened here that made this happen later?'
 - b. To substitute the last scene of a story, leaving the ending open, stimulating the imagination of the child; the child is asked 'How do you think the story ends?'
- One story should be told as an example so that the children can understand the system of play.

