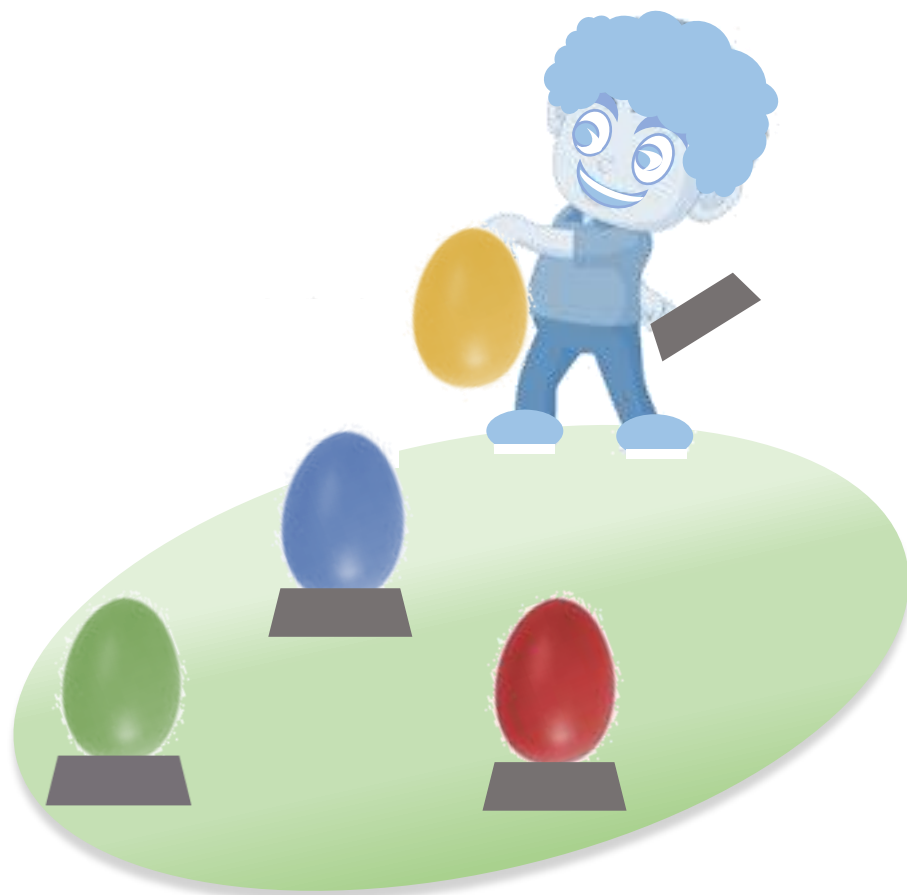


# OUTDOOR LOGIC GAME MAXI EGGS



## INTRODUCTION

The shape of the egg and its smooth surface attracts the touch, the desire to manipulate and play. Do not forget that it is a universal symbol of perfection and life.

In large size, equipped with a base, it immediately becomes an object of motor skills that can be used in a large space like the courtyard.

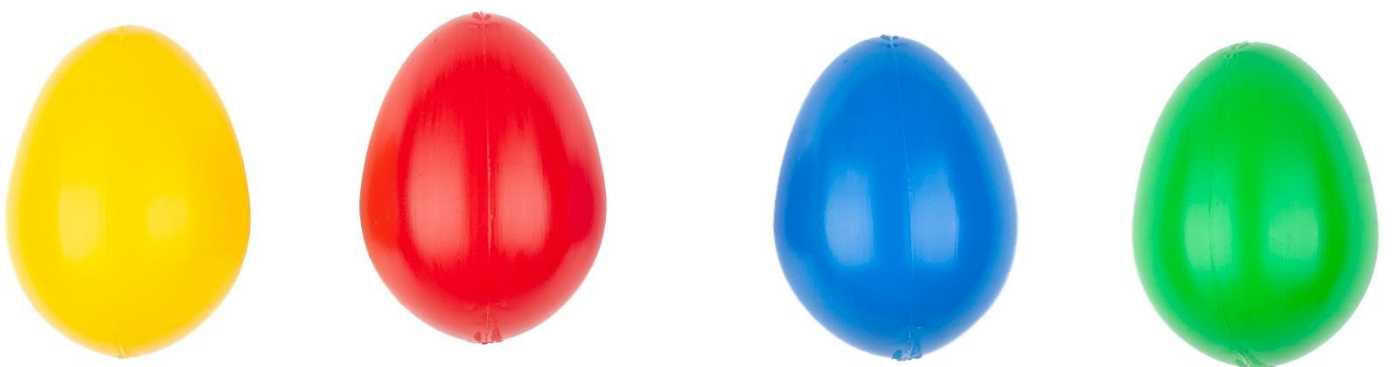
The eggs, made of resistant plastic, come in two sizes, 30 and 17 cm high and 4 colours, with plastic bases.

Renewing activities in the courtyard, but also in an indoor area during rainy days, this equipment allows a large variety of activities.

The included instructions allow to exploit this attractive and original material with both educational activities and playful games.

Developing their global and fine motor skills, children learn to play in team and respect rules, always with great fun!

Children can also be offered more cognitive activities, that will improve sense of observation, deduction, recognition of colours, shapes, sorting from one to three criteria, alternations, counting...












# INDEX

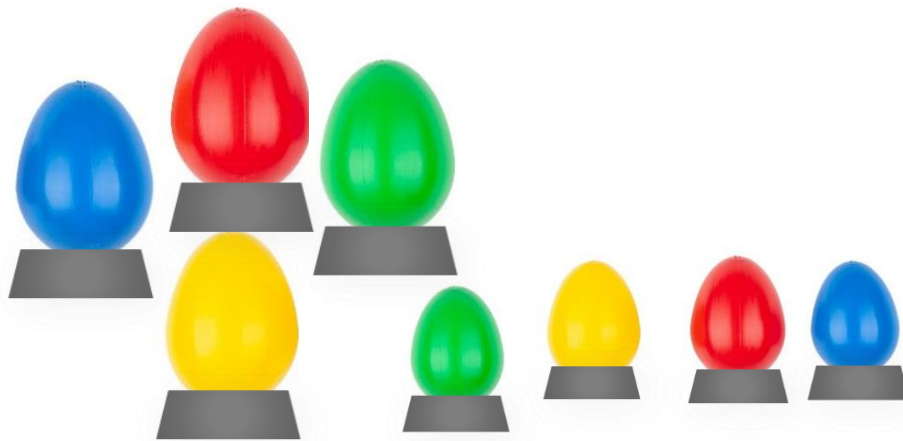
<b>INTRODUCTION</b>		p 2
<b>INDEX</b>		p 3
<b>COMPOSITION OF THE GAME</b>		p 4
<b>ACTIVITIES</b>		
<b>DISCOVERY ACTIVITIES</b>		
▪ Discovery of the material	SHEET N°1	p 5
<b>COORDINATION ACTIVITIES</b>		
▪ Basket game	SHEET N °2	p 6
▪ Bowling game	SHEET N °3	p 7
▪ Hoops game	SHEET N ° 4	p 8
<b>STRATEGY ACTIVITIES</b>		
▪ Tic-tac toe game	SHEET N°5	p 9
<b>GAME OF THE COURTYARD</b>		
▪ Postman’s game	SHEET N°6	p 10
▪ Statues game	SHEET N°7	p 11
<b>TEAM ACTIVITIES</b>		
▪ The harvest	SHEET N°8	p 12
▪ Pass the ball	SHEET N°9	p 13
<b>MOTOR ACTIVITIES</b>		
▪ Gates	SHEET N°10	p 14
▪ The slalom	SHEET N°11	P 15
<b>OBSERVATION ACTIVITIES</b>		
▪ Kim game	SHEET N°12	P 16
▪ Eggs and colours	SHEET N°13	P 17
▪ Eggs and shapes	SHEET N°14	p 18
▪ Guessing characters	SHEET N°15	p 19
▪ Stickers models	SHEET N°16	p 20

# CONTENTS

The material consists of twenty-four eggs in 4 colours and two sizes: 30 cm and 17 cm in height + 24 bases.

H :30 cm				
	X 3	X 3	X 3	X 3
H :17 cm				
	X 3	X 3	X 3	X 3
L : ? cm l : ? cm				
	X 24			

## 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 bases and the eggs on a carpet, for example.

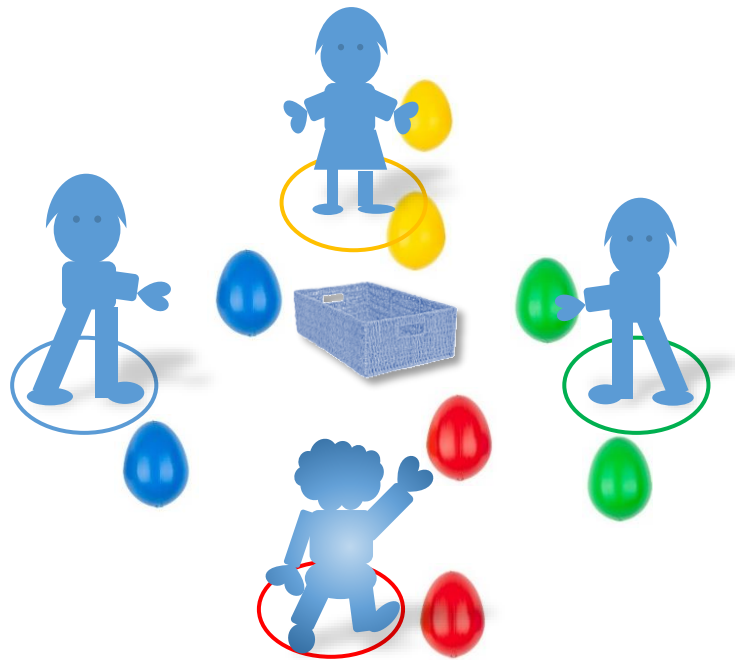
- **HOW TO PLAY**

Let the children discover the material and get acquainted with eggs and bases.

This first step of free discovery is important because children will always show an interest in this new material, including sorting it. If sorting does not come spontaneously, you can ask to sort by size or by colour.

When the spontaneous discovery has reached its limits and children don't know what to do with the material, it will be time to introduce other activities.

## BASKET GAME



- **AGE** From 2 years

- **EDUCATIONAL GOALS**

Development of coordination  
Learn to play together, in team.  
Language improvement

- **WHAT YOU NEED**

In the courtyard, prepare 3 baskets and 12 eggs, of large size if you want to make the throw work with 2 hands or of small size if you want to work the throw with one hand.

- **HOW TO PLAY**

For 3 teams of 4 children.

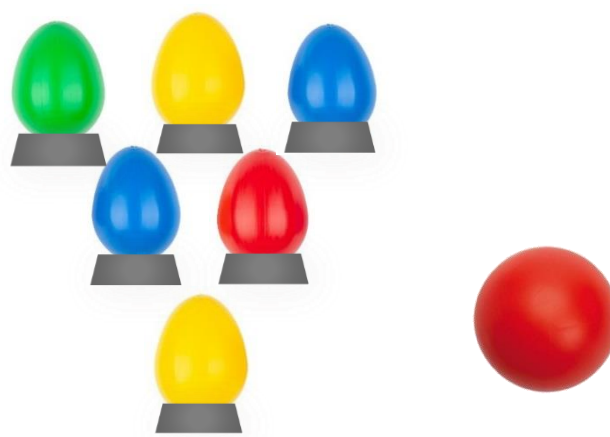
Place a basket in the centre of the courtyard. A team of 4 children will be around it and at a reasonable distance from it. Distribute to each child 2 eggs of the same colour: 2 blue, 2 yellows, 2 greens, 2 red.

Ask them to throw, each in turn, the eggs in the basket. The first who throws the 2 eggs inside the basket wins.

- **EXTENSION**

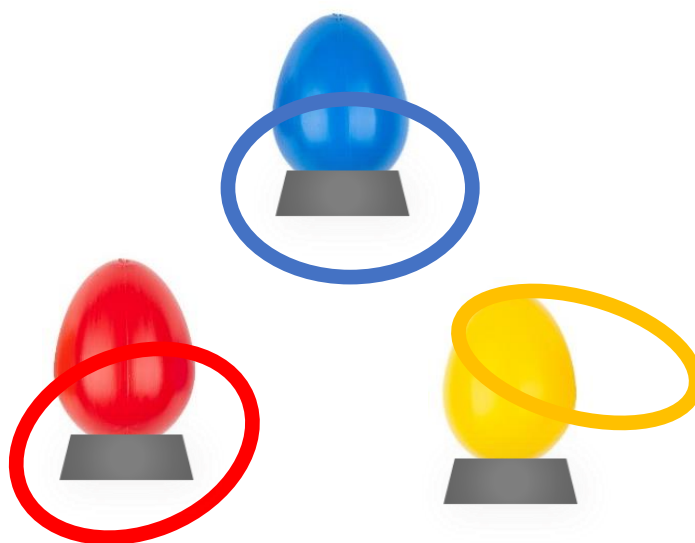
- The tournament: the first of each team will be able to compete in a final.
- Classroom workshop: a drawn representation of the activity experienced in the courtyard for the older ones and in any case a language activity for all.

## BOWLING GAME



- **AGE** From 2 years
- **EDUCATIONAL GOALS**  
Development of coordination  
Learn to play together, in team.  
Language improvement
- **WHAT YOU NEED**  
In the yard, prepare 4 sets of bowling consisting of 6 large eggs no matter the colour that will be placed on their base and 4 balls.
- **HOW TO PLAY**  
For 4 teams of 3 children.  
Each team of 3 children is placed in front of a bowling game. Each in turn, they will throw the ball and try to drop the maximum number of eggs. We can work with the older ones to establish a score. The team that gets the highest score, wins.  
We can start the throw several times and determine the number of tries before the game.  
Don't forget to ask each child and after each throw to put the game back in place.
- **EXTENSION**
  - The tournament: the first of each team will be able to compete in a final.
  - Eggs throwing game: place the eggs on a table with their supports. Children will have to throw a ball and drop as many eggs as possible.
  - Classroom workshop: a drawn representation of the activity experienced in the courtyard for the older ones and in any case a language activity for all.

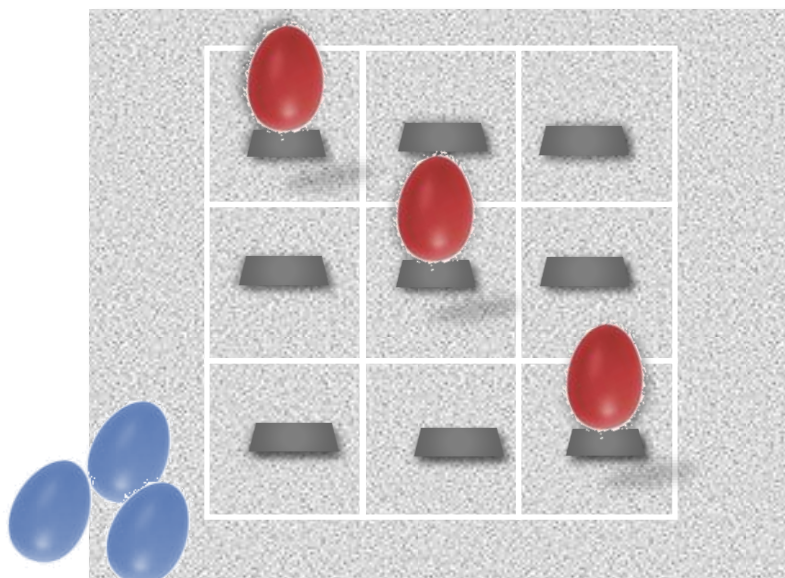
## HOOPS GAME



- **AGE** From 3 ans
- **EDUCATIONAL GOALS**  
Development of coordination  
Learn to play together, in team.  
Language improvement
- **WHAT YOU NEED**  
In the yard prepare 4 games (or more if desired) consisting of 3 large eggs on their base, 3 small hoops of the same colour of the eggs if possible.
- **HOW TO PLAY**  
For 4 teams of 3 children.  
Each team of 3 children is placed in front of a game. Each in turn, they will throw the 3 small hoops around the egg without dropping it. We can work with the older ones to establish a score. The team that gets the highest score, wins.  
Don't forget to ask each child and after each throw to put the game back in its original place.
- **EXTENSION**
  - The tournament: the first of each team will be able to compete in a final.
  - Classroom workshop: a drawn representation of the activity experienced in the courtyard for the older ones and in any case a language activity for all.



## TIC-TAC-TOE GAME



- **AGE** From 4 / 5 years

- **EDUCATIONAL GOALS**

Development of the sense of observation and the strategic spirit.  
Learn to play in team.

- **WHAT YOU NEED**

In the yard, draw 4 to 6 grids of 9 squares. If you wish the bases can be enough to delineate the 9 spaces.

For each grid: 6 large eggs of 2 different colours and 6 bases.

- **HOW TO PLAY**

For 6 teams of 2 children.

Place 2 children in front of each grid, each with 3 eggs of the same colour.

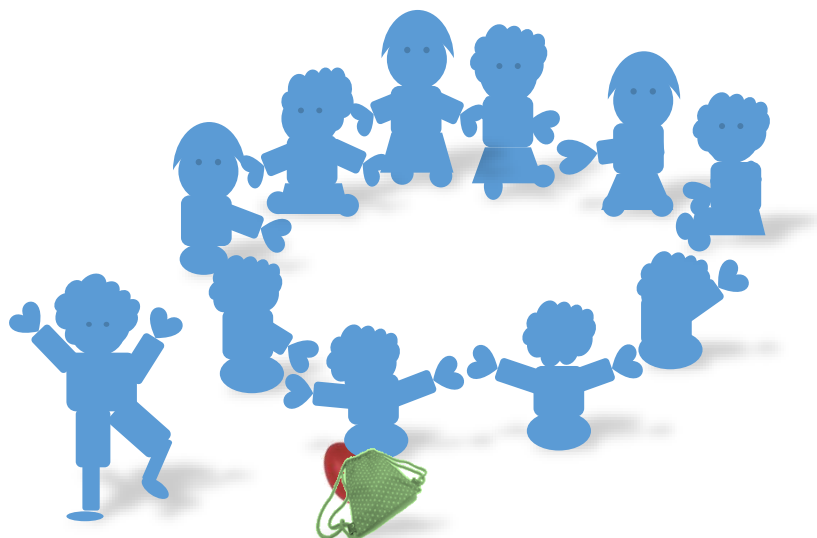
Explain to the children the rule of the game: align their 3 eggs of the same colour either on a line, a column or "cross". Be careful, the competitor will try to win by preventing the other from lining up his 3 eggs. The first one who succeeds wins.

- **EXTENSION**

It is possible to make a tournament: the first of each team will be able to compete in a final.

It is possible to make the same activity in class with the small eggs.

## POSTMAN'S GAME



- **AGE** From 3/4 years

- **EDUCATIONAL GOALS**

Observation and attention development

Understand and respect a rule.

Learn how to make a round.

Learn to play together.

- **PREPARATION EQUIPMENT**

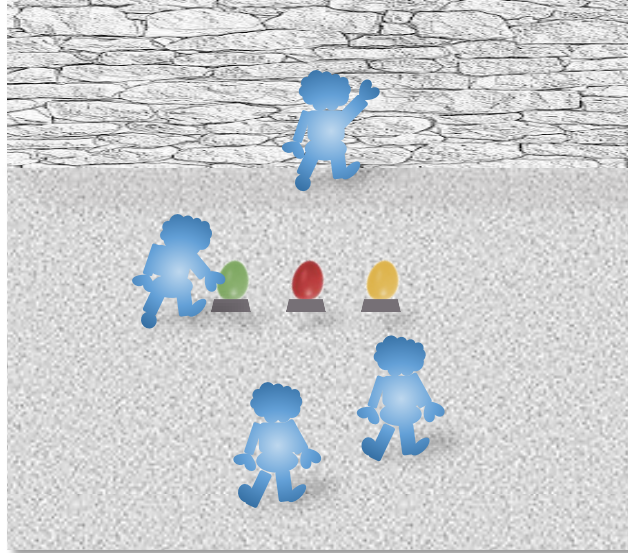
Take a canvas bag and place a small egg inside.

- **HOW TO PLAY**

In the courtyard for the whole class or in groups of 12 children. Take as many bags as necessary, depending on the number of rounds.

Make a round with the children and sit on the floor.

Name a first postman who will go around the round and, with as much discretion as possible, will put the bag behind a child without being noticed. If the child notices him, he must try to catch up with the postman before he sits in his place in the round. He then becomes the new postman and the game starts again.

**STATUES GAME**

- **AGE** From 3 years

- **EDUCATIONAL GOALS**

Learn to walk without making noises  
Understand and respect a rule.  
Learn to play together

- **WHAT YOU NEED**

In the courtyard place 3 big and 3 small eggs on their base in front of a wall.

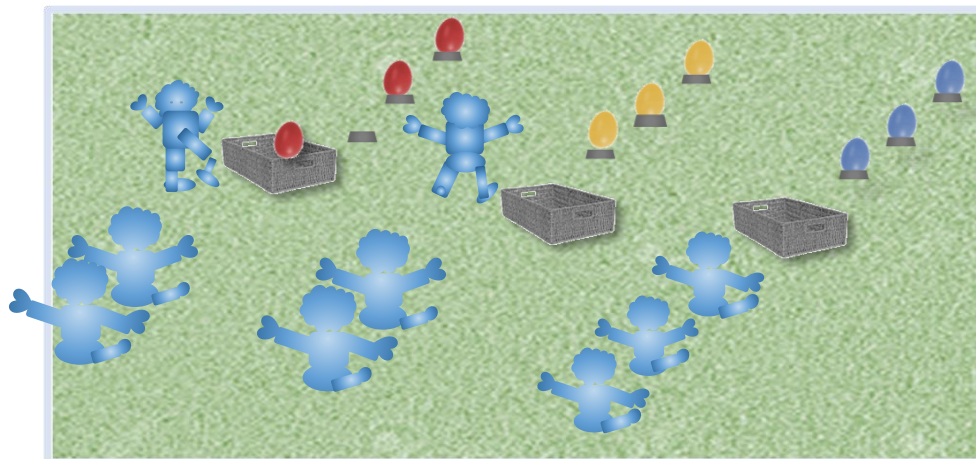
- **HOW TO PLAY**

In groups of a dozen children.

A child starts out as the "Curator" (It, Granny, Pooh, etc.) ...

The Curator turns its back to the field, and the "Statues" attempt to race across and pick up an egg.

Whenever the Curator turns around, the Statues must freeze in position and hold that for as long as the Curator looks at them.

**THE HARVEST**

- **AGE** From 3 years

- **EDUCATIONAL GOALS**

Learn to play together  
Understand and respect rules.

- **WHAT YOU NEED**

For 3 teams of 3 children.

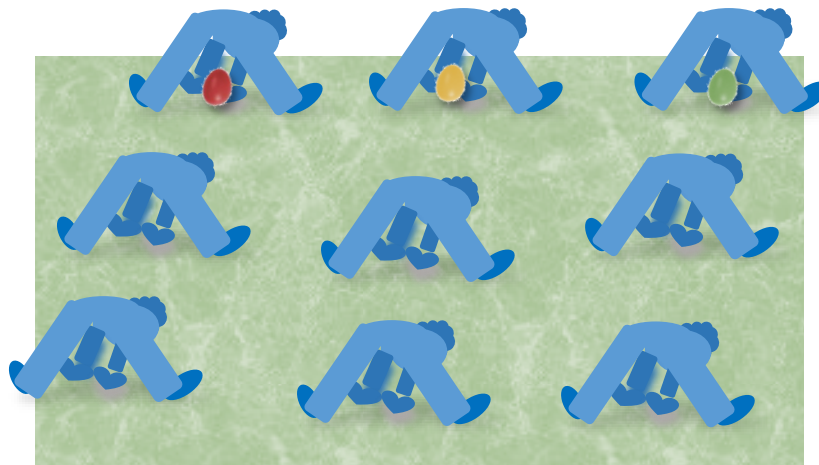
For each team, place in the yard 3 big eggs of the same colour, 3 bases and a basket.

- **HOW TO PLAY**

3 children have to sit down in front of each basket. Each in turn and as soon as possible, the children must pick up 1 egg and place it in the basket. The winning team is the one that places all its eggs first. The distance between the baskets will be adjusted according to the age of the children.

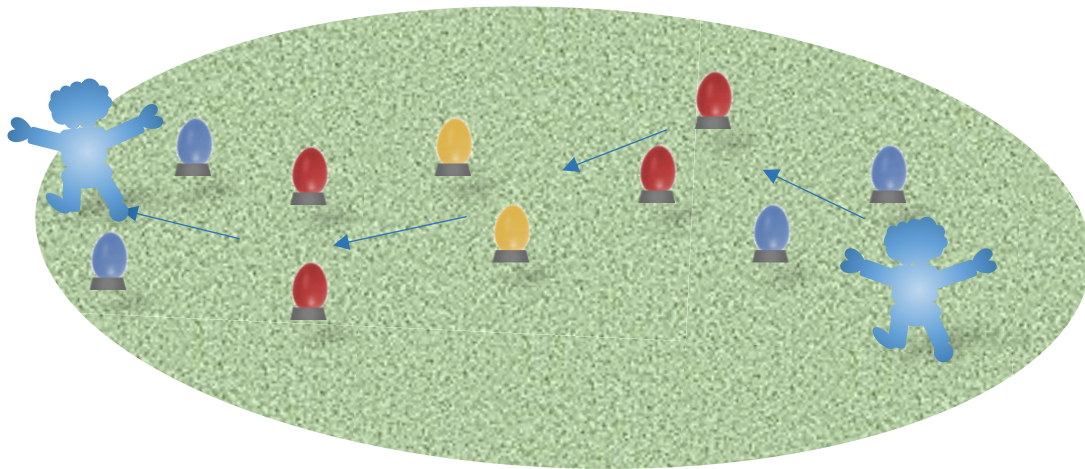
- **EXTENSION**

It is possible to make a tournament: the first of each team will be able to compete in a final.

**PASS THE BALL**

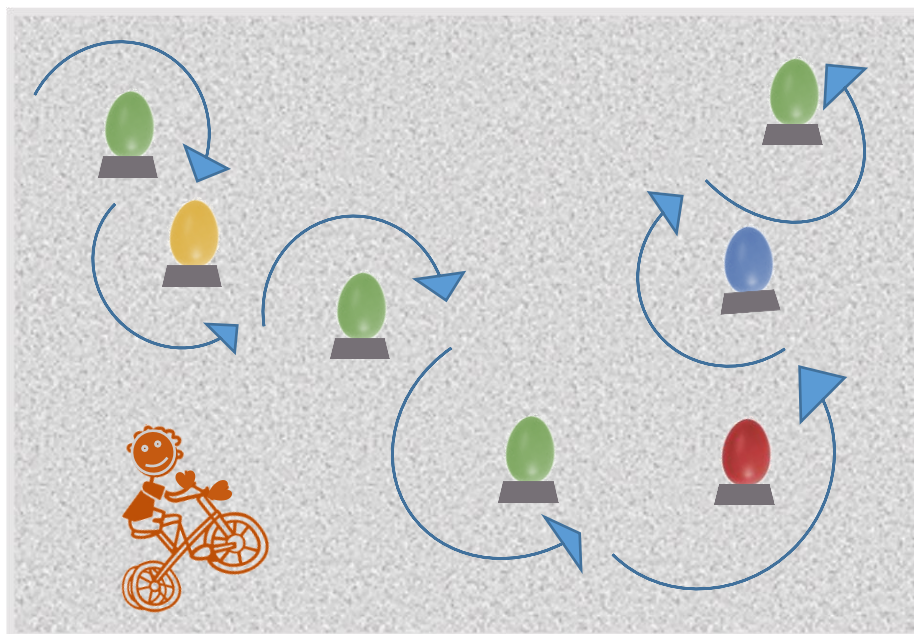
- **AGE** From 3 years
- **EDUCATIONAL GOALS**  
Learn to play together.  
Understand and respect rules.  
Motor skills development.
- **PREPARATION OF THE MATERIAL**  
For 3 teams of 3 children: 3 eggs, small or large depending on the abilities of the children.
- **HOW TO PLAY**  
In team: children are aligned, legs apart, leaning forward.  
The goal of the game: push the egg from the first child to the third child, between the legs without dropping it. The winning team is the fastest that never drops the egg down.
- **EXTENSION**  
It is possible to make a tournament: the first of each team will be able to compete in a final.

## GATES



- **AGE** From 3 years
- **EDUCATIONAL GOALS**  
Motor skills development  
Exercice speed.
- **PREPARATION OF THE MATERIAL**  
In the courtyard, install doors symbolized by two large eggs of the same colour on their base.  
The number of gates will depend on the room available and the age of the children.
- **HOW TO PLAY**  
Children take turns running along the path, previously outlined through the gates.
- **EXTENSION**  
We can vary the configuration of the path infinitely, and make them more or less complex.  
The run can be done:
  - on one foot, in small steps, on tiptoe, hopping,
  - with or without object in the hands, on the head...

## THE SLALOM



- **AGE** From 3 years
- **EDUCATIONAL GOALS**  
Motor skills development  
Exercice speed.
- **WHAT YOU NEED**  
In the courtyard creates a more or less difficult and sinuous path, using eggs on their bases.
- **HOW TO PLAY**  
After determining the start and finish, each turn, the children start with their tricycle and have to slalom between the eggs, sometimes bypassing the left, sometimes right the different plots of the course. This is a difficult activity that will eventually allow to have a good benchmark in the space.
- **EXTENSION**  
It is possible to vary the kind of path and the kind of locomotion (bike, scoter...)



**KIM GAME**

- **AGE** From 3 years

- **EDUCATIONAL GOALS**

Développer le sens de l'observation et la mémoire visuelle.  
Se familiariser avec les couleurs et les tailles.  
Favoriser l'expression.

- **PREPARATION OF THE MATERIAL**

Choisir 3 gros œufs (30 cm) de couleurs différentes et leur socle.

- **HOW TO PLAY**

Par groupe de 5 à 6 enfants.

Placer les œufs sur leur socle. Demander aux enfants de bien regarder les œufs placés devant eux, puis leur demander de se retourner. Substituer un œuf. Demander aux enfants de regarder et de nommer l'œuf manquant, en l'occurrence la couleur.

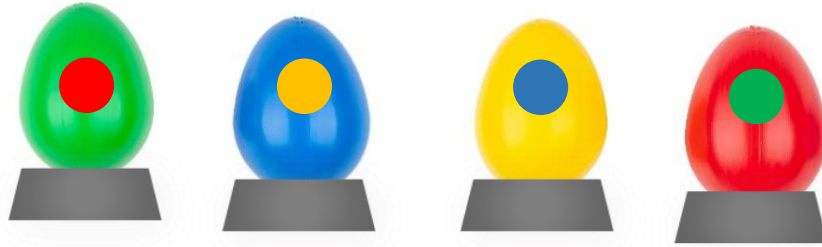
- **EXTENSION**

Plusieurs manières de complexifier le jeu en fonction de l'âge ou de la maturité des enfants :

1. Augmenter le nombre d'œufs de grande taille, en mélangeant les couleurs.
2. Choisir 3 petits œufs et de couleurs différentes.
3. Augmenter le nombre d'œufs de petite taille, en mélangeant les couleurs.
4. Mélanger la taille, le nombre et la couleur des œufs.



## EGGS AND COLOURS



- **AGE** From 3 years

- **EDUCATIONAL GOALS**

Development of the sense of observation

Know how to identify and name a 2-criteria object

Learn to sort according to 2 criteria

Learn colours

Promote language and verbal exchange

- **WHAT YOU NEED**

Place a large coloured sticker, if possible repositionable, on 24 large eggs if you want to play in the yard, and on 24 small eggs if you want to play in the class. See sheet n° 16 for models to match stickers on eggs.

In the yard: place the eggs on their base on several rows randomly.

- **HOW TO PLAY**

In teams of 6 children placed in front of the rows of eggs.

1st game: Sort the eggs, either by egg colour or by colour of the sticker.

Game 2: Sort the eggs in an identical pair.

Game 3: Sort the eggs according to two criteria: egg colour and sticker.

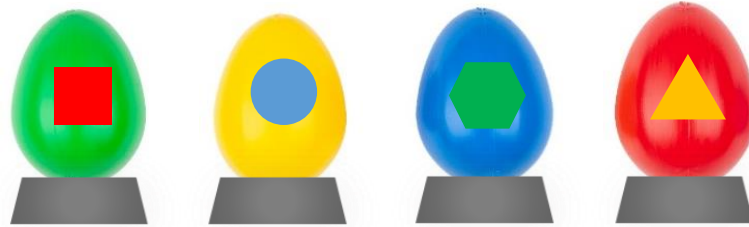
- **EXTENSION**

Intruder game: install in front of each team of 4 children, 3 eggs of different colours but with the same colour of sticker and an egg with a different coloured sticker.

The goal is to guess the intruder egg and name it.

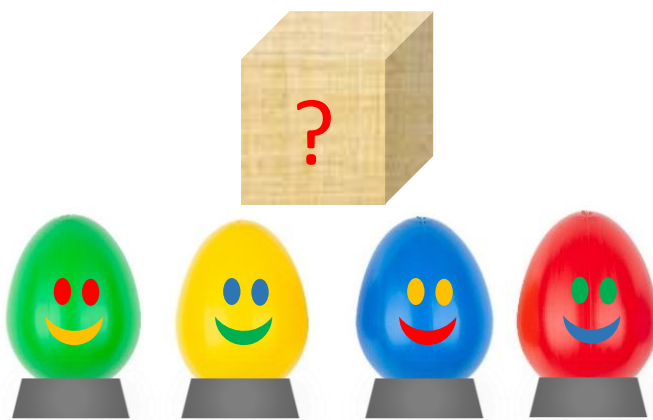
The activity can be complicated by increasing the number of eggs or/and the number of intruders.

## EGGS AND SHAPES



- **AGE** From 3 years
- **EDUCATIONAL GOALS**  
 Development of the sense of observation  
 Know how to identify and name a 2-criteria object  
 Learn to sort according to 2 criteria  
 Learn colours and shapes  
 Promote language and verbal exchange
- **PREPARATION OF THE MATERIAL**  
 Place a large coloured sticker, if possible repositionable, on 24 large eggs if you want to play in the yard, and on 24 small eggs if you want to play in the class. See sheet n° 16 for models to match stickers on eggs.  
 In the yard: place the eggs on their base on several rows randomly.
- **HOW TO PLAY**  
 In teams of 6 children placed in front of the rows of eggs.  
 1st game: Sort the eggs, either by egg colour or by the shape of the gum.  
 2nd game: Sort the eggs in an identical pair.  
 3rd game: Sort the eggs according to 2 criteria: egg colour and gum shape.
- **EXTENSION**  
 Intruder game: install in front of each team of 4 children, 3 eggs of different colours but with the same shape of sticker and an egg with a different shape of sticker.  
 The goal is to guess the intruder egg and name it.  
 The activity can be complicated by increasing the number of eggs or/and the number of intruders.

## GUESSING CHARACTERS

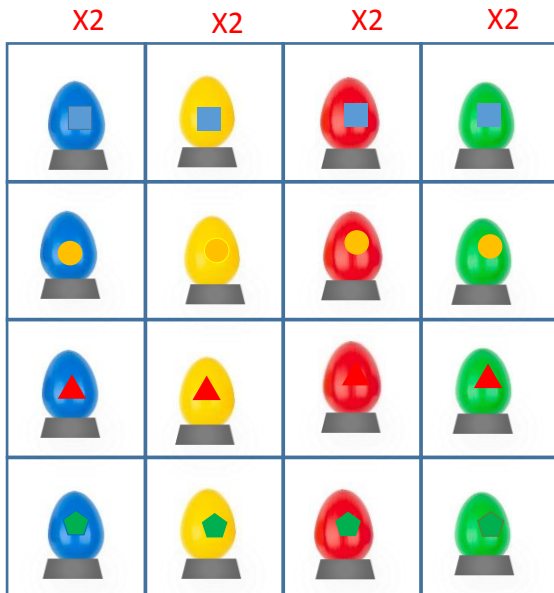


- **AGE** From 3 years
- **EDUCATIONAL CHARACTERS**  
Approach 3-criteria sorting.  
Development of observational skills.  
Develop your spirit of deduction.  
Promote language and verbal exchange
- **PREPARATION OF THE MATERIAL**  
Place at least 4 different eggs on their base. Choose one more egg, identical to one of them and hide it under a box.
- **HOW TO PLAY**  
For a group of 6 children.  
Once the egg is hidden from view, the children facing the eggs on their base will have to ask questions to guess what is the egg under the box: Is it red? Does it have blue eyes? Does it have a yellow mouth?... At each adult response, the children remove the egg or eggs that do not match.  
In the end, we check that the only egg left on its base is the same as the one hidden under the box.
- **EXTENSION**  
Sorting activities can of course be offered with character eggs, including double-entry tables.

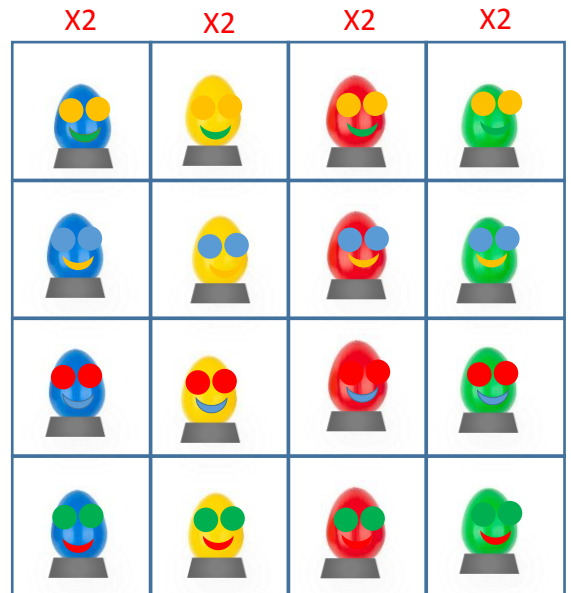
STICKERS MODELS



Colour stickers



Shapes stickers



Characters stickers