



Water is a priceless commodity, indispensable for life on Planet Earth, and a scarce resource: why not teach this to children? While playing the Saving Water puzzle, children learn which behaviors to adopt so as not to waste this precious resource, through the actions proposed by the marine animals represented on the puzzle pieces. The sequences depicted in the game are easily understood and repeatable in everyday life, achieving the educational purpose through the pleasure of playing a fun game. Playful activity constitutes a privileged tool for the child to learn, express, elaborate their inner world, and compare it to the surrounding reality.

**While having fun with the Saving Water puzzle, children will learn the importance of:**

- Using the shower instead of the bathtub
- Turning off the water while brushing teeth and hands
- Washing fruits and vegetables in a container and using the leftover water for other purposes
- Fighting water pollution by not littering
- Turning the tap off while soaping the car
- Respecting the resources and other living things that inhabit Planet Earth



Great attention has been paid to the choice of colors and images in the puzzle. The ease with which they can be decoded favors language learning and the expansion of spatial intelligence and observation, self-correction, and cognitive development. Finally, the diversity of sea creatures depicted will allow the child to learn their names, thus expanding their vocabulary.

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

- Development of empathy and respect for others
- Internalization of socially shared rules
- Development of cognitive capacity and critical thinking
- Stimulation of the ability to reason by reflecting on how to solve problems

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. I will tell you!

**Age: 2.5 years and up**

Additional skills developed:

- Critical thinking
- Reasoning
- Abstraction thought
- Creativity

Game mode:

The adult chooses an image to present and, from those, without indicating it, describes to the child what is represented. The child chooses the two pieces of the puzzle that highlight what it represents and builds the sequence.





## Additional gameplay modes

### 2. Dominoes in the water

**Age: 3 years and up**

Additional skills developed:

- Reasoning
- Critical thinking
- Sorting Capability

Rules:

A minimum of two children is required.

Game mode:

Each participant has the same number of cards with the correct actions in their hands. The adult draws a card with the incorrect actions and places it on the table. During their turns, each child must complete the sequence. Whoever does not have the card to connect or makes a mistake loses the turn. Whoever remains without a card wins.





## Additional gameplay modes

### 3. Category launch

**Age: 4 years and up**

Additional skills developed:

- Reasoning
- Critical thinking
- Ability to categorize
- Abstraction thought

Categories of marine animals:

1. With fins - 2. With paws/cheeks - 3. With tentacles
1. Swimming - 2. Walking on the beach - 3. Crawling
1. Mammals - 2. Fish - 3. Crustaceans

Game mode:

All the cards are scattered on the floor, with three recycled containers (e.g., shoebox or a box) placed at a distance. The containers are divided into categories chosen from those indicated above, or alternatively, invented by the adult. The child will have to throw the tiles cards the right container.





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SWISS  
DESIGN

## 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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