



Every year a larger number of animal species risk extinction, due to the disappearance of their natural habitat or poaching. In most cases, the responsibility lies with humans, who pay little attention to the animals' needs.

We have created the game **Animals at Risk** as a fun activity to educate children about which animals are in danger and more generally to raise awareness about this issue. Playful activity constitutes a privileged tool for children to learn, express, elaborate their inner worlds, and compare them to the surrounding reality.

By playing the memory game **Animals at Risk, children will learn to:**

- Name the habitats of the animals represented
- Learn which animals are at risk of extinction
- Raise awareness of a theme which is often forgotten
- Respect the living beings that populate Planet Earth
- Conserve the resources that sustain life



Another theme we wanted to focus on is that of relationships: half of the cards show an adult hugging its offspring very closely, symbolizing care and protection. The use of these cards helps the child to develop emotional intelligence and to strengthen relationships with family members.

Great attention has been dedicated to the choice of colors and images in the game; the variety of species represented, their cute expressions, and attention to detail make the images attractive and so get the child's attention. The cards are oversized so that their characteristics are more readily visible and the images richer.

The memory game is a valuable tool to enhance the child's cognitive ability, as it develops visual memory, increases the capacity for sustained attention, concentration, as well as observation and internalization of rules. Finally, the diversity of species represented helps the child to learn their names, and build vocabulary.

Other values that children develop from being aware of the environment are:

- Development of empathy and respect for others
- Development of capacity and critical awareness

Most importantly, the internalization of daily habits allows us to protect the environment and empowers us to improve the quality of life for our children and the development of more attentive and satisfied adults!





Additional gameplay modes

1. Bingo!

Age: 3 years and up

Additional skills developed:

- Knowledge
- Family relationships
- Spatial relations
- Reasoning

Rules:

A minimum of two children is required.

Game mode:

The adult puts all cards with adult-baby couples in a bag and scatters the remaining cards on the table. The children take turns choosing from the cards on the table. Then in turn, beginning with the youngest child, each player draws a card from the bag; if it matches one of those chosen earlier, the player keeps it otherwise it must be returned to the bag. The winner is whoever pairs all his or her cards first.





Additional gameplay modes

2. Mime of the animals

Age: 3.5 years and up

Additional skills developed:

- Creativity
- Reasoning
- Relationships

Variables:

Depending on the age and abilities of the child, the adult will decide whether to use all the cards or to reduce the number of them.

Game mode:

The adult holds the adult-baby cards, while the child places all the cards with the puppies on the table. The adult chooses an adult card and, without showing it to the child, demonstrates the animal depicted, imitating it's sound or reproducing one of its peculiarities (e.g., placing the arm on the nose like the elephant's trunk, imitating the giraffe by trying to stretch its neck, etc.). The child will have to name and match the correct puppy.

The roles can be reversed once familiar with the game.





Additional gameplay modes

3. Where do I live?

Age: 4 years and up

Additional skills to develop:

- Logical and observation skills
- Reasoning
- Capacity for abstraction
- Vocabulary
- Development of manual skills

Variables:

Depending on the age and abilities of the child, the adult will decide whether to use all the cards or to reduce the number of them.

Game mode:

The adult and the children draw and color blank sheets with of all or some of the habitats of the animals represented in the maxi-cards: Savannah, Sea, Mountain, Forest, Glacier. Afterwards scatter the cards of the animals on the table, with the habitats in the center. The children will have to match - with the help of the adult - the cards of the animals in their environments. After familiarizing themselves with the habitats and the animals that live there, the maxi cards can be divided among the participants and, in turn, the children will have to place each card in the right setting. Whoever finishes his/her cards first wins.



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Eco-Logic Games

The ideas of respecting the environment and safeguarding our children's future are closely related: all family members must be taught from an early age to protect our resources and our common home. In early stages of development, children learn that their actions affect themselves and others.

It doesn't take much to convey an eco-sustainable lifestyle to the little ones; the important thing is to do it in a fun and creative way. This is why we created the Eco-Logic line! The goal is to help children discover behaviors to adopt that show respect for the Earth and its inhabitants.

Our Eco-Logic games are designed for children between 2 and 5 years of age. The dynamics are simple and based on known methods, which have been proven to be significant for the development of entire generations and shared by several cultures. Puzzles and memory games are examples of these methods.

We chose the name Eco-Logic because we want to bring children closer to the environment, accompanying them in the development of a series of skills while they are having fun! Which ones? In this series we focus on promoting logical skills, memory, attention, concentration, temporal and causal order, and critical thinking. Every single game has its features: come and discover them!

Made with the collaboration of



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