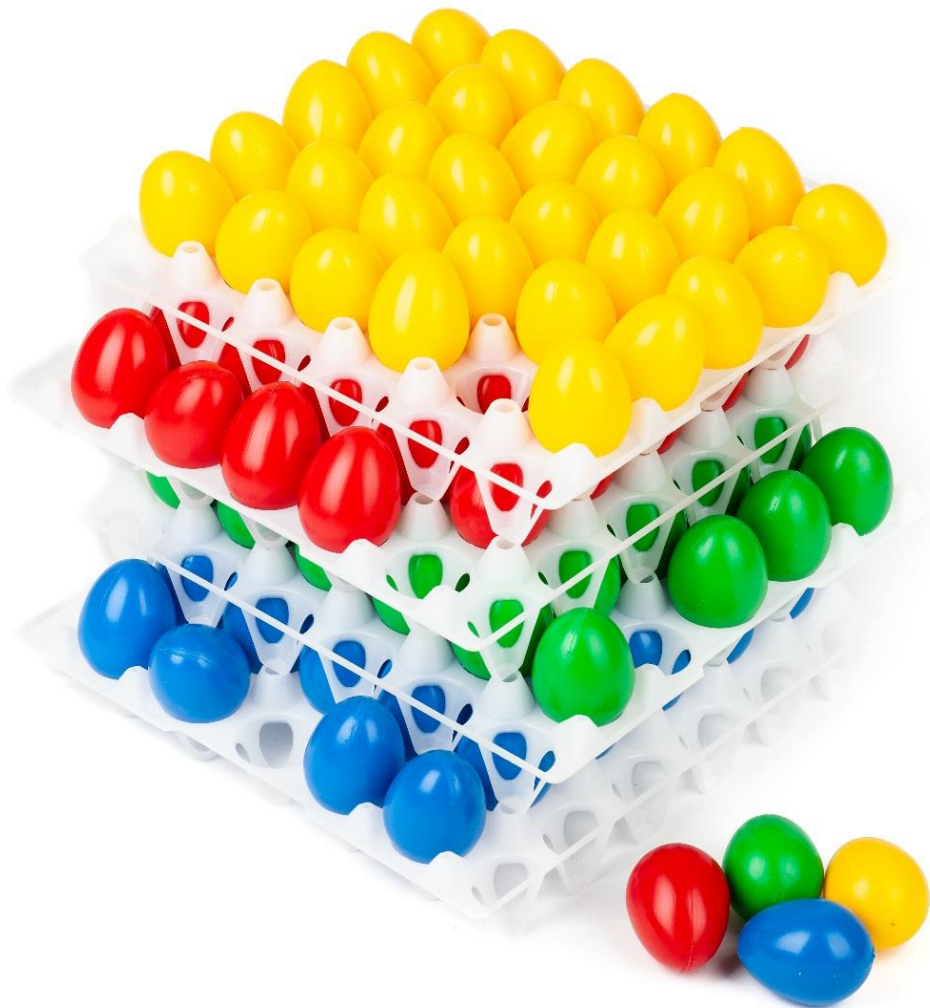




LOGIC EGGS



INTRODUCTION

The egg shape, ovoid and smooth attracts the touch, the desire to manipulate and play. We must not forget that it is a universal symbol of perfection and life. In the kitchen with its real form it has the function of food. But we can add to this pleasant side other structuring functions of thought and reasoning, proposing this unique form in large numbers and in different colors. This is the game of "EGGS".

This game allows you to take advantage of the generous nature of the egg in such varied situations.

- Free activities, since it is first of all a game.
- Sensory activities that explore shape, surface, dimensions and colors. It develops the grasp and performs the coordination of touch and sight.
- Modeling activities, reproductions that develop eye-hand skills.
- More cognitive activities and particularly mathematical sorting, alternation, counting, geometric shapes, symmetry....

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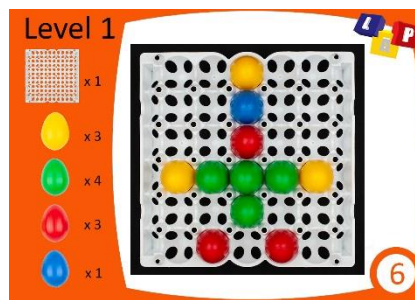
GAME COMPOSITION

1. THE PIECES

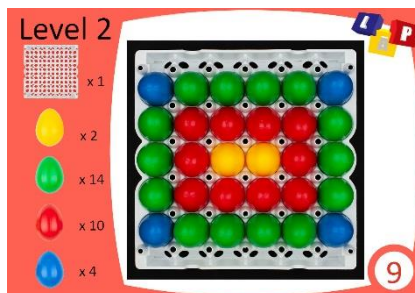
	Honeycomb tray (x4)
	Eggs (x120) - Red (x30) Green (x30) - Blue (x30) Yellow (x30)

2. THE CHILDREN ACTIVITY SHEETS

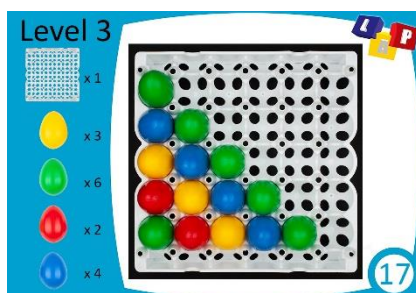
- Figurative sheets with progressive difficulty for children 3-5 years old (6 sheets).



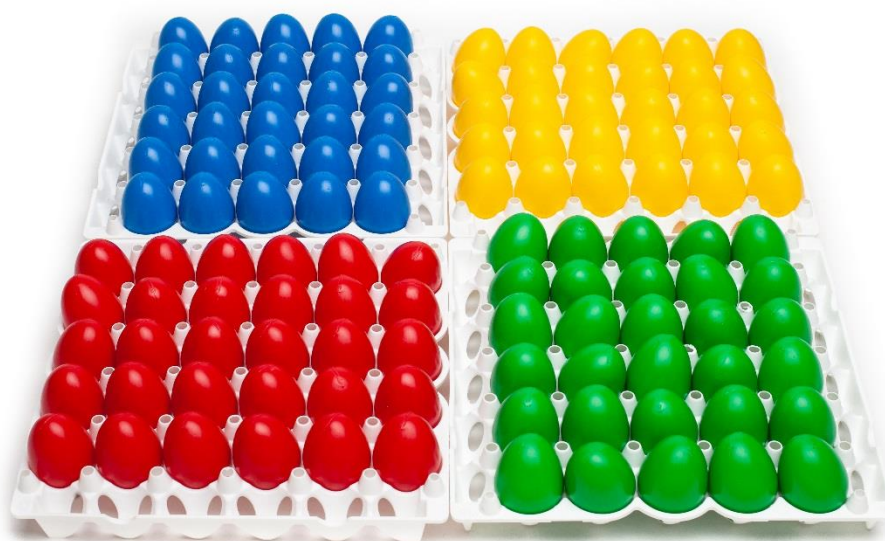
- Geometric sheets with progressive difficulty for children 4-5 years old (6 sheets).



- Mathematical sheets with progressive difficulty for children 5-6 years old (6 sheets).



DISCOVERY OF THE MATERIAL



- **AGE** From 2 years

- **EDUCATIONAL GOALS**

Make a sensory experience with the material, touch it, look at it, use it to create something. Promote verbal expression.

- **WHAT YOU NEED**

Create surprise: Place the four trays and a basket with eggs on a carpet, for example.

- **HOW TO PLAY**

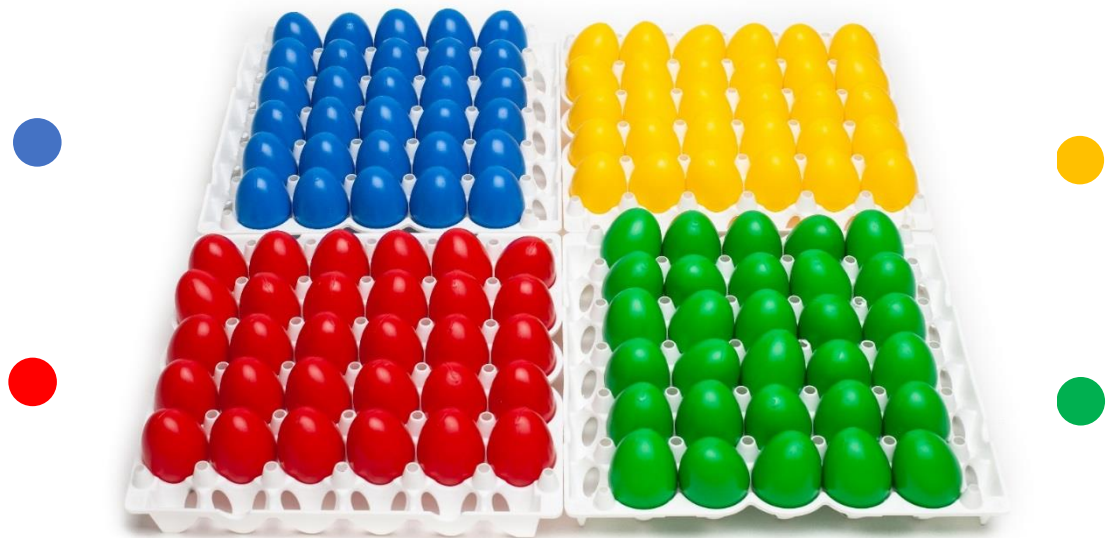
Leave the children discover the material, making experience with the trays.

Soon they will sort pieces by their own and they will talk each other.

This first stage of free discovery is very important because children are always interested in this kind of material and they like to put it spontaneously in the kitchen corner.

When spontaneous discovery reaches its limits and children do not know what to do with the game anymore, it will be time to show them other uses.

SORTING COLOURS



- **AGE** From 2 years

- **EDUCATIONAL GOALS**

Touch and make experience with the material.
Learn colours, sort them and name them.

- **WHAT YOU NEED**

Place all eggs in a big basket.
Put a sticker with the colour on each of 4 trays.

- **HOW TO PLAY**

In groups of 4 – 6 children, ask to sort the eggs by colour.

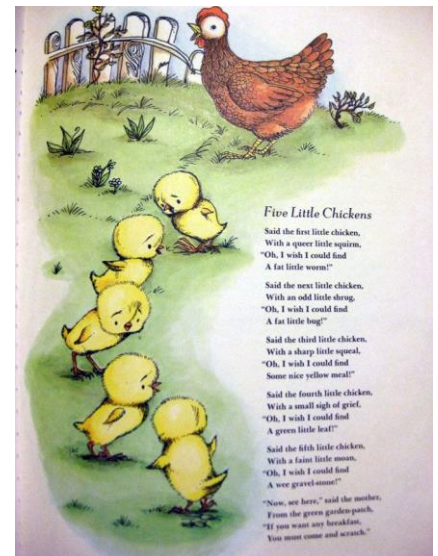
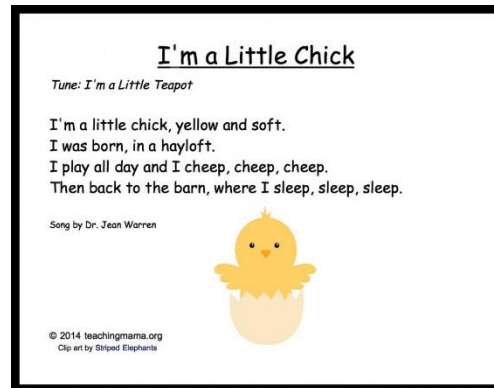
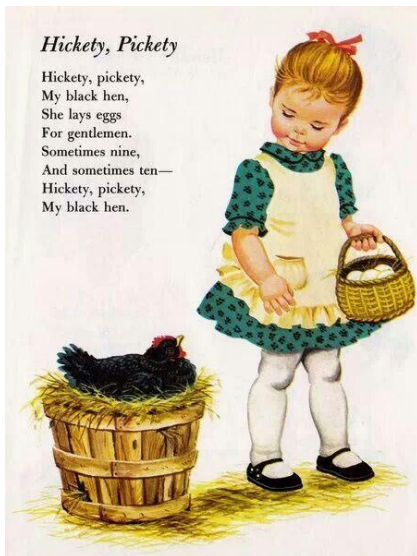
Invite children to name the colours.

This mathematical (sorting criteria), sensory (touching experience) and language activity is a prerequisite for any other because, without the awareness of the four colours and the uniformity of the eggs, children will not be able to go any further in experimentation.

For older children, offer them trays without the coloured sticker and give them the instruction: "Sort the eggs into the trays".

The children will be led by deduction to sort the eggs by colour and exchange with each other in order to agree on the method to sort and on the use of trays in a real situation of cooperation.

RHYMES



- **AGE** From 2 years

- **EDUCATIONAL GOALS**

Learn a specific language, sing, and develop your memory

Sing the numbers

Form songs and nursery- rhymes

- **WHAT YOU NEED**

Look for illustrated nursery – rhymes with an egg theme: they are numerous.

- **HOW TO PLAY**

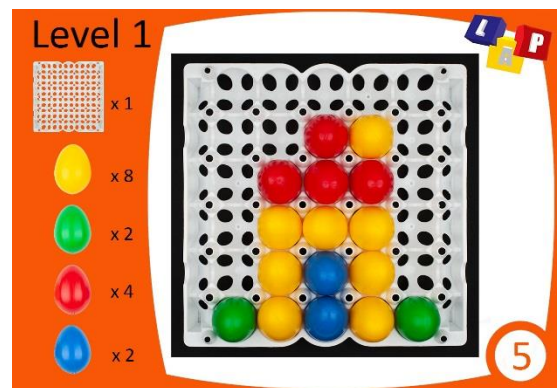
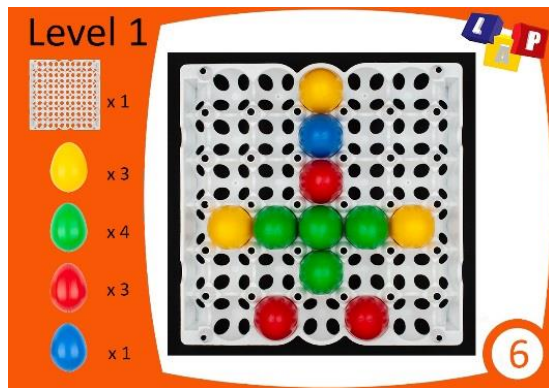
Depending on the age of the children, we will choose nursery- rhymes that are more or less long, and whose text is more or less complicated. The text will be reproduced on the cardboard and illustrated. Learning nursery- rhymes will be part of the class's songs.

- **EXTENSION**

Children will be asked to choose a nursery- rhyme by selecting the number and color of the corresponding eggs.

On the contrary, by selecting the eggs in advance, the children will have to guess the rhyme.

REPRODUCTION OF FIGURATIVE MODELS



- **AGE** From 3 years

- **EDUCATIONAL GOALS**

Learn to read an image and how to break it down by observation.
 Reproduce a more or less complex model.
 Encourage expression

- **WHAT YOU NEED**

Use the figurative activity sheets series 1: Sheets N ° 1 to 6. (See the details of the sheets p 4).
 Prepare all the eggs for the game (not just the ones the child needs) and one tray per child.

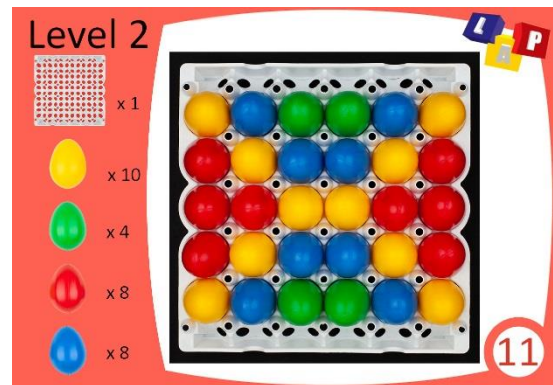
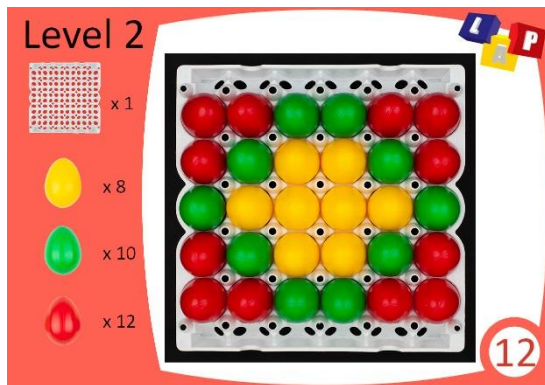
- **HOW TO PLAY**

For 1 up to 4 children.

Give 1 sheet and a tray to each child, making all the eggs available to everyone. Help them at the beginning to properly place the card under their tray, either vertically or horizontally depending on the model.

Let them reproduce the composition. Support them if necessary, until complete filling.
 Check together if the design is compliant to the model. Chase their expression.

REPRODUCTION OF GEOMETRICAL MODELS



- **AGE** From 4 years

- **EDUCATIONAL GOALS**

Learn how to read an image and how to break it down by observation.
 Reproduce a more or less complex geometric model.
 Approach the alternations, vertical, horizontal and oblique symmetry.
 Develop logical reasoning and the spirit of deduction.
 Encourage verbal exchanges.

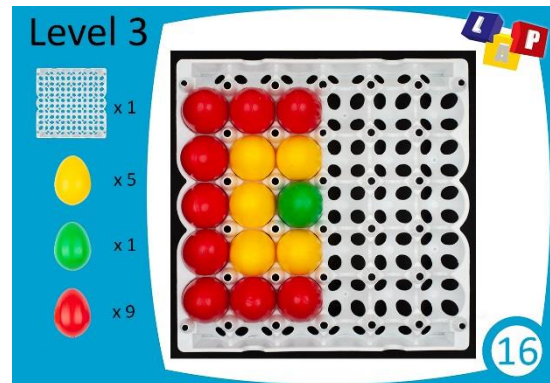
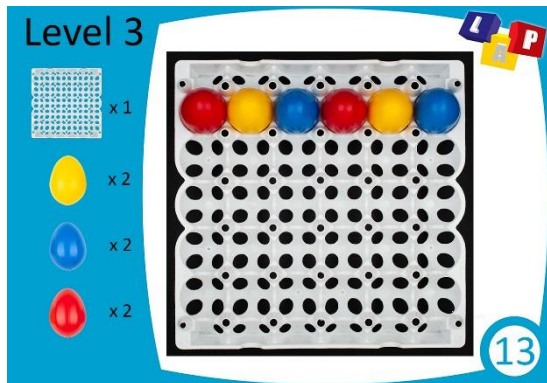
- **WHAT YOU NEED**

Use the series 2 geometric activity sheets: Sheets N ° 1 to 6. They are progressive in difficulty. (See the details of the files on p 4).
 Prepare all the eggs for the game 8 not just the eggs the child needs) and one tray per child.

- **HOW TO PLAY**

For 1 up to 4 children.
 Give 1 sheet and a tray to each child, making all the eggs available to everyone. Help them at the beginning to properly place the card under their tray, either vertically or horizontally depending on the model.
 Let them reproduce the composition. Support them if necessary, until complete filling.
 Check together if the design is compliant to the model. Chase their expression.

COMPLETE A GEOMETRICAL MODEL



- **AGE** From 5 years

- **EDUCATIONAL GOALS**

Develop visual skills.

Learn how to read an image and how to break it down by observation.

Reproduce an incomplete geometric model.

Address the concepts of alternation, vertical, horizontal and oblique symmetry.

Develop logical reasoning and the spirit of deduction.

Encourage verbal exchanges.

- **WHAT YOU NEED**

Use the geometric activity sheets series 3: Sheets N ° 1 to 6. They are progressive in difficulty. (See the details of the files on p 4).

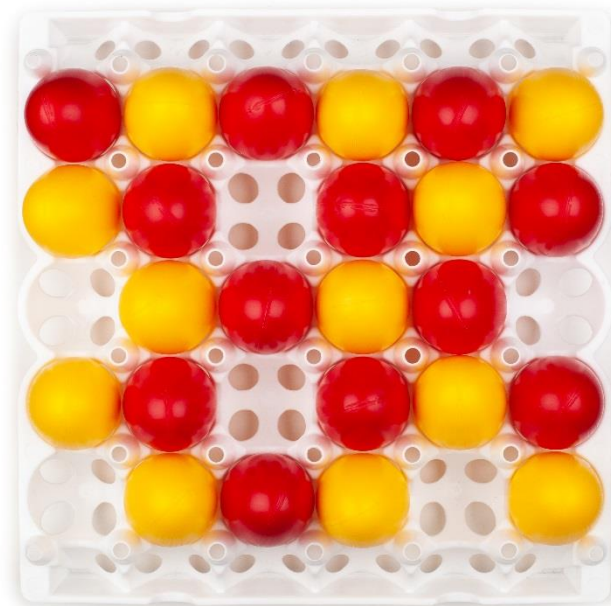
Prepare all the eggs for the game (not just the eggs the child needs) and one tray per child.

- **HOW TO PLAY**

For 1 up to 4 children.

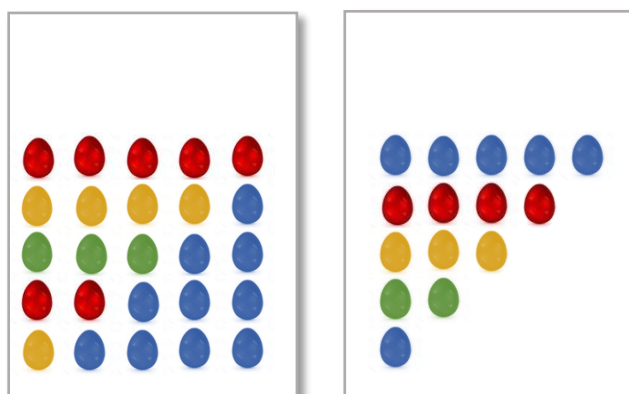
Give each child 1 sheet, a tray and make all the eggs available to everyone. Let them read the images and let them deduce the place and colour to place. Support them if necessary until complete completion. Check with them if the design conforms to the requested symmetry. Chase their expression.

« GAP-FILL EXERCISES »



- **AGE** From 5 years
- **EDUCATIONAL GOALS**
 Visual skills development.
 Learn how to read an image and how to break it down by observation.
 Introduce the concepts of alternation, vertical, horizontal and oblique symmetry.
 Logical reasoning and the spirit of deduction.
 Encourage verbal exchanges.
- **WHAT YOU NEED**
 Prepare a tray filled with alternating 2 colors first. Pick two or three eggs at random and hide them in the egg basket.
- **HOW TO PLAY**
 In small groups of 4 up to 6 children.
 Show the incomplete tray to the children and ask them to find the missing eggs. Invite them to talk and discuss.
- **EXTENSION**
 In small groups of 4 children.
 Gradually, you can prepare the tray with alternations of three or four colours, favour symmetrical, horizontal, vertical or oblique paving. You can also distribute an incomplete tray to each child and let them practice individually.

COMPLEMENT OF NUMBER 5



- **AGE** From 5 years

- **EDUCATIONAL GOALS**

Create mathematical situations for :

- - Decode an image.
- - Learn to count up to 5.
- - Practice complementing the number.
- - Become aware of the different constructions of the same number.
- - Encourage observation and reasoning.

- **WHAT YOU NEED**

Make at least 4 sheets with rows of 5 eggs. In the same row there will be a different colour that shows the complement to get the number five.

Prepare 4 trays.

- **HOW TO PLAY**

Distribute a tray to each child and provide them with all the eggs in a basket or box.

Give them a sheet and ask to reproduce it on their tray.

Check with each child the correctness of their composition.

Promote their expression.

- **EXTENSION**

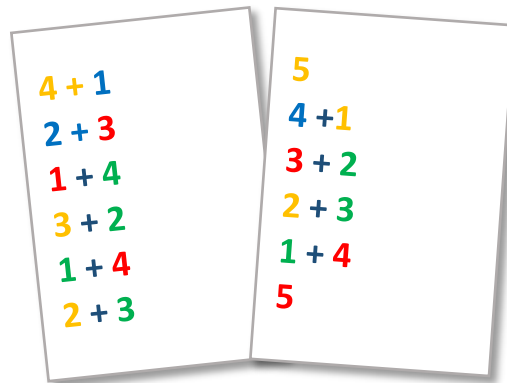
Distribute a tray to each child and provide them with all the eggs in a basket or box.

Give them an instruction sheet and ask them to reproduce it and complete what is missing on their tray.

Check with each child the correctness of their composition.

Promote their expression.

COMPLEMENTS OF NUMBER 5 IN FIGURE



- **AGE** From 5 year

- **EDUCATIONAL GOALS**

Learn to decode.

Learn to count up to 5.

Get familiar with numbers.

Practice complementing numbers and empirically approach addition.

Become aware of the different constructions of the same number.

Encourage observation and reasoning.

- **WHAT YOU NEED**

Make at least 4 sheets with numbers in two different colours that shows the complement to get the number five.

Prepare 4 trays.

- **HOW TO PLAY**

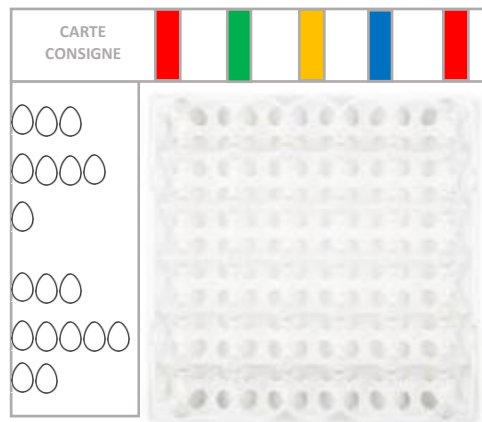
Distribute a tray to each child and provide them with all the eggs in a basket or box.

Give them an instruction sheet.

Check with each child the correctness of their composition.

Promote their expression.

DOUBLE ENTRY TABLE 1



- **AGE** From 4- 5 years.

- **EDUCATIONAL GOALS**

Learn to use a double entry table and use two simple ways

- **WHAT YOU NEED**

Create several instruction sheets: some for the columns with strips or stickers corresponding to the colors of the eggs, others for the rows with eggs with a line of 1. One or more trays.

- **HOW TO PLAY**

In small groups of 4 children.

Prepare a tray and place the cards along the rows and columns.

If the children are not used to using the double entry table, explain how it works and do it with them.

Check with them and promote their expression.

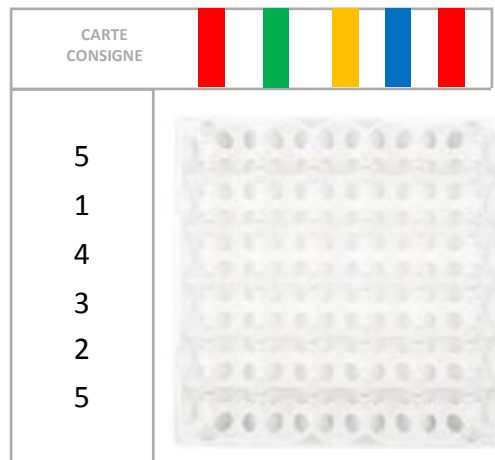
- **EXTENSION**

In groups of 4 children.

When the children are familiar with using the double entry table, hand out a tray to each child, the different instruction sheets and let them, form the table independently.

Then check with each of them the accuracy of the table. Encourage expression.

DOUBLE ENTRY TABLE 2



- **AGE** From 5 year.

- **EDUCATIONAL GOALS**

Know how to read numbers and represent quantities.

Learn to use a two-way table and use two ways, one of which is paid.

- **WHAT YOU NEED**

Create different instruction sheets: some for the columns with strips or stickers corresponding to the colors of the eggs, others for the rows with numbers from 1 to 5 in black.

One or more trays.

- **HOW TO PLAY**

In small groups of 4 children.

Prepare a tray and place the cards along the rows and columns.

If the children are not used to using the double entry table, explain how it works and do it with them.

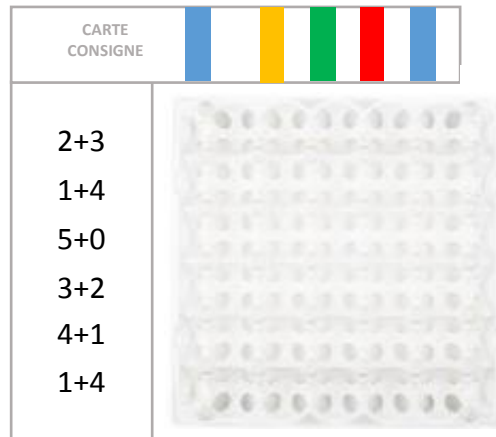
Check with them and promote their expression.

- **EXTENSION**

When the children are familiar with using the double entry table, hand out a try to each child, the different instruction sheets and let them, form the table independently.

Then check with each of them the accuracy of the table. Promote their expression.

DOUBLE ENTRY TABLE 3



- **AGE** From 5 year.

- **EDUCATIONAL GOALS**

Know how to read numbers and represent quantities.

Manipulate the different constructions of quantity 5.

Learn to use a double entry table and think in two ways one with the + sign.

- **WHAT YOU NEED**

Create different instruction sheets: some for the columns with strips or stickers corresponding to the colors of the eggs, others for the rows with the different constructions of the number 5.

One or more trays.

- **HOW TO PLAY**

In small groups of 1 to 4 children.

Previously, the children worked on the notion of complement of the number. (See the details of the files N° 8 and N° 9).

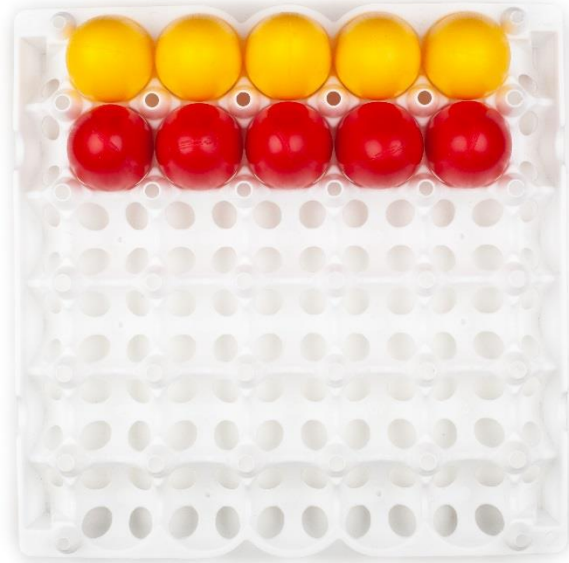
Prepare a tray and place the cards along the rows and columns.

If the children are not used to using the double entry table, explain how it works and do it with them.

- **EXTENSION**

When the children are familiar with using the double entry table, hand out a try to each child, the different instruction sheets and let them, form the table independently.

Then check with each of them the accuracy of the table. Promote their expression.

LEARN TO COUNT UP TO 5

- **AGE** From 5 year.

- **EDUCATIONAL GOALS**

Learn to count to 5.

- **WHAT YOU NEED**

Prepare 5 red eggs, 5 green eggs, 5 blue eggs, 5 yellow eggs.
One tray.

- **HOW TO PLAY**

In small groups of 1 of 4 children.

Place a tray in the middle of the table vertically to have rows of 5 and a basket with the eggs prepared for the session.

Ask the children to place the eggs, collecting them by color on the tray.

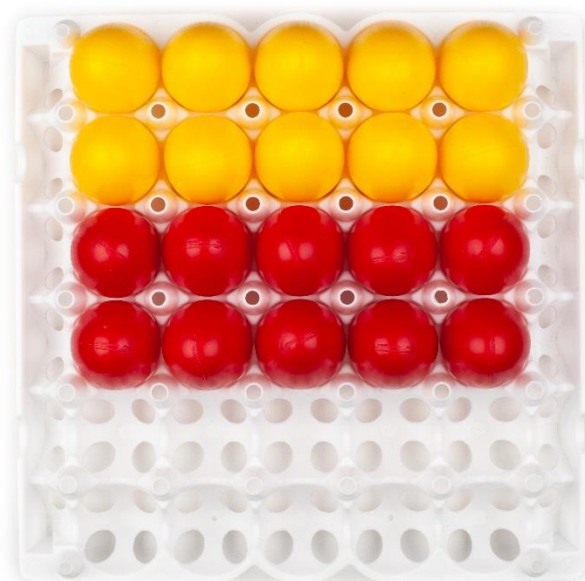
Let them try, then help them. When the tray is full, ask the children to comment on what they see, and then ask them to count the red, green, yellow and blue eggs.

- **EXTENSION**

In small groups of 4 children.

Distribute a tray (vertical direction) to each children and ask them to place 5 eggs of the same color in each row.

Place the tray horizontally, you can put 6 eggs in each row and learn to count to 6.

LEARN TO COUNT UP TO 10

- **AGE** From 5 year.

- **EDUCATIONAL GOALS**

Learn to count to 10.

- **WHAT YOU NEED**

Prepare 10 red eggs, 10 green eggs, 10 yellow eggs.

One tray.

- **HOW TO PLAY**

In small groups of 4 or 6 children.

Place a tray in the middle of the table vertically to have rows of 6 and a basket with the eggs prepared for the session.

Ask the children to place the eggs, collecting them by color on the tray.

Let them try, then help them. When the tray is full, ask the children to comment on what they see, and then ask them to count the red, green, yellow and blue eggs.

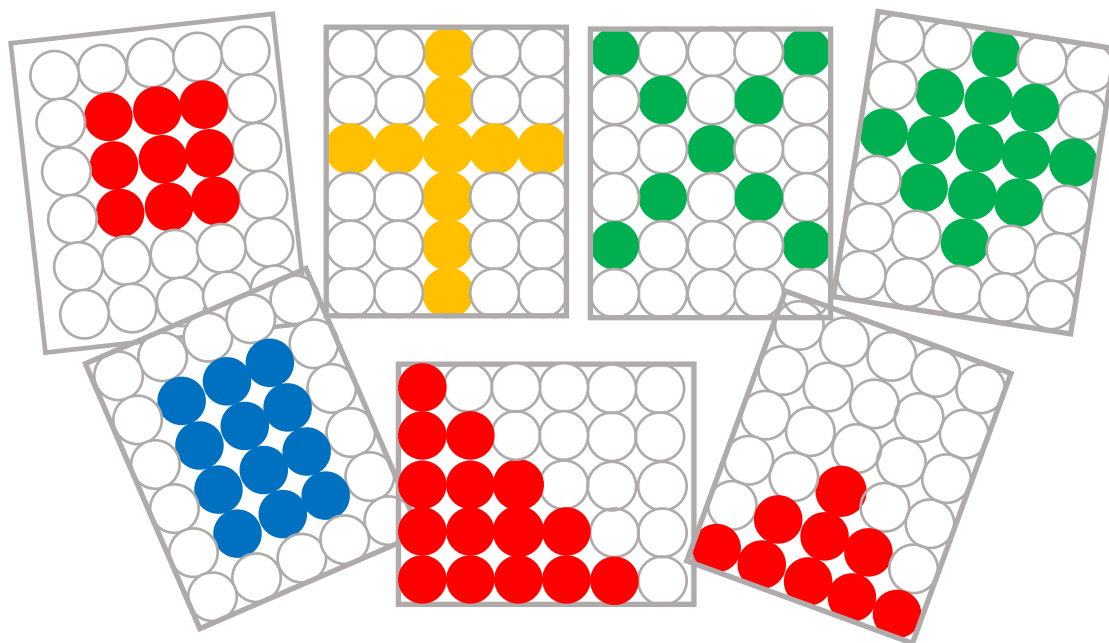
- **EXTENSION**

In small groups of 4 children.

Distribute a tray (vertical direction) to each children and ask them to place 10 eggs of the same color in each row.

Depending on the maturity of the children, we can continue further by approaching the notion of a multiple of 10: « I put 10 red eggs three times ».

GEOMETRIC SHAPES



- **AGE** From 5 year.

- **EDUCATIONAL GOALS**

Learn some simple geometrical shapes.

- **WHAT YOU NEED**

Create 7 cards, by sticking round stickers for example, to represent: square, rectangle, triangle, rhombus...

Prepare up to 4 trays and all the eggs in a basket.

- **HOW TO PLAY**

In small groups of 4 up to 6 children.

Place a tray in the middle of the table and a card representing first the square.

Ask the children to place the eggs to reproduce that figure. Help them if necessary and ask them to name this geometric shape.

Ask them to reproduce the same shape in another colour.

- **EXTENSION**

In small groups of 4 children

Once the square is known, repeat the session with the other geometric shapes.

Then distribute a tray and a card to each child and ask them to reproduce it with the eggs.

Ask them to name the shapes reproduced and encourage their comments.

GAME OF THE MERCHANT



- **AGE** From 5 year.

- **EDUCATIONAL GOALS**

Encourage exchanges and develop expression.

Create mathematical situations. Use term-to-term matching.

Imitate to understand.

- **WHAT YOU NEED**

Create a grocery corner giving children the trays filled with eggs that they have previously sorted by colour.

Make shopping lists showing the colour and number of eggs.

- **HOW TO PLAY**

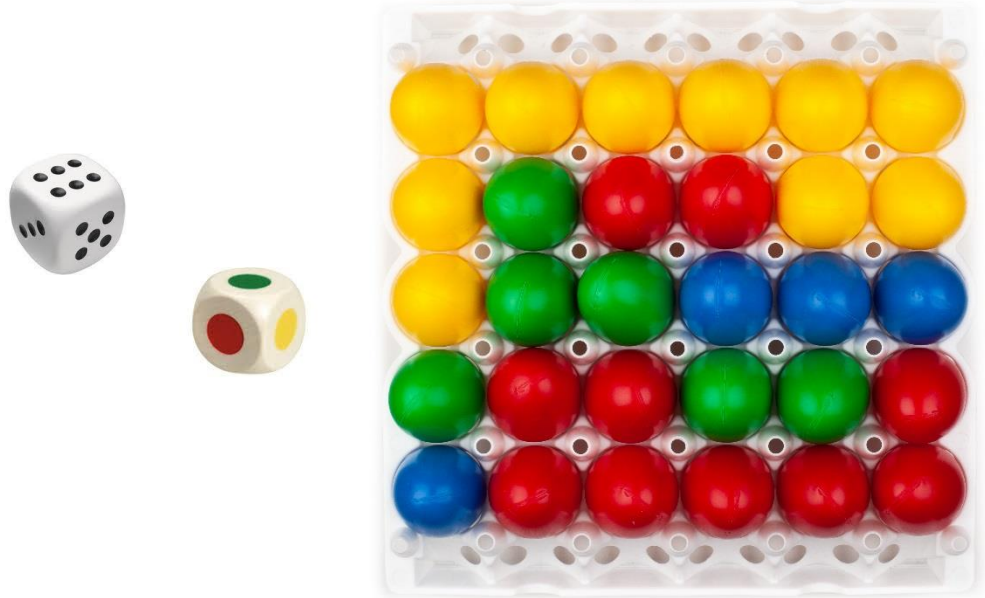
With their list, the children will do their shopping, either by choosing the eggs presented themselves, or by asking a merchant, named after the beginning of the game, to choose the products requested. Check carefully with them the conformity of their purchase with their list.

- **EXTENSION**

For older children, add a coloured sticker that shows the price of the egg.

Distribute to children a wallet filled with tokens of the same colour. This will add a mathematical aspect to the trading game, as the children have to calculate the number of chips corresponding to the number of eggs purchased. Check with them the correctness of the payment

BOARD GAME: « TITO'S EGGS »



- **AGE** From 4 yers.

- **EDUCATIONAL GOALS**

Learn to play together.
 Understand and apply a board game rule.
 Know how to read the instructions for 2 dice.
 Use strategies.

- **WHAT YOU NEED**

Prepare the 4 trays and all the eggs in a basket or box.
 1 die from 1 to 6 and one die with colours.

- **HOW TO PLAY**

For 4 players
 Distribute a tray to each player and provide them with the basket containing all the eggs.
 Each in turn, the children roll the 2 dice and complete their board with the corresponding eggs. The first player that completes the board wins.

- **EXTENSION**

We can only use the number die but use only the color die would be tedious and would lengthen the game too much.
 For older children, the rule can be complicated by asking, for example, to fill one row before moving on to the next.