

ANIMAL Families

Montessori

Made from safe, sturdy card, this game encourages several different abilities, including manual dexterity, self-confidence and logical thought.



SKILLS

- Touch and manual dexterity
- Fine motor skills
- Hand-eye coordination
- Early logical associations

MONTESSORI METHOD **SHAPE-MATCHING BOARDS**

This game is based on Maria Montessori's puzzle boards which were originally developed by French educationist Séguin and later adapted by Montessori for a different purpose. It usually comprises a number of wooden shapes which slot into matching recessed shapes on a board, giving it a self-correcting quality. The purpose of the activity is to encourage children to compare shapes through observation and manipulation.

The shapes also come in different sizes to allow them to be sorted by size. Animal Families is a further evolution of the original sensory game, stimulating manual dexterity and visual perception through independent play.

BABY ANIMALS AND THEIR MUMS

Lay the parts of the game out on the table then split them into boards on one side and puzzle pieces on the other. Show the children the six boards, pointing to the baby animal and its mummy on the big drawing while saying the name of the animal out loud.



Ask the children to assemble the puzzles by slotting each piece into the correct space, starting with the picture of the mummy.



Once these three pieces have been correctly positioned, prompt the children to see if they can find the baby to reunite with its mummy. Let them work at their own speed during the activity and only help if they are stuck, suggesting which piece to try.

