

BABY SILHOUETTE

The game contains 10 silhouette puzzles and 10 shaped tiles. The child creates associations between two parts of the same image by putting the puzzle pieces together, then connecting the shaped elements with those in silhouette. Once they have found the matching silhouette, the child positions the corresponding shape.

Through the game activities, children discover the environment and the shape of objects, and learn to classify them. They also refine their visual perception, making associations on the basis of the appearance of the shapes. These skills allow them to train primarily their visual-spatial intelligence and bodily-kinaesthetic intelligence.



Further Information and Tips

The game activity allows the children to make comparisons and to recognise non-typical shapes in silhouette. This activity will be simpler when the shape is coherent and within the observer's grasp. For example, it will be easier for a child to recognise the shape of a teddy bear or a ball, because these items are familiar to them.