

Cognitive Development

Observation - Combination - Logical Thinking - Planning



A

hygienic plastic cards			
Materials for example	Wood	Metal	Stone
method for example			
Drilling			
Cutting			

A 133564 Matrix "Tools"

Which animals live in Africa, in the water or on the farm? Which tools can you drill with? And which on material can you use a bolt cutter? In these placement and classification games, the focus is not on winning, but on communicating and learning together. The players swap ideas about animals and their habitats or tools, materials and methods and classify the image cards accordingly. The cards (9 x 9cm) are arranged on the table in a matrix. Both of the games help to develop cognitive and linguistic skills, perception of space and positions and retentiveness.

Contents: 35 image cards and 1 set of instructions per game.

Players: 1 - 2.

Age: 3+

This game supports

- combination
- concentration
- discussion
- describing



Instructions with many game variants

B 133565

Adhesive Pads

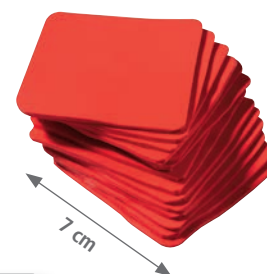
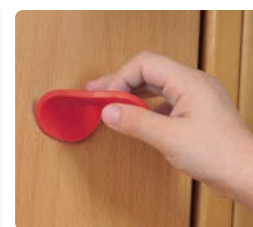
Perfect for all picture cards. Simply apply the adhesive pads, which leave behind no residue, to cupboards and blackboards etc., and then arrange the matrix cards on them. The adhesive pads can be used again and again and are easy to clean.

Dimensions: 7 x 7cm.

Material: flexible, soft plastic.

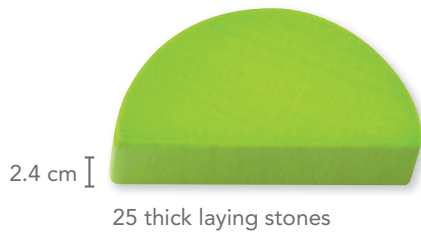


B



removable without residue

Combinatory skills



140022

Formico Layer Puzzle

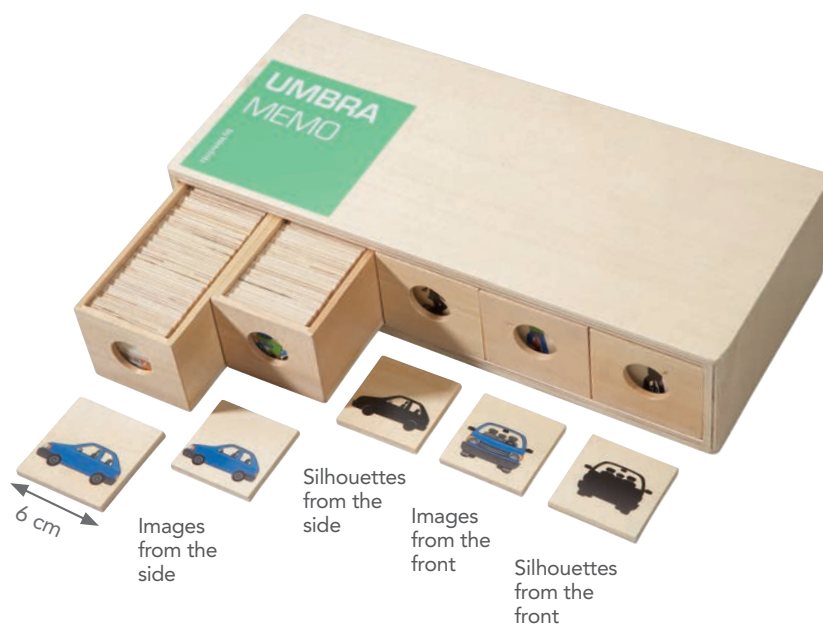
The special thing about the placement pieces is that they are not always flush with the placement board, but higher. Children can also complete the boards independently of each other or use the placement pieces for free placement of patterns or geometric shapes. Material: boards made from plywood with coloured print, beech building blocks with coloured stain.

Contents: 1 natural base, 3 placement boards (29.5 x 29.5cm each), 25 placement pieces in 9 shapes and 6 colours (smallest square 4 x 4cm, largest square 8 x 8cm).

Age: 3+

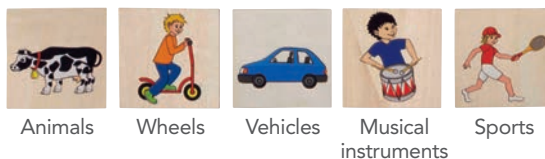


3 different puzzle boards to place on top of each other



Motives of 5 topics:

many different possibilities of combination



136899

Umbra Memo

As well as the normal picture pairs, the images are also shown as front views and as front and side silhouettes. Really tricky! So, first you need to find two matching images, then the side view of the same image and finally the front view as a silhouette. There are lots of possible combinations with different requirements. The learning element and the excitement of the game can be increased. The instructions included illustrate lots of different versions of the game, including a lottery game.

Contents: 125 memory tiles.

Dimensions: Tiles 6 x 6 cm.

Material: wood

Age: 3+

This game supports

- close observation
- combinatory skills
- memory skills
- ability of abstraction
- lots of different game combinations with different levels of difficulty



134881

Lopi

Have a closer look – where does the little snail hide? Can you see it behind all the flowers? To match the 12 lovely illustrated snails the players have to look closely. Each pair consists of an image of the snail and one image with the snail hiding behind or in something.

Contents: 24 extra big memory cards (9x9 cm), instructions

Material: Cardboard

Players: 2 - 4

Age: 3 +



Limited quantity available!



9 cm



Where does the snail with the red and yellow stripes hide?

136900

Umbra Domino

Here, players have to match the coloured image pair, as well as the coloured image and its silhouette. Game duration: Approx. 15 minutes.

Contents: Chest of drawers and 28 wooden domino tiles, instructions

Dimensions: Tiles 6 x 12 cm

Players: 2-4

Age: 3+

This game supports

- close observation
- combinatory skills
- memory skills
- ability of abstraction



cheerful animal designs



133791

Arbus Matching Game

Children get to know different trees with that matching game. The extra big illustrated picture cards show 10 common European trees – all of them show the tree with and without leaves, the leaf plus the fruit colored and as coloring template. Can be played as lotto or memory game. Instructions with different variations of the game included.

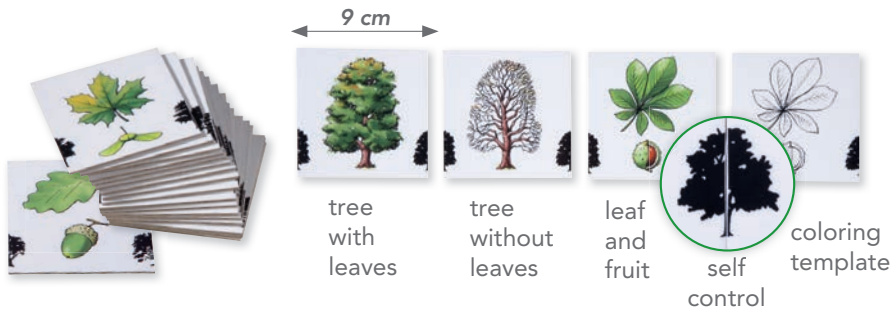
Contents: 40 big picture cards (9 x 9 cm), instructions

Material: Cardboard

Age: 4+

This game supports

- perception
- language
- memory skills



How it's done:



1. Copy photos.



2. Motives stick.



3. Cover with adhesive film and cut off protruding edges.



Also suitable for creative material.



24 large, self-adhesive cards



136922

Self-adhesive Memo

The self-adhesive and extra strong and big cardboard cards are perfect for little artists as well as for therapy for improved memory skills.

Contents: 24 self-adhesive memory cards

Material: sturdy cardboard

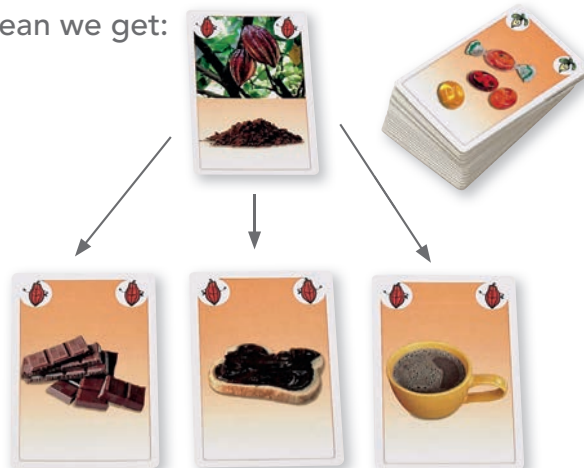
Dimensions: 9 x 9 cm

This game supports

- perception
- language
- memory skills



From the cocoa bean we get:



... chocolate ... chocolate cream ... cocoa

130505

Where do biscuits grow?

Nowadays, it isn't obvious to all children that biscuits are made from flour and that the milk for yoghurt or cheese comes from cows. This set of four teaches children, in a fun and interesting way, how foods such as chips, ketchup or salami are made. As well as explanations about the 3 game ideas and their alternative versions, the instructions also include child-friendly background knowledge about the foods in the quartet.

Description: learning game.

Players: 2-8 Time: 10-30 min

Age: 3+



131964

Look Closely!

It's all about the little differences! Only by looking closely players can find out which picture card goes with which motif on the picture board according to the task. Players can easily check whether or not they have done everything right by using the accompanying solution transparency. 6 picture motifs each of: tulips, fruit, attic, pens/screws/buttons, socks, pullover.

Contents: 6 picture boards (32 x 32cm), 54 picture cards (9 x 9cm), 1 solution transparency for checking, 1 set of instructions.

Age: 5+

This game supports

- visual perception
- concentration
- combinatory skills
- classification according to different characteristics



■ 6 picture motifs



easy self-control

Practical test in Kindergarten:

The small players were absolutely enthusiastic!

131965

Matrix Coloro

... Is an entertaining classification game for clever colour and shape combiners. The players look to see which motif card matches which target colour at the edge of the matrix and then place it on the corresponding square in the grid. It's all about combinability, not speed! Different levels of difficulty. 4 designs: cars, fish, cats, birds.

Contents: 4 boards (36 x 36cm), 64 motif cards (6 x 6cm), 1 set of instructions for play.

Players: 1 - 4.

Age: 3+

Game duration: approx. 10 minutes.

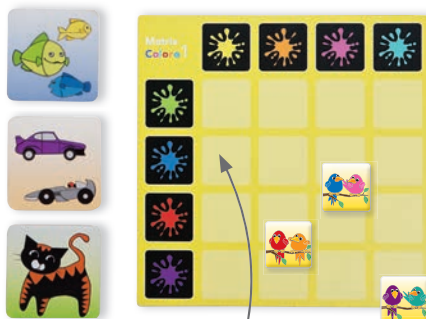
This game supports

- concentration
- perception
- combinatory skills
- logical allocation



■ 4 motive

■ Different levels of difficulty



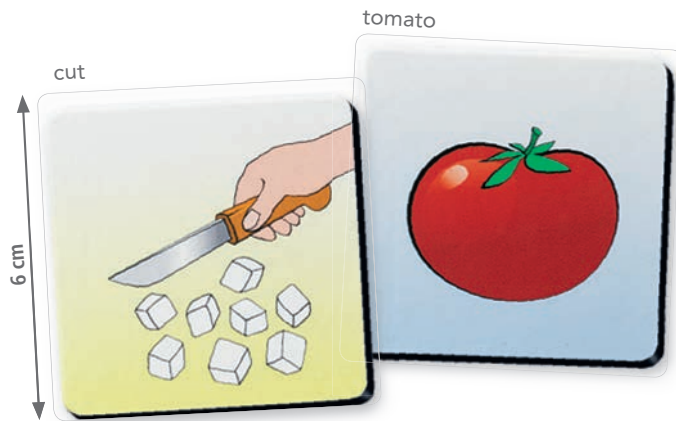
Place the card according to the combination of colors





Step by step

Action planning in the kitchen



090798 Chef

For practical use in nursery and school kitchens. The players select ingredients cards to go with a recipe and also note down quantities and measurements on rewriteable cards. Then they position the magnetic ingredients cards in order of preparation and allocate symbol cards to the activities. Cooking, baking or salad preparation can then begin. Working with the cookery cards helps to develop action planning, independence in everyday life, knowledge of foods and how to prepare them, as well as their importance for healthy eating.

Contents: 160 magnetic cards 6 x 6cm, 20 of which are writable, 1 non-permanent marker, 1 set of instructions.

Age: 5+



This game supports

- forward planning
- knowledge of food
- concentration
- cooking

plastic

magnetic

91 picture cards "food"



cheese



garlic



pepperoni



herbs (chives, basil, ...)

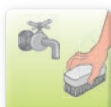
45 picture cards activities



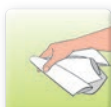
squeezing



sieve



Wash, brush off



dry, dab off

12 picture cards kitchen utensils



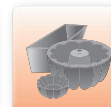
casserole



mixing Bowl



measuring cup, jug



bakeware

12 picture cards activity complements



can



defrost



cook with a lot of heat



cooking with little heat



- Picture Lotto
- Memo Game
- Puzzle

131826 Veggie Box

131827 Fruit Basket

131828 Set: Fruit Basket + Veggie Box

Game collection that is rich in vitamins and variants... to train perception, memo and language. This is all about well-known types of fruit and veggies. For each fruit or vegetable, there are one or two photographs and one each color and black-and-white graphic. Furthermore, there are photographs on which some of the fruit and vegetables are shown cut in parts. The cards can be allocated according to different criteria: two identical photographs, photo and matching graphics, photo and cut fruit, color etc.

Play options: memo game, picture lotto and puzzle. The black-and-white graphics can also be used as copying templates for coloring pictures. The games enable learning progress in small steps. All that has been learned can be repeated in different game variants from easy to difficult and in daily life.

Contents per game collection: 51 photo cards, 21 colored and 21 black-and-white graphic cards, 5 puzzles with 2-6 pieces.

Dimensions: Cards 9 x 9 cm.

Age: 3+

This game supports

- perception
- language
- memory skills



131826
Veggie box



131827
Fruit basket



Photocards - memo game



Picture Cards



Picture puzzles in color and black and white

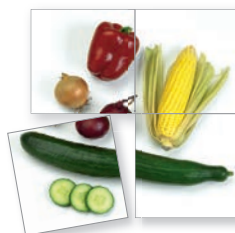
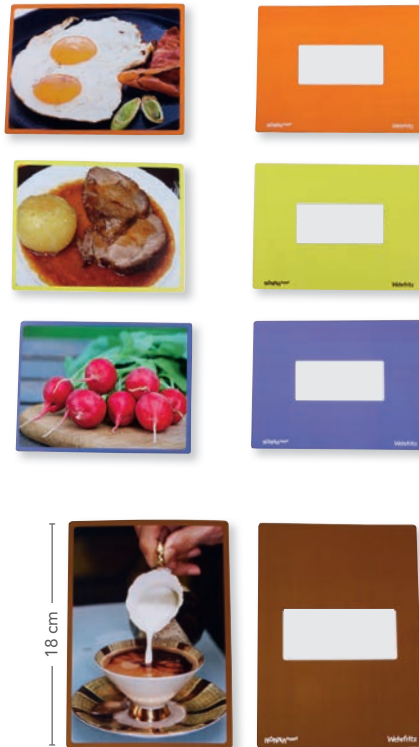


Photo puzzles





Front  back page



98 large, non-specular maps
fibreboard

146477 Picture Cards "Food"

Can be used to pick weekly menus and identify favourite foods without running into language barriers - great for speakers of other languages and care workers at home and abroad.

Contents: 98 picture cards (14 cards in 7 themes, 13 x 18 cm, printed on both sides) with blank boxes for entering the names of meals and food on the back, 1 cartoon strip and 1 set of text instructions in a card box.



Front  back page



56 cards, 5 categories

146479 Picture Cards "Garden"

For improved communication without running into language barriers - great for speakers of other languages and care workers at home and abroad.

Contents: 56 picture cards (113 x 18 cm) with a blank field and the Latin name of the flowers and plants on the back, printed on both sides, one comic strip and 2 set of text instructions in a card box.



Room location-awareness

Topo-Logik



40 task cards
3 levels of difficulty

Task Cards
front page



44 page guide



The task is on the front.

back page



bird's-eye view solution

133145 Topologic - The Game-Room-Location

Where is the house? Is the man standing in front of it, or behind it? And is the cat sitting on the grass or on the roof? Learning to manipulate three-dimensional space is the key to this game. Two-dimensional scenes are represented on 40 cards, that have to be recreated using the sturdy wooden house and the easy to grip pieces on the squared wooden board. This game not only trains concentration and hand-eye coordination, but also vocabulary as particular attention must be paid to prepositions when describing different points in the scene. The solutions for the correct placement of all of the figures and objects are listed on the reverse side of the card. The illustrated instructions include a lot of different game ideas.

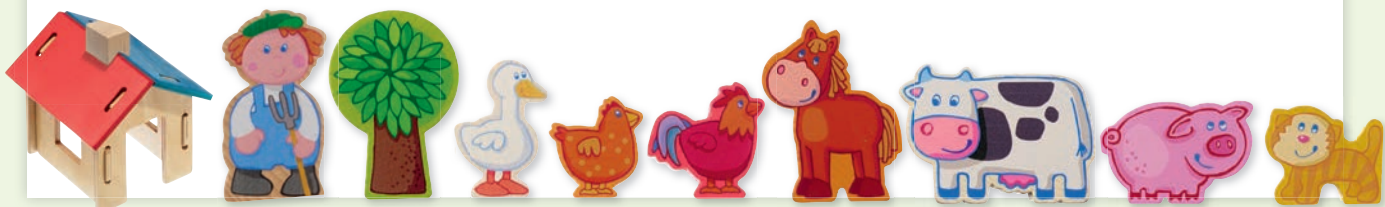
Contents: 1 wood panel with grid,
2 stackable walls with grid, 1 flat pack house,
9 figures, 40 template cards in 3 difficulty levels,
1 set of instructions.

Age: 5+



This game supports

- spatial ability
- Identify and describe the spatial position relationship
- Transmission of 2D representations in the room (3D)





Detect by feeling

reduced game duration



Suitable for people with visual impairment

Made in Germany

135441

Ludo light

Played following the same rules as normal Ludo, but the board has fewer spaces and each player only has two counters. This makes the game considerably shorter! The counters are easy to handle and, thanks to the recessed spaces, they can't fall over. All of this makes this game ideal for children with limited motor skills or who can't concentrate for long. The heads of the counters also have different shapes. This means that visually impaired players can recognise their counters by feel.

Contents: Board made from birch wood (25,5 x 25,5 cm), 8 counters Ø 2,5x H 5,5), 2 dices (1 - 3 spots and 1 - 6 spots) and instructions.

Players: 2 - 4.

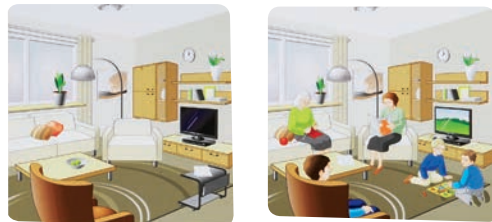
Age: 4 years and over.



Observe and learn



13 large picture cards showing daily life scenes



18 cm



195 small cards to assign to scene cards



9 cm



Objects

Sequences of actions

133781

Picture Cards "At home"

What belongs where? The box contains large scene picture cards for the following topics: living room, bedroom, den, dining room, household/washing, bath/personal hygiene, kitchen/cooking/baking. For these, there are little cards with the respective objects, furniture, activities and processes, which can be seen on the large picture cards. The children recognize and name what they see and assign the cards according to topic and/or sort them chronologically. There are different allocation options: scene – objects/furniture, scene – activities, activities – objects. In doing so, the children expand their vocabulary, are encouraged to talk about their everyday life and their home. Everything is stored in a practical sorting box with drawers. Each compartment has a picture, so it is easy to see from the outside which topic it contains.

Contents: 15 large picture cards, (18 x 18 cm) 245 small cards (9 x 9 cm), 1 set of instructions.

Dimensions: box w 40 x h 17 x d 20 cm, picture cards 18 x 18 cm, small cards 9 x 9 cm.

Material: sturdy cardboard.

Age: 3+

This game supports

- concentration
- close observation
- opportunities of talk
- combinatory skills
- word pool



Colors and language

017757 Parrot

An exciting game that uses both language and colour. In a playful way, it promotes language development, articulation, assigning colors, attention, fine motor skills, hand-eye coordination, and last but not least, tolerating frustration. Basic idea of the game: Each player gets a game board and must arrange the coloured balls that were previously placed in the parrot eggs into the same coloured holes on the game board. Can be played according to different rules depending on the age of the players. Length of the game: between 5-25 minutes depending on the game variation.

Contents: 4 cards (18 x 18 cm),
28 two part plastic eggs in yellow/red,
24 wooden balls in 8 colours (2 cm in diameter),
1 set of instructions.

Players: 2-4.

Age: 3+

This game supports

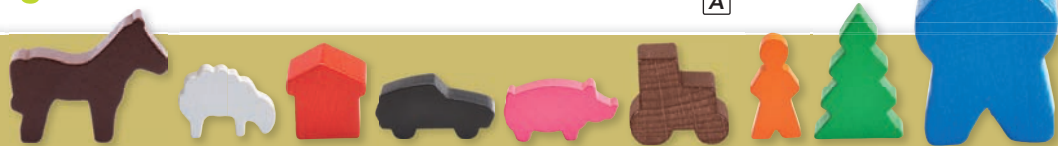
- fine motor skills
- eye-hand-coordination
- understanding of colours
- oral skills



Connect language and actions

NEW

PROJECT IDEA



Accompany stories with actions

A story is read aloud or told. Bowls containing items that occur in the story, e.g. animals, cars, people etc. can be prepared in advance. Then either each child receives one bowl with all the items in it, or various bowls with a larger number of the same items can be set in the middle of the table for all the children to use. As children listen to the story they can take the appropriate number of items mentioned out of the bowls. They should use these to accompany the story. It can be useful to limit the space used for this with, for example, a felt underlay.

creates structure and makes it easier for the children to concentrate. This idea combines language with actions, as the story that is being listened to is translated into actions. This makes the story more interactive for children. Recreating and replaying the story means that children need to pay attention, and it is good practice for listening comprehension. In addition, when all the children want to take things out of the same bowl they need to consider others.



A 037217

Story figures, 420 pieces

Versatile material collection for various stories. Includes 60 red houses, 30 orange child figures, 60 pink pigs, 60 white sheep, 90 green trees, 30 dark brown horses, 30 blue adult figures, 30 black cars, 30 light brown tractors.

Dimension: e.g. house 15 x 15 x 15 mm, adult 30 mm tall.

Material: beech.

Age: 3+

B 077634

Felt Set, 8 pieces

Thick felt in attractive colours
The set includes 1 sheet each in white, red, yellow, pink, blue, brown, green and light green. Sheet size: 30 x 45 cm. Thickness: 4.5 mm.

C 016122 Materials tray, small, red

016126 Materials tray, small, blue

016127 Materials tray, small, yellow

016128 Materials tray, small, green

Dimensions: 18 x 11 x 2.5 cm. 3 pieces

Material: high-quality, impact resistant plastic.

Hand puppets as interlocutors



NEW

- D** 054565 Paul
- E** 054566 Pauline
- F** 024101 Maxi the dwarf

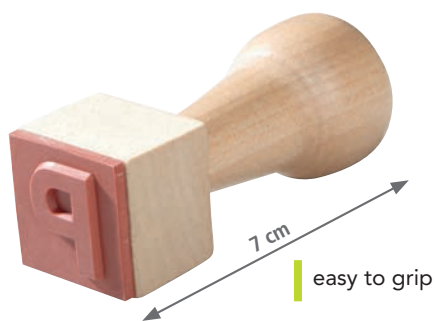
Glove puppets

To chat and cuddle
Children are happy to talk to these friendly chat-box puppets. They're also very lovable: and if the head ends up in the child's mouth during cuddling then the newly developed hairstyle means that no fluff gets stuck.

Dimensions: H 65 cm.

Material: 70% polyester, 30% cotton, washable at 30 °C.

- 65 cm high
- with permanently installed, lint-free hair
- with flexible tongue



NEW

146907 Stamp carousel

The large ergonomically-shaped stamps make it easy to hold on to what's important. Each stamp has a place in the carousel.

Contents: 26 stamps (H approx. 7 cm, letters approx. 2 cm) in the stamp carousel (H approx. 26 cm, Ø approx. 20 cm).

Material: wood



practical storage in the rotary carousel



Willy's World of Numbers

Willy's World of Numbers

- Math from a child's point of view
- Long lasting materials with a high stimulative nature which are suitable for children
- Coordinated learning system
- Proven to support mathematical and language skills as well as core skills (e.g. perception, concentration, motor skills, rhythm and music)
- Scientifically evaluated



Order our free brochure
Willy's World of numbers
item no. 205654

- products of more Willy's World of Numbers
- informationen about the learning concept.



Download video:



The swan has two feathers



The ape has nine corners

133929

Willy's Number Animals

Soft number animals made of fabric with features that match the number.

Dimensions: Number Animals 1, ca. 38 cm height. ø ca. 6,5 cm.

Material: foam cushion with terry cloth covering.

Age: 1+



THE NUMBER HOUSES

The windows on the number houses are grouped like the pips on a dice and represent the amount aspect. The windows can be closed or opened again with the wooden pegs. The flags bring order to the Land of Numbers. In the house of the number 1, everything can be found once, in the house of the number 2 twice and so on.



3 turns into 2, when I take one away (cover window with a natural-color peg)



A stable for 1 horse or a garage for 1 car



The "roof garden": 5 marbles stay put



The house of the 0 doesn't have holes

133931

Willy's World of Numbers Houses, Set

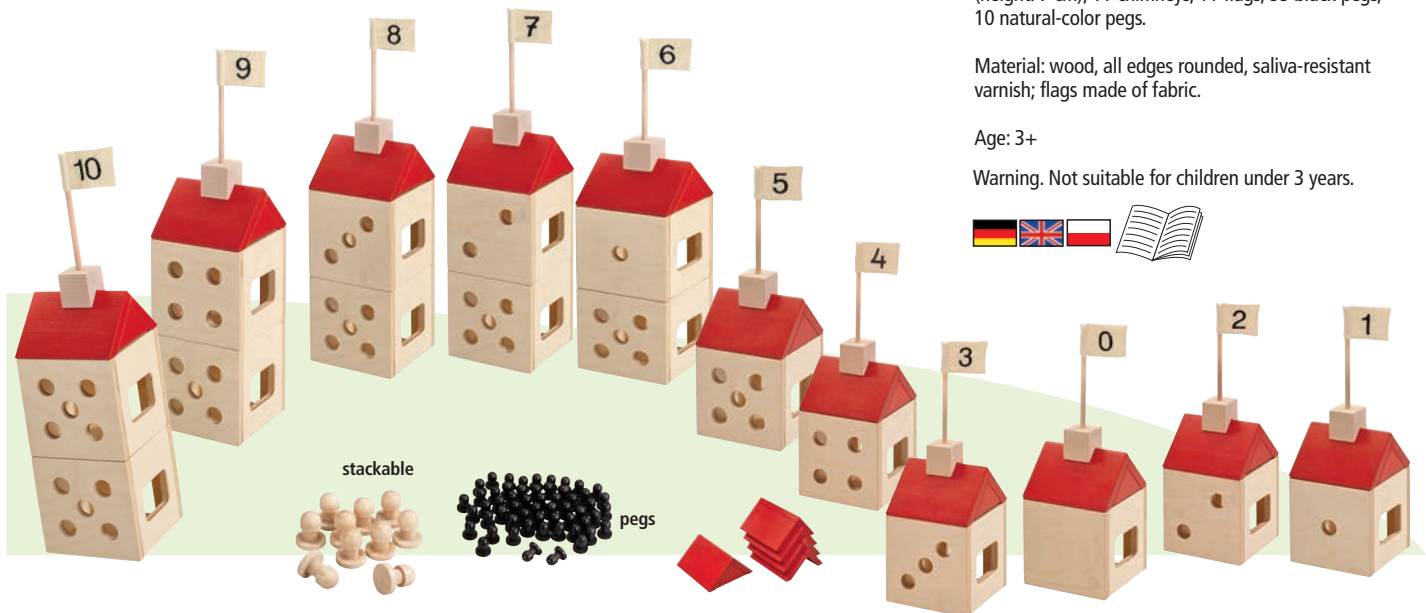
15 houses with 1-5 boreholes for the pegs and 1 house without hole as 0. The numbers 6-10 can be represented by either stacking two houses or by placing them next to each other. For duplexes, 5 additional roofs are required.

Contents: 16 houses (13 x 13 x 13 cm), 11 roofs (height: 7 cm), 11 chimneys, 11 flags, 55 black pegs, 10 natural-color pegs.

Material: wood, all edges rounded, saliva-resistant varnish; flags made of fabric.

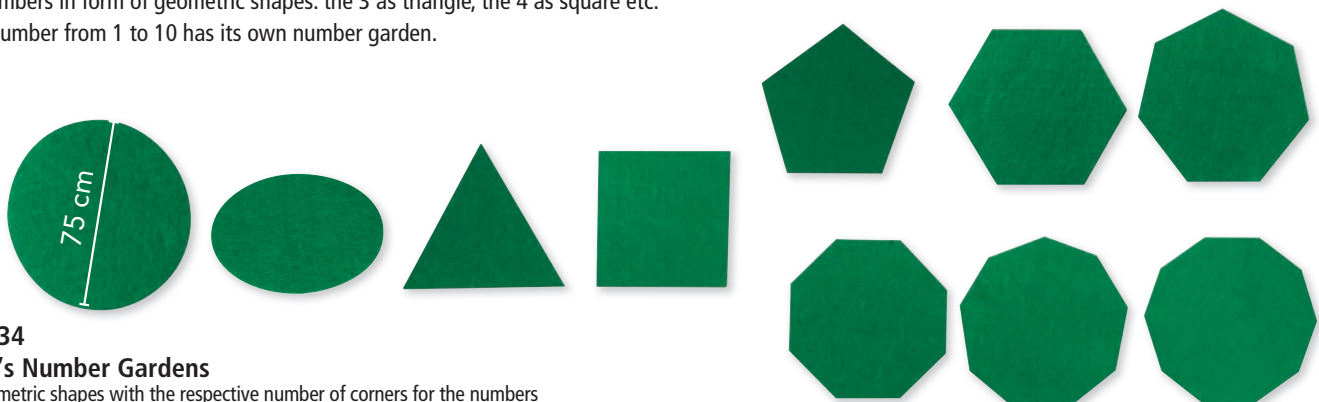
Age: 3+

Warning: Not suitable for children under 3 years.



THE NUMBER GARDENS

The number gardens form the basis for Willy's World of Numbers. They represent the numbers in form of geometric shapes: the 3 as triangle, the 4 as square etc. Each number from 1 to 10 has its own number garden.



133934

Willy's Number Gardens

10 geometric shapes with the respective number of corners for the numbers from 1 to 10. The higher the number, the bigger its garden.

Material: felt lawn with slip-proof bottom surface. Color: green.

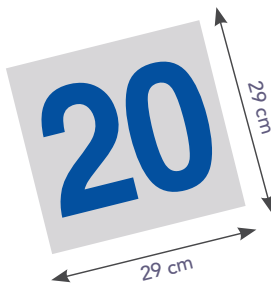
Dimensions for comparison: circle diameter 75 cm, ellipse 100 x 60 cm.

Age: 3+



THE NUMBER PATH

Willy's number path connects the World of Numbers with kinesthetic experiences. It makes it possible to experience the sequence of numbers (= order aspect) through movement.



133074

Willy's Number Path (21 number tiles)

The non-slip number boards are extra-large so that children can easily stand or jump on them, even in pairs. They are printed with numbers from 0 to 10 or 0 to 20. For better guidance, the colours of the numbers 0, 5, 10, 15 and 20 stand out.

Dimensions: 29 x 29 cm.

Material: felt, non-slip underside.

Age: 3+



NEW

097150

Rug „numbers“

This cool number rug is perfect for little maths whizzes and those who would like to become one. The illustrated numbers start at zero and either run or „jump“ off in order, meaning that children are playfully introduced to the numbers 0 up to 100. And the mathematical symbols in the bottom row mean that they can create their first simple mathematical equations. Use commercially available carpet cleaning agents for cleaning.

Dimensions: 275 x 300 cm, number fields 24 x 22 cm.

Material: Polyester, cut loop pile (H 3 mm), bound edge, with non-slip back.



The Mini World of Numbers

Download video:



- Dividing of numbers also in math lessons.
- Memory aid and playing material



133523

Willy's Mini Numbers Set

Consists of the mini number houses (item no. 133958) and the set consisting of mini number path and mini number gardens (item no. 133522).



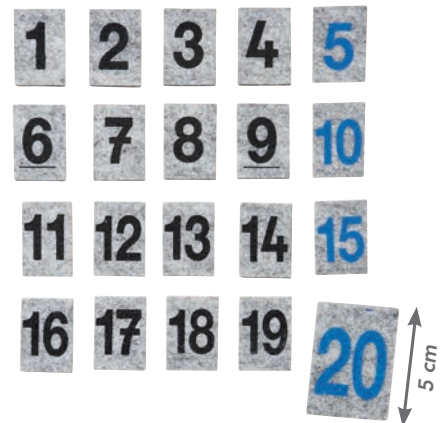
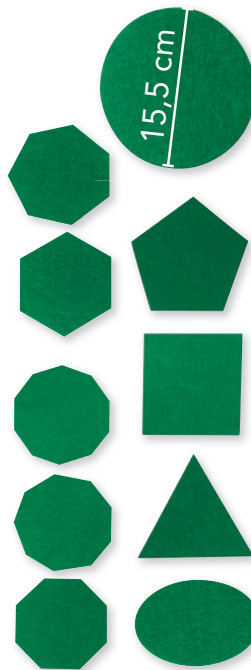
133958

Willy's Mini Number Houses

15 houses, little fabric flags with the numbers from 1–10 and wooden pegs. Now with borehole windows for plugging in the wooden pegs.

Dimensions (without flags): w 7 x h 9.5 x d 6 cm.

Age: 3+



133522

Willy's Mini Number Path and Mini Number Gardens

Number path tiles 0–20 (0, 10, 15, 20 with blue, the others with black print) and number gardens 1–10.

Dimensions: number path tiles 3.5 x 5 cm, number gardens Ø of the 1: 15.5 cm.

Material: grey and green felt, 5 mm thick.



The Mini World of Numbers

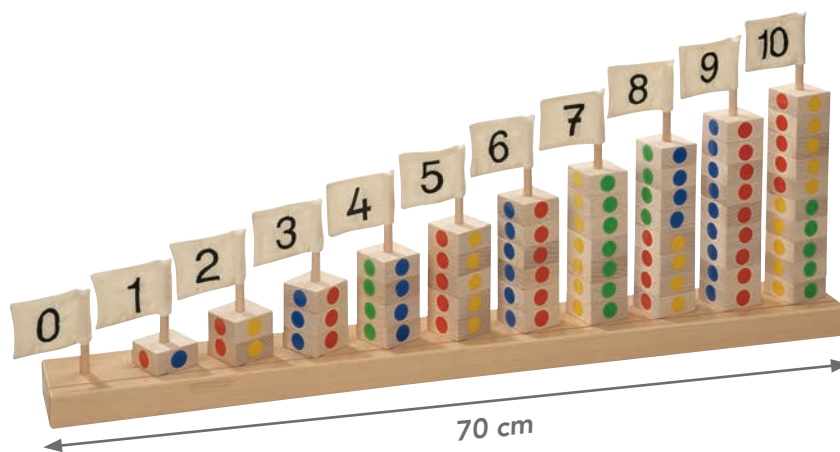
- Dividing of numbers also in math lessons.
- Memory aid and playing material



133916
Willy's Mini Number Cubes
 Contents: 55 cubes and pegs.

Dimensions: cubes 3 x 3 x 3 cm.

Age: 3+



133932
Willy's World of Numbers Towers 0 - 10
 The wooden slices have colored prints of red, yellow, green and blue dots and can be stacked on the wooden strip.

Contents: wooden strip (70 cm), 55 slices (4 x 4 x 2 cm), 11 poles in 11 different lengths, 11 little flags.

Age: 3+



133911
Willy's Number Towers 1 - 10
 Wooden cubes with dots in red, yellow, green and blue as well as boreholes on two sides for pegs.

Contents: 55 cubes, 55 pegs and 1 set of instructions with play and exercise ideas.

Dimensions: 6 x 6 x 6 cm; diameter of pegs: 3.4 cm.

Material: multiplex birch; pegs made from beechwood, black lacquer, saliva-resistant varnish, with rounded edges.

Age: 3+



The Wooden Numbers

133930

Willy's Wooden Numbers 0 - 10

With features that match the number: on the number 7, for example, are 7 hearts. The wooden numbers can be plugged into the chimneys of the World of Numbers houses (item no. 133931).

Contents: 11 numbers with fitting rods and stands made of wood.

Dimensions: height approx. 14 cm, wooden base 10 x 10 cm.

Age: 5+



14 cm

can also be inserted on top of the number houses



NEW

053134

Number flowers

In the magical land of numbers you can count with flowers, too: which one has the most petals? While putting together the number flowers there are plenty of tricky tasks, insights into mathematical thinking and all sorts of fun.

Contents: 10 coloured stamens (numbers 1 - 10), 10 wood-coloured stalks, 1 wood-coloured stamen, 55 coloured felt petals, 1 cloth pouch, 1 petal dice, 1 picture dice, 42 arrangement template chips, 1 base plate, 1 set of instructions. Type: number and sorting game.

Players: 1-6.

Ages: 4+

Length of the game: depends on the game variation.



Made in Germany

NEW

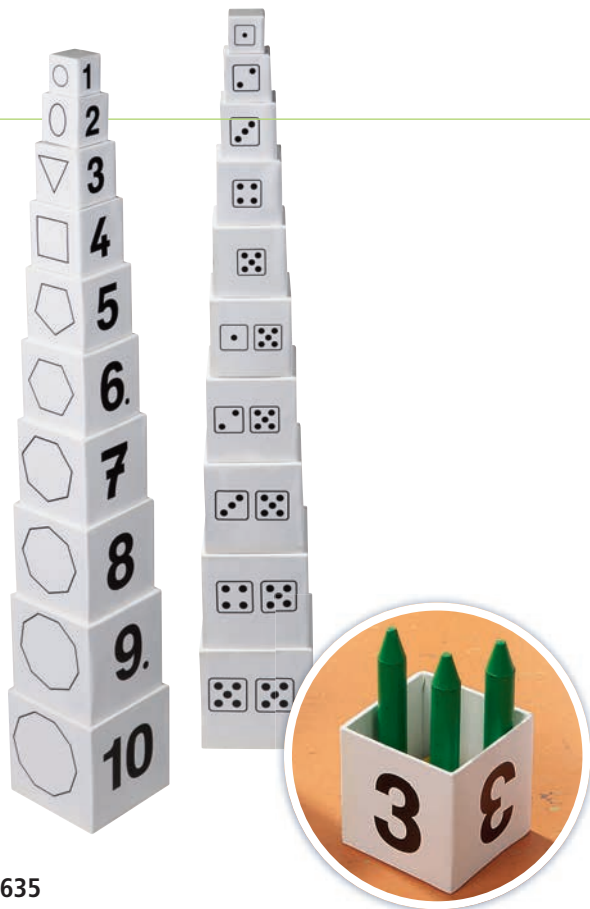
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Wooden numbers and tiles 0 – 9

Tactile game to encourage number comprehension. The thick wooden numbers can also be stood up or used as drawing templates. But they are especially well-suited to being used with the „negatives“ in the tiles.

Contents: 10 tiles 0 - 9 „negative“ (14.6 x 4.6 x 1.4 cm); 10 numbers 0 - 9 (7 x 7 x 1.3 cm)

Material: wood



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Amount Stacking Tower

Two sides of the cubes have prints with numbers, the two other sides show the amounts (pips of a dice) and the respective geometric shapes. For clarification, the cubes may be filled with items according to the number amount.

Dimensions: cubes from 3.5 x 3.5 x 3.5 cm to 13.5 x 13.5 x 13.5 cm.

Material: strong cardboard.

Age: 3+



133006

Take out the 1x1 block

When the kids take out the blocks themselves, they connect the multiplication table with an activity - the rows make it much easier. The wooden cubes are printed on one side with the equation, and the answer on the back. 81 wooden cubes (27.5 x 27.5 cm). Hint: Children can sort the blocks into rows (e.g. 1x3, 6x3, 3x12) or they can reorganise the mixed up blocks into the right order. 1x1 Arithmetic Box

Age: 6+

