

My works

RULES

The game is meant for
children of 3 to 7 years of age.

The set includes:

8 puzzles of "works"

32 pieces of "tools"

32 pieces of "outcomes"

Tools

Works

Outcomes



The Game helps the little ones to understand the purpose of things and tools, analyze the possibilities of actions and the likely outcomes of various activities, gain social experience and develop language skills.

While playing children create stories about particular works performed in the garden, on a farm, in the library, a workshop or elsewhere through their experience and observation, and by analyzing pictures learn, which tools are used for specific activities and what outcomes can be achieved by doing so. Thus, the little “workers” learn to analyze, summarise and structure information.

Each player chooses a picture of “works” he likes and creates a story collecting tools (a spade, tongs, pens, etc.) into the empty fields on the left, and the activity outcomes (the grown tomatoes, a made nesting-box, a baked cake, etc.) – on the right.



If children are playing in groups, each player chooses the fields of the game and the leader takes small pieces of the puzzle describing the thing on the picture, for example:

“it’s a tool of metal and wood,
you can dig with it, etc.”,



“it’s a vegetable, it’s red and
you can eat it uncooked”.



The player, who guessed, gets this piece of the puzzle and puts it into the empty field. They play until all fields are covered. These are the rules suggested by the authors of the game. But they are not compulsory.

This game provides area for expressing unlimited fantasy of children, their parents and teachers. Invite children to create their own rules. Suggest them (without urging) your ideas and play together.