

ISTRUZIONI PER GIOCARE SENZA LA TALKING PEN

IT

GIOCO 1

Lo scopo del gioco è imparare i nomi dei colori.

1. Selezionare solo le carte con gli animali e posizionarle a faccia in su sul tavolo. Inizialmente si possono nominare tutti i colori indicandoli uno per uno e dicendo: "This is blue" o semplicemente "blue". Dopo averlo fatto un paio di volte si può iniziare a giocare.

2. Domandare: "Where is blue?"

Quando il bambino indica la carta giusta, si può dire: "Well done, it is blue."

3. Continuare con gli altri colori. "Where is (colore)?" "Well done, it is (colore)."

Pink
Yellow
Black
Brown
White
Grey
Orange
Black and white
Green

Si può anche chiedere:

"Where is the blue card?" "Well done, you have found the blue card."

GIOCO 2

Lo scopo del gioco è imparare i nomi degli animali.

1. Selezionare solo le carte con gli animali e posizionarle sul tavolo a faccia in su. Inizialmente si possono nominare i diversi animali indicandoli uno per uno e dicendo: "This is a bird" o semplicemente "bird". Dopo averlo fatto un paio di volte si può iniziare a giocare.

2. Domandare: "Where is the bird?"

Quando il bambino indica la carta giusta, si può dire: "Well done, it is a bird."

Si può aggiungere anche il colore. "The bird is blue."

3. Continuare con gli altri animali.

"Where is the [animale]?" "Well done, it is a [animale]. The [animale] is [colore]."

The pig is pink.
The duck is yellow.
The dog is black.
The horse is brown.
The sheep is white.
The donkey is grey.
The cat is orange.
The cow is black and white.
The frog is green.

Si può anche chiedere:

"Where is the blue bird?" "Well done, you have found the blue bird."

GIOCO 3 – DUO

Lo scopo del gioco è imparare i nomi degli animali e dei colori.

1. Posizionare le carte con i colori sul tavolo a faccia in su e le carte con gli animali a faccia in giù.

2. Domandare: "Where is the blue card?"

Se il bambino indica la carta giusta, si può dire: "Well done, can you find the blue bird?"

Se il bambino gira la carta giusta, si può dire: "It's a pair!"

Se il bambino non trova la carta giusta, si può dire: "It isn't a pair!"

3. Proseguire finché il bambino non abbia individuato tutte le coppie.

Per aumentare leggermente il livello di difficoltà del gioco si possono posizionare tutte le carte a faccia in giù. Si può iniziare utilizzando solo 5 coppie, aggiungendone progressivamente altre.

GIOCO 4

Lo scopo del gioco è imparare i nomi degli animali associati ad ogni suono.

1. Selezionare solo le carte con gli animali e posizionarle sul tavolo a faccia in su.

2. Domandare: "Which animal goes tweet, tweet?"

Se il bambino indica la carta giusta, si può dire:

"Well done, the bird goes tweet, tweet!" o "Well done, the bird does!"

3. Continuare con gli altri animali.

Pig - oink, oink
Duck - quack, quack
Dog - woof, woof
Horse - neigh
Sheep - baa
Donkey - hee haw
Cat - meow
Cow - moo
Frog - ribbit, ribbit

Suggerimenti: Incoraggiare il bambino a dire: "Here!", quando indica una carta. Se la risposta è sbagliata, si può dire: "Oops, try again!"

Se la risposta è esatta, si può dire: "Very good!" o "Well done!"

INSTRUCTIONS POUR JOUER SANS LE TALKING PEN

FR

JEU 1

Le jeu a pour objectif d'apprendre le nom des couleurs.

1. Sélectionnez seulement les cartes figurant des animaux et placez-les à l'endroit sur la table. Vous pouvez tout d'abord nommer toutes les couleurs en les désignant et en disant : « This is blue » ou simplement « blue ». Répétez l'opération plusieurs fois avant de commencer le jeu.

2. Question : « Where is blue? ».

Lorsque l'enfant montre la bonne carte, vous pouvez dire : « Well done, it is blue ».

3. Continuez avec les autres couleurs.

« Where is [colour]? » « Well done, it is [colour] ».

Pink
Yellow
Black
Brown
White
Grey
Orange
Black and white
Green

Vous pouvez aussi demander : « Where is the blue card? » « Well done, you have found the blue card ».

JEU 2

Le jeu a pour objectif d'apprendre le nom des animaux.

1. Sélectionnez seulement les cartes figurant des animaux et placez-les à l'endroit sur la table. Vous pouvez tout d'abord nommer les différents animaux en les désignant et en disant : « This is a bird » ou simplement « bird ». Répétez l'opération plusieurs fois avant de commencer le jeu.

2. Question : « Where is the bird? »

Lorsque le joueur montre la bonne carte, vous pouvez dire : « Well done, it is a bird. » Vous pouvez également ajouter la couleur : « The bird is blue. »

3. Continuez avec les autres animaux.

« Where is the [animal]? » « Well done, it is a [animal]. The [animal] is [color] ».

The pig is pink.
The duck is yellow.
The dog is black.
The horse is brown.
The sheep is white.
The donkey is grey.
The cat is orange.
The cow is black and white.
The frog is green.

Vous pouvez aussi demander : « Where is the blue bird? » « Well done, you have found the blue bird ».

JEU 3 – DUO

Le jeu a pour objectif d'apprendre le nom des animaux et des couleurs.

1. Placez les cartes de couleurs faces visibles sur la table et les cartes figurant des animaux faces cachées.

2. Demandez : « Where is the blue card? ».

Si l'enfant montre la bonne carte, vous pouvez dire : « Well done, can you find the blue bird? ».

Si l'enfant retourne la bonne carte, vous pouvez dire : « It's a pair! ».

Si l'enfant ne trouve pas la juste carte, vous pouvez dire : « It isn't a pair! ».

3. Continuez jusqu'à ce que l'enfant ait trouvé toutes les paires.

Pour compliquer un peu plus le jeu, toutes les cartes peuvent être placées faces cachées. Vous pouvez commencer en n'utilisant que 5 paires, puis en ajoutant progressivement.

JEU 4

Le jeu a pour objectif d'apprendre le nom des animaux associés à chaque son.

1. Sélectionnez seulement les cartes figurant des animaux et placez-les à l'endroit sur la table.

2. Demandez : « Which animal goes tweet, tweet? ».

Si l'enfant montre la bonne carte, vous pouvez dire : « Well done, the bird goes tweet, tweet! » ou « Well done, the bird does! ».

3. Continuez avec les autres animaux.

Pig - oink, oink
Duck - quack, quack
Dog - woof, woof
Horse - neigh
Sheep - baa
Donkey - hee haw
Cat - meow
Cow - moo
Frog - ribbit, ribbit

Suggestions : Encouragez l'enfant à dire : « Here! », lorsqu'il désigne une carte. Si la réponse n'est pas juste, vous pouvez dire : « Oops, try again! ».

Si la réponse est juste, vous pouvez dire : « Very good! » ou « Well done! ».

INSTRUCCIONES PARA JUGAR SIN EL TALKING PEN

ES/MX

JUEGO 1

El objetivo del juego es aprender el nombre de los colores.

1. Seleccionar solo las cartas con los colores y colocarlas boca arriba sobre la mesa. Primero se pueden nombrar todos los colores, señalándolos uno a uno y diciendo: "This is blue" o, simplemente, "Blue". Cuando se haya hecho un par de veces, ya se puede proceder a iniciar el juego.

2. Preguntar: "Where is blue?"

Cuando el niño señala la carta correcta, se puede decir: "Well done, it is blue."

3. Seguir con los demás colores.

"Where is [color]?" "Well done, it is [color]."

Pink
Yellow
Black
Brown
White
Grey
Orange
Black and white
Green

También se puede preguntar:

"Where is the blue card?" "Well done, you have found the blue card."

JUEGO 2

El objetivo del juego es aprender el nombre de los animales.

1. Seleccionar solo las cartas con los animales y colocarlas boca arriba sobre la mesa. Primero se pueden nombrar los diferentes animales, señalándolos uno a uno y diciendo: "This is a bird" o, simplemente, "Bird". Cuando se haya hecho un par de veces, ya se puede proceder a iniciar el juego.

2. Preguntar: "Where is the bird?"

Cuando el jugador señala la carta correcta, se puede decir: "Well done, it is a bird." Se puede añadir también el color: "The bird is blue."

3. Seguir con los demás animales.

"Where is the [animal]?" "Well done, it is a [animal]. The [animal] is [color]."

The pig is pink.
The duck is yellow.
The dog is black.
The horse is brown.
The sheep is white.
The donkey is grey.
The cat is orange.
The cow is black and white.
The frog is green.

También se puede preguntar:

"Where is the blue bird?" "Well done, you have found the blue bird."

JUEGO 3 – DUO

El objetivo del juego es aprender el nombre de los animales y de los colores.

1. Colocar las cartas con los colores boca arriba sobre la mesa y las cartas con los animales boca abajo.

2. Preguntar: "Where is the blue card?"

Si el niño señala la carta correcta, se puede decir: "Well done, can you find the blue bird?"

Si el niño gira la carta correcta, se puede decir: "It's a pair!"

Si el niño no encuentra la carta correcta, se puede decir: "It isn't a pair!"

3. Continuar hasta que el niño haya encontrado todas las parejas.

Para que el juego sea un poco más complicado, se pueden colocar todas las cartas boca abajo. Se puede empezar usando solamente 5 parejas, e ir añadiendo progresivamente más parejas.

JUEGO 4

El objetivo del juego es aprender el nombre de los animales y asociarlos con cada sonido.

1. Seleccionar solo las cartas con los animales y colocarlas boca arriba sobre la mesa.

2. Preguntar: "Which animal goes tweet, tweet?" Si el niño señala la carta correcta, se puede decir: "Well done, the bird goes tweet, tweet!" o "Well done, the bird does!"

3. Continuar con los demás animales.

Pig - oink, oink
Duck - quack, quack
Dog - woof, woof
Horse - neigh
Sheep - baa
Donkey - hee haw
Cat - meow
Cow - moo
Frog - ribbit, ribbit

Sugerencias: Animar al niño a decir: "Here!", cuando señale una carta. Si la respuesta es incorrecta, se puede decir: "Oops, try again!"

Si la respuesta es correcta, se puede decir: "Very good!" o "Well done!"

INSTRUCCIONS PER JUGAR SENSE EL TALKING PEN

CA

JOC 1

L'objectiu del joc és aprendre el nom dels colors.

1. Seleccioneu només les cartes amb els colors i col·loqueu-les de cara enlaire sobre la taula. Primer, podeu dir el nom de tots els colors. Els assenyalau un per un i aneu dient: "This is blue" o, simplement, "Blue". Quan ho hagueu fet un parell de vegades, ja es pot procedir a iniciar el joc.

2. Pregunteu: "Where is blue?"

Quan el nen assenyalï la carta correcta, podeu dir: "Well done, it is blue."

3. Continueu amb els altres colors.

"Where is [color]?" "Well done, it is [color]."

Pink
Yellow
Black
Brown
White
Grey
Orange
Black and white
Green

També es pot preguntar: "Where is the blue card?" "Well done, you have found the blue card."

JOC 2

L'objectiu del joc és aprendre el nom dels animals.

1. Seleccioneu només les cartes amb els animals i col·loqueu-les de cara enlaire sobre la taula. Primer podeu dir el nom de tots els animals. Els assenyalau un per un i aneu dient: "This is a bird" o, simplement, "Bird". Quan ho hagueu fet un parell de vegades, ja es pot procedir a iniciar el joc.

2. Pregunteu: "Where is the bird?"

Quan el nen assenyalï la carta correcta, podeu dir: "Well done, it is a bird." També hi podeu afegir el color: "The bird is blue."

3. Continueu amb els altres animals.

"Where is the [animal]?" "Well done, it is a [animal]. The [animal] is [color]."

The pig is pink.
The duck is yellow.
The dog is black.
The horse is brown.
The sheep is white.
The donkey is grey.
The cat is orange.
The cow is black and white.
The frog is green.

També podeu preguntar:

"Where is the blue bird?" "Well done, you have found the blue bird."

JOC 3 – DUO

L'objectiu del joc és aprendre el nom dels animals i dels colors.

1. Col·loqueu les cartes amb els colors de cara enlaire sobre la taula i les cartes d'animals de cara avall.

2. Pregunteu: "Where is the blue card?"

Si el nen assenyalà la carta correcta, podeu dir: "Well done, can you find the blue bird?"

Si el nen gira la carta correcta, podeu dir: "It's a pair!"

Si el nen no troba la carta correcta, podeu dir: "It isn't a pair!"

3. Continueu fins que el nen hagi trobat totes les parelles.

Per fer el joc una mica més complicat, podeu col·locar totes les cartes de cara avall. Podeu començar fent servir només 5 parelles, i anar afegint més parelles progressivament.

JOC 4

L'objectiu del joc és aprendre el nom dels animals i associar-los al so corresponent.

1. Seleccioneu només les cartes amb els animals i col·loqueu-les de cara enlaire sobre la taula.

2. Pregunteu: "Which animal goes tweet, tweet?"

Si el nen assenyalà la carta correcta, podeu dir: "Well done, the bird goes tweet, tweet!" o "Well done, the bird does!"

3. Continueu amb els altres animals.

Pig - oink, oink
Duck - quack, quack
Dog - woof, woof
Horse - neigh
Sheep - baa
Donkey - hee haw
Cat - meow
Cow - moo
Frog - ribbit, ribbit

Suggeriments: Animeu el nen a dir: "Here!", quan assenyalï una carta. Si la resposta és incorrecta, podeu dir: "Oops, try again!"

Si la resposta és correcta, podeu dir: "Very good!" o "Well done!"

INSTRUCTIONS TO PLAY WITHOUT THE TALKING PEN

EN

GAME 1

The objective of the game is to learn colours.

1. Select the colour cards only and place them facing up on the table. You can first go over the different colours by pointing to each colour saying "This is blue" or simply "blue". Once you have done it a couple of times, you can proceed to play the game.

2. Ask: "Where is blue?"

When the player points to the appropriate card you can say: "Well done, it is blue."

3. Continue with the other colours.

"Where is [colour]?" "Well done, it is [colour]."

Pink
Yellow
Black
Brown
White
Grey
Orange
Black and white
Green

Alternatively you can ask: "Where is the blue card?" "Well done, you have found the blue card."

GAME 2

The objective of the game is to learn the animal names.

1. Select the animal cards only and place them facing up on the table. You can first go over the different animals by pointing to each animal saying "This is a bird" or simply "bird". Once you have done it a couple of times, you can proceed to play the game.

2. Ask: "Where is the bird?"

When the player points to the appropriate card you can say: "Well done, it is a bird." You may like to add the colour by saying "The bird is blue."

3. Continue with the other animals. "Where is the [animal]?" "Well done, it is a [animal]. The [animal] is [colour]."

The pig is pink.
The duck is yellow.
The dog is black.
The horse is brown.
The sheep is white.
The donkey is grey.
The cat is orange.
The cow is black and white.
The frog is green.

Alternatively you can ask: "Where is the blue bird?" "Well done, you have found the blue bird."

GAME 3 – DUO

The objective of the game is to learn the animal names and the colours.

1. Place all the colour cards facing up on the table and the animal cards facing down.

2. Ask: "Where is the blue card?"

If the child chooses the correct card, you can say: "Well done, can you find the blue bird?"

If the child turns over the correct card, you can say: "It's a pair!"

If the player does not find the matching pair, you can say: "It isn't a pair!"

3. Continue until the child has found all the matching pairs.

If you want to make the game more challenging, you can have both colour and animal cards facing down. You may like to start playing with 5 pairs only and then progressively add pairs.

GAME 4

The objective of the game is to learn the animal associated with the sound.

1. Select the animal cards only and place them facing up on the table.

2. Ask: "Which animal goes tweet, tweet?"

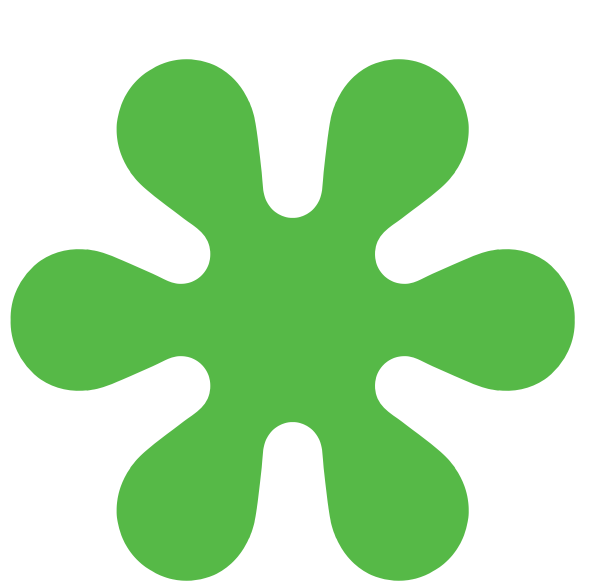
When the player points to the appropriate card you can say: "Well done, the bird goes tweet, tweet!" or "Well done, the bird does!"

3. Continue with the other animals.

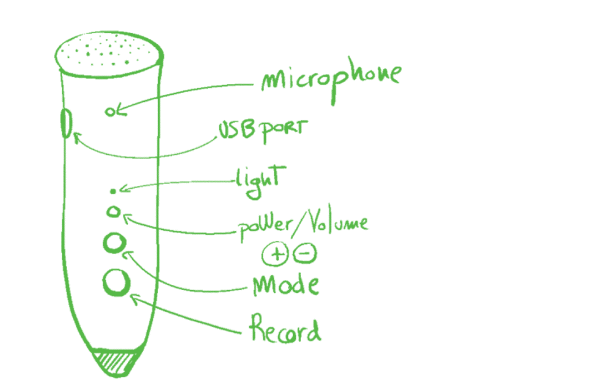
Pig - oink, oink
Duck - quack, quack
Dog - woof, woof
Horse - neigh
Sheep - baa
Donkey - hee haw
Cat - meow
Cow - moo
Frog - ribbit, ribbit

Suggestions: Encourage the child to say, "Here!" when they show a card or point to a card. If the answer is wrong, you can say, "Oops, try again!"

If the answer is correct, you can say, "Very good!" or "Well done!"



This game can be played with the Talking Pen



1. JOKOA

Jokoaren helburua koloreen izenak ikastea da.

1. Hautatu koloreak dituzten kartak soilik eta kokatu buruz gora mahaiairen gainean. Lehenengo kolore guztiak izendatu daitezke bakoitza seinalatuz eta esanez: "This is blue" edo "blue". Hau pare bat aldiz egin ondoren, jolasten has zaitezke.

2. Galdetu: "Where is blue?"

Haurrak karta zuzena seinalatzen duenean, hau esan dezakezue: "Well done, it is blue."

3. Jarraitu gainerako koloreekin. "Where is [colour]?" "Well done, it is [colour]."

Pink
Yellow
Black
Brown
White
Grey
Orange
Black and white
Green

Hau ere galde dezakezue: "Where is the blue bird?" "Well done, you have found the blue bird."

2. JOKOA

Jokoaren helburua animalien izenak ikastea da.

1. Hautatu animalien kartak soilik eta kokatu buruz gora mahaiairen gainean. Lehenengo, animalia guztiak izendatu daitezke, bakoitza seinalatuz eta esanez: "This is a bird" edo "bird". Hau pare bat aldiz egin ondoren, jolasten has zaitezke.

2. Galdetu: "Where is the bird?"

Jokalariak karta zuzena seinalatzen duenean, hau esan dezakezue: "Well done, it is a bird."

Kolorea ere gehitu daiteke: "The bird is blue."

3. Jarraitu gainerako animaliekin. "Where is the [animal]?" "Well done, it is a [animal]. The [animal] is [color]."

The pig is pink.
The duck is yellow.
The dog is black.
The horse is brown.
The sheep is white.
The donkey is grey.
The cat is orange.
The cow is black and white.
The frog is green.

Hau ere galde dezakezue: "Where is the blue bird?" "Well done, you have found the blue bird."

3. JOKOA - DUO

Jokoaren helburua animalien eta koloreen izenak ikastea da.

1. Kokatu koloretako kartak buruz gora mahaiairen gainean eta animalien kartak buruz behera.

2. Galdetu: "Where is the blue card?"

Haurrak karta zuzena seinalatzen badu, hau esan dezakezue: "Well done, can you find the blue bird?"

Haurrak karta zuzena biratzen badu, hau esan dezakezue: "It's a pair!"

Haurrak ez badu karta zuzena aurkitzen, hau esan dezakezue: "It isn't a pair!"

3. Jarraitu haurrak bikote guztiak aurkitu arte.

Jokoa apur bat zailtzeko, karta guztiak buruz behera koka daitezke. 5 bikote soilik erabiliz has daiteke jokoa eta bikoteak progresiboki gehitzen joan.

4. JOKOA

Jokoaren helburua animalien izenak beren soinuekin lotuta ikastea izango da.

1. Hautatu animalien kartak soilik eta kokatu buruz gora mahaiairen gainean. 2. Galdetu: "Which animal goes tweet, tweet?"

Haurrak karta zuzena seinalatzen badu, hau esan dezakezue:

"Well done, the bird goes tweet, tweet!" edo "Well done, the bird does!"

3. Jarraitu gainerako animaliekin.

Pig - oink, oink
Duck - quack, quack
Dog – woof, woof
Horse – neigh
Sheep – baa
Donkey – hee haw
Cat – meow
Cow – moo
Frog – ribbit, ribbit

Iradokizunak: Haurra hau esatera animatzea: "Here!", karta bat adieraztean. "Oops, try again!" esatea erantzuna ez bada zuzena. "Very good!" edo "Well done!" esatea erantzuna zuzena bada.

JOGO 1

O objetivo do jogo é aprender os nomes das cores.

1. Selecionar apenas as cartas de animais e colocá-las viradas para cima sobre a mesa. Primeiro, pode-se nomear todas as cores indicando cada uma delas dizendo: "This is blue" ou simplesmente "blue". Quando tiver feito isto algumas vezes, o jogo já pode ter início.

2. Perguntar: "Where is blue?"

Quando a criança indicar a carta correta, pode dizer-se: "Well done, it is blue."

3. Continuar com as restantes cores: "Where is [colour]?" "Well done, it is [colour]."

Pink
Yellow
Black
Brown
White
Grey
Orange
Black and white
Green

Também se pode perguntar: "Where is the blue card?" "Well done, you have found the blue card."

JOGO 2

O objetivo do jogo é aprender os nomes dos animais.

1. Selecionar apenas as cartas de animais e colocá-las viradas para cima sobre a mesa. Primeiro, pode-se nomear os vários animais indicando cada um deles dizendo: "This is a bird" ou simplesmente "bird". Quando tiver feito isto algumas vezes, o jogo já pode ter início.

2. Perguntar: "Where is the bird?"

Quando o jogador apontar para a carta correta, pode dizer-se: "Well done, it is a bird."

Pode-se acrescentar também a cor: "The bird is blue."

3. Continuar com as restantes cores:

"Where is the [animal]?" "Well done, it is a [animal]. The [animal] is [color]."
The pig is pink.
The duck is yellow.
The dog is black.
The horse is brown.
The sheep is white.
The donkey is grey.
The cat is orange.
The cow is black and white.
The frog is green.

Também se pode perguntar:

"Where is the blue bird?" "Well done, you have found the blue bird."

JOGO 3 – DUO

O objetivo do jogo é aprender os nomes dos animais e das cores.

1. Colocar as cartas das cores viradas para cima sobre a mesa e as cartas dos animais viradas para baixo.

2. Perguntar: "Where is the blue card?"

Se a criança apontar para a carta correta, pode dizer-se: "Well done, can you find the blue bird?"

Se a criança virar a carta correta, pode dizer-se: "It's a pair!"

Se a criança não encontrar a carta correta, pode dizer-se: "It isn't a pair!"

3. Continuar até que a criança tenha encontrado todos os pares.

Para tornar o jogo um pouco mais complicado, as cartas podem ser todas viradas para baixo. O jogo pode ser iniciado apenas com 5 pares e ir adicionando, progressivamente, mais pares.

JOGO 4

O objetivo do jogo é aprender o nome dos animais associados a cada som.

1. Selecionar apenas as cartas de animais e colocá-las viradas para cima sobre a mesa.

2. Perguntar: "Which animal goes tweet, tweet?"

Se a criança apontar para a carta correta, pode dizer-se: "Well done, the bird goes tweet, tweet!" ou "Well done, the bird does!"

3. Continuar com os restantes animais:

Pig - oink, oink
Duck - quack, quack
Dog – woof, woof
Horse – neigh
Sheep – baa
Donkey – hee haw
Cat – meow
Cow – moo
Frog – ribbit, ribbit

Sugestões: Incentivar a criança a dizer: "Here!" quando apontar para uma carta. Se a resposta for incorreta, pode dizer-se: "Oops, try again!" Se a resposta for correta, pode dizer-se: "Very good!" ou "Well done!"

SPEL 1

Het doel van het spel is om kleuren te leren benoemen.

1. Neem de kaarten met de dieren erop en leg ze op tafel met de afbeeldingen naar boven. Benoem eerst alle kleuren door er één voor één naar te wijzen en te zeggen: "This is blue" of simpelweg "blue". Doe dit een paar keeren begin dan te spelen.

2. Vraag: "Where is blue?"

Als het kind de juiste kaart aanduidt, zeg bijvoorbeeld: "Well done, it is blue."

3. Doe dit voor alle kleuren.

"Where is [colour]?" "Well done, it is [colour]."

Pink
Yellow
Black
Brown
White
Grey
Orange
Black and white
Green

Vraag bijvoorbeeld ook: "Where is the blue card?" "Well done, you have found the blue card."

SPEL 2

Het doel van dit spel is om dieren te leren benoemen.

1. Neem enkel de kaarten met de dieren erop en leg ze op tafel met de afbeeldingen naar boven. Benoem eerst de verschillende dieren door ernaar te wijzen en te zeggen: "This is a bird" of simpelweg "bird". Doe dit een paar keer en begin dan te spelen.

2. Vraag: "Where is the bird?"

Als de juiste kaart wordt gekozen, zeg dan bijvoorbeeld: "Well done, it is a bird."

Specificeer eventueel ook de kleur: "The bird is blue."

3. Doe dit voor alle dieren.

"Where is the [animal]?" "Well done, it is a [animal]. The [animal] is [color]."

The pig is pink.
The duck is yellow.
The dog is black.
The horse is brown.
The sheep is white.
The donkey is grey.
The cat is orange.
The cow is black and white.
The frog is green.

Vraag bijvoorbeeld ook: "Where is the blue bird?" "Well done, you have found the blue bird."

SPEL 3 – DUO

Het doel van dit spel is om dieren en kleuren te leren benoemen.

1. Leg de kaarten met de kleuren erop op tafel met de afbeeldingen naar boven en die met de dieren erop met de rug naar boven.

2. Vraag: "Where is the blue card?"

Als het kind de juiste kaart kiest, zeg bijvoorbeeld: "Well done, can you find the blue bird?"

Als het kind de juiste kaart omdraait, zeg bijvoorbeeld: "It's a pair!"

Als het kind de juiste kaart niet vindt, zeg bijvoorbeeld: "It isn't a pair!"

3. Doe zo voort tot alle paren gevonden zijn. Om het spel iets ingewikkelder te maken, leg alle kaarten op tafel met de rug naar boven. Speel de eerste keren met 5 paren en voeg er daarna geleidelijk toe.

SPEL 4

Het doel van dit spel is om aan elk geluid het juiste dier te linken en het te benoemen.

1. Neem enkel de kaarten met de dieren erop en leg ze op tafel met de afbeeldingen naar boven.

2. Vraag: "Which animal goes tweet, tweet?" Als het kind de juiste kaart aanduidt, zeg bijvoorbeeld: "Well done, the bird goes tweet, tweet!" of "Well done, the bird does!"

3. Doe dit voor alle dieren.

Pig - oink, oink
Duck - quack, quack
Dog – woof, woof
Horse – neigh
Sheep – baa
Donkey – hee haw
Cat – meow
Cow – moo
Frog – ribbit, ribbit

Tips: Moedig het kind aan om "Here!" te zeggen wanneer hij/zij een kaart aanduidt. Als het antwoord fout is, zeg bijvoorbeeld: "Oops, try again!" Als het antwoord juist is, zeg bijvoorbeeld: "Very good!" of "Well done!"

XOGO 1

O obxectivo do xogo é aprender o nome das cores.

1. Seleccionar só as cartas coas cores e colocalas boca arriba sobre a mesa. Primeiro pódense nomear todas as cores, sinalándoos un a un e dicindo: "This is blue" ou, simplemente, "Blue". Cando se fixo un par de veces, xa se pode proceder a iniciar o xogo.

2. Preguntar: "Where is blue?" Cando o neno sinala a carta correcta, pódese dicir: "Well done, it is blue."

3. Seguir coas demais cores. "Where is [cor]?" "Well done, it is [cor]."

Pink
Yellow
Black
Brown
White
Grey
Orange
Black and white
Green

Támén se pode preguntar:

"Where is the blue card?" "Well done, you have found the blue card."

XOGO 2

O obxectivo do xogo é aprender o nome dos animais.

1. Seleccionar só as cartas cos animais e colocalas boca arriba sobre a mesa. Primeiro pódense nomear os diferentes animais, sinalándoos un a un e dicindo: "This is a bird" ou, simplemente, "Bird". Cando se fixo un par de veces, xa se pode proceder a iniciar o xogo.

2. Preguntar: "Where is the bird?"

Cando o xogador sinala a carta correcta, pódese dicir: "Well done, it is a bird." Pódese engadir tamén a cor: "The bird is blue."

3. Seguir cos demais animais.

"Where is the [animal]?" "Well done, it is a [animal]. The [animal] is [cor]."

The pig is pink.
The duck is yellow.
The dog is black.
The horse is brown.
The sheep is white.
The donkey is grey.
The cat is orange.
The cow is black and white.
The frog is green.

Támén se pode preguntar:

"Where is the blue bird?" "Well done, you have found the blue bird."

XOGO 3 – DUO

O obxectivo do xogo é aprender o nome dos animais e das cores.

1. Colocar as cartas coas cores boca arriba sobre a mesa e as cartas cos animais boca abaixo.

2. Preguntar: "Where is the blue card?"

Se o neno sinala a carta correcta, pódese dicir: "Well done, can you find the blue bird?"

Se o neno vira a carta correcta, pódese dicir: "It's a pair!"

Se o neno non atopa a carta correcta, pódese dicir: "It isn't a pair!"

3. Continuar ata que o neno atope todas as parellas.

Para que o xogo sexa un pouco máis complicado, pódense colocar todas as cartas boca abaixo. Pódese empezar usando soamente 5 parellas, e ir engadindo progresivamente máis parellas.

XOGO 4

O obxectivo do xogo é aprender o nome dos animais e asocíalos con cada son.

1. Seleccionar só as cartas cos animais e colocalas boca arriba sobre a mesa. 2. Preguntar: "Which animal goes tweet, tweet?" Se o neno sinala a carta correcta, pódese dicir: "Well done, the bird goes tweet, tweet!" ou "Well done, the bird does!"

3. Continuar cos demais animais.

Pig - oink, oink
Duck - quack, quack
Dog – woof, woof
Horse – neigh
Sheep – baa
Donkey – hee haw
Cat – meow
Cow – moo
Frog – ribbit, ribbit

Suxerencias: Animar ó neno a dicir: "Here!", cando sinala unha carta. Se a resposta é incorrecta, pódese dicir: "Oops, try again!" Se a resposta é correcta, pódese dicir: "Very good!" ou "Well done!"

HRA 1

Cílem hry je naučit se barvy.

1. Vybírejte jen karty barev a vykládejte je lícem nahoru na stůl.

Nejprve můžete procházet různé barvy tak, že ukážete na každou barvu a řeknete „This is blue“ nebo jednoduše „blue“. Jakmile to několikrát zopakujete, můžete začít hrát.

2. Zeptejte se: „Where is blue?“

Když hráč ukáže na příslušnou kartu, můžete říct: „Well done, it is blue.“

3. Pokračujte s dalšími barvami. „Where is [colour]?“ „Well done, it is [colour].“

Pink
Yellow
Black
Brown
White
Grey
Orange
Black and white
Green

Alternativně se můžete zeptat: „Where is the blue card?“ „Well done, you have found the blue card.“

HRA 2

Cílem hry je naučit se názvy zvířat.

1. Vybírejte jen karty zvířat a vykládejte je lícem nahoru na stůl.

Nejprve můžete procházet různá zvířata tak, že ukážete na každé zvíře a řeknete „This is a bird“ nebo jednoduše „bird“. Jakmile to několikrát zopakujete, můžete začít hrát.

2. Zeptejte se: „Where is the bird?“

Když hráč ukáže na příslušnou kartu, můžete říct: „Well done, it is a bird.“

Můžete také přidat barvu tak, že řeknete „The bird is blue“.

3. Pokračujte s dalšími zvířaty.

„Where is the [animal]?“

„Well done, it is a [animal]. The [animal] is [colour].“

The pig is pink.
The duck is yellow.
The dog is black.
The horse is brown.
The sheep is white.
The donkey is grey.
The cat is orange.
The cow is black and white.
The frog is green.

Alternativně se můžete zeptat:

„Where is the blue bird?“

„Well done, you have found the blue bird.“

HRA 3 – DUO

Cílem hry je naučit se názvy zvířat a barvy.

1. Vyložte všechny karty barev lícem nahoru a karty zvířat lícem dolů na stůl.

2. Zeptejte se: „Where is the blue card?“

Když si dítě vybere správnou kartu, můžete říct:

„Well done, can you find the blue bird?“

Pokud dítě obrátí správnou kartu, můžete říct:

„It’s a pair!“

Jestliže hráč nenajde shodný pár, můžete říct:

„It isn’t a pair!“

3. Pokračujte, dokud dítě nenajde všechny k sobě náležející dvojice.

Pokud chcete, aby byla hra poněkud náročnější, můžete mít karty barev i zvířat otočené lícem dolů. Můžete začít hrát s 5 páry a pak postupně přidávat další.

HRA 4

Cílem této hry je naučit se zvířata spojená se zvuky.

1. Vybírejte jen karty zvířat a vykládejte je lícem nahoru na stůl.

2. Zeptejte se: „Which animal goes tweet, tweet?“

Když hráč ukáže na příslušnou kartu, můžete říct:

„Well done, the bird goes tweet, tweet!“ nebo „Well done, the bird does!“

3. Pokračujte s dalšími zvířaty.

Pig – oink, oink
Duck – quack, quack
Dog – woof, woof
Horse – neigh
Sheep – baa
Donkey – hee haw
Cat – meow
Cow – moo
Frog – ribbit, ribbit

Doporučení: Povzbuzujte dítě, aby řeklo: „Here!“, když otočí kartu nebo na ni ukáže.

Je-li odpověď nesprávná, můžete říct „Oops, try again!“

Pokud je odpověď správná, můžete říct „Very good!“ nebo „Well done!“

Play and learn English!

Ages 2-4

