



“Discover geometric shapes in everyday life”

Ref. 20535



DISCOVER GEOMETRIC SHAPES IN EVERYDAY LIFE

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CONTENTS:

A game comprising **7 solid geometric shapes** plus **35 photograph cards**. The 35 photographs are made up from: **7 master-cards** of photographs of the geometric shapes and **28 photograph cards** of everyday objects representing geometric shapes in real life. Includes GEOMETRIC FIGURES to paint, cut out and construct and also an OPAQUE BAG for working on recognising the geometric shapes through touch.

RECOMMENDED AGES:

From 3 to 8 years.

PSYCHO-PEDAGOGICAL CHARACTERISTICS

The educational content of this material is based on the ASSOCIATION and similarities that exist between certain objects in our environment and specific geometric shapes. The objects represented in the photographs are easy for the child to identify and name and also to determine what they are used for. They exist in the child's context and are familiar in the environment in which the child lives. They enable the child to become aware of the MORPHOLOGICAL RELATIONSHIP that unites them and to establish an association between both the objects in real life represented by the same geometric shape and between the latter and the geometric shape appearing in the photograph, as well as with its respective geometric three-dimensional object. All this means that the child is introduced for the first time to geometric shapes in a straightforward manner; by endowing them with a function and application outside the classroom, they are brought into real life (learning FUNCTIONALITY).

The association between the photos of the objects in context, the photos of the geometric figures and the solid geometric shapes allows the child to develop IDENTIFICATION and CLASSIFICATION skills by paying attention to their physical characteristics.

It is also an excellent means of DEVELOPING LANGUAGE and extending the child's VOCABULARY.



EDUCATIONAL OBJECTIVES:

- Acquiring the ability to relate objects morphologically.
- Improving the ability to identify, discriminate and classify.
- Incorporation and development of basic vocabulary.
- Introduction to using abstract thought (acts as a basis for establishing mental associations and taking the first steps from concrete thought to abstract thought).
- Development of a capacity for observation, whether of the objects themselves or their characteristics and functions.
- Learning to form suppositions and explanations for possible relationships between objects.
- Improving psychomotor coordination by handling the cards and putting them together correctly.

METHOD OF PLAY AND RECOMMENDATIONS FOR USE:

- With a SELF-CORRECTING system on the reverse side. This allows the child to freely handle the cards and self-correct to see if he/she has completed the task properly.
- We recommend distributing the 7 master cards (with the red border) between the children and leaving the solid geometric figures on the table within their reach so they can identify them with their corresponding photograph.
- The rest of the cards (with the blue border), the photographs of contextual objects that represent geometric shapes in real life, should also be left on the table within the children's reach so that they can identify them by their morphological similarity, group them together and place them correctly on all four sides of the master card (above, below, on one side and on the other side).
- To check whether they have identified, grouped and classified the cards correctly, the five cards can be turned over, matching up the lines of symbols on the sides of the cards with the lines of symbols on the central card and checking that all the symbols coincide.
- Once the master cards have been distributed, we recommend that a geometric figure is identified and classified by way of example to help the children understand how both the game and correction process work.
- By using the opaque plastic bag, children can practice recognising the different geometric shapes through touch.







