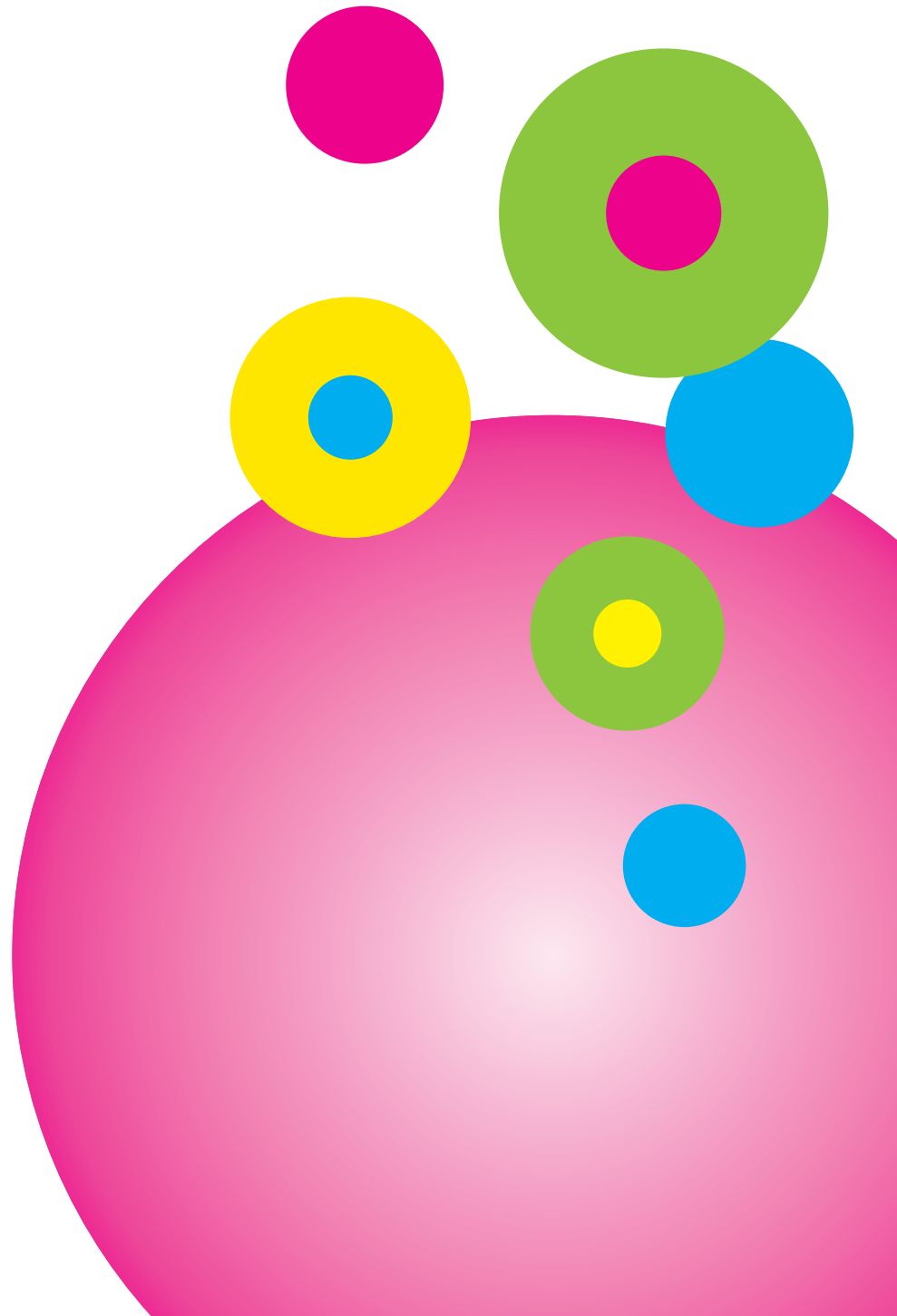


SMART TALKING GAMES

CATALOGUE



OppTalk.
the fun way to learn

member of **GLOBE EDUTAINMENT**



Welcome to OppTalk

Following years of research and development, OppTalk, together with technology and child development experts, have succeeded in creating a new and innovative product. The OppTalk technology is based on the electro-optical interaction between the OppTalk devices, and color-coded dots.

The patented OppTalk technological platform enables the optical coding and decoding of colored-dots, which are printed as part of the regular printing process on any printable media. OppTalk has developed 2 different devices, one is a 3-color reader called "Smart Reader" and the other is a 2-color reading device called "Smart Talking Toy".

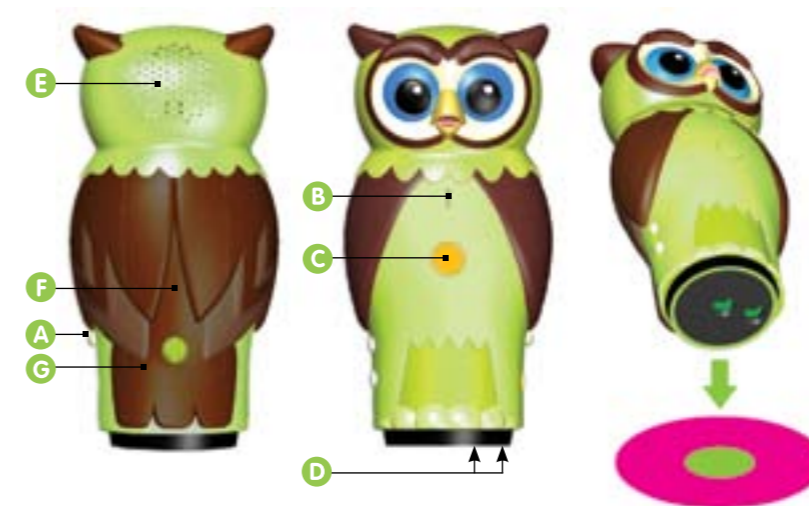
This patented technology allows the user to hear prerecorded content and/or self-record content using the devices. The devices are user-friendly and can be used by different age groups, with endless applications that bring to life Games, Prerecorded Books, Self-recorded Books, Family Albums, etc.

Especially for children, OppTalk has developed the Smart Talking Toy device, designed to read 2-color, 40mm in diameter, round dots, even with a slight deviation from the dots for easy use by children.

In all OppTalk applications, the narration and sounds are prerecorded and may be downloaded via the OppTalk Content Manager.

In addition, users may also create their own content as the devices allow for self-recording, thus providing the users with an opportunity to record and hear any book they like, leave messages around the house, create talking memory albums and much more.

OppTalk's unique technology provides high-quality, interactive solutions for a wide variety of educational and entertainment content.



- A** On/Off button
- B** Microphone
- C** Record button
- D** Optical Sensors
(Please place carefully on Dot to read)
- E** Speaker
- F** Battery component
- G** USB port in battery component

About Smart Talking Toy

The Smart Talking Toy is a device that can identify and interact with 2-color coded dots, through an electro-optical reader, via its Optic Sensors. Once the Smart Talking Toy reads the color-coded dots, prerecorded content may be heard through its powerful built-in Speaker.

To enjoy self-recorded content, the Smart Talking Toy has a built-in Microphone and a Recording Mechanism. The Smart Talking Toy is also equipped with a mini-USB port for an easy connection with a PC and transferring content to and from the device via the content management software.

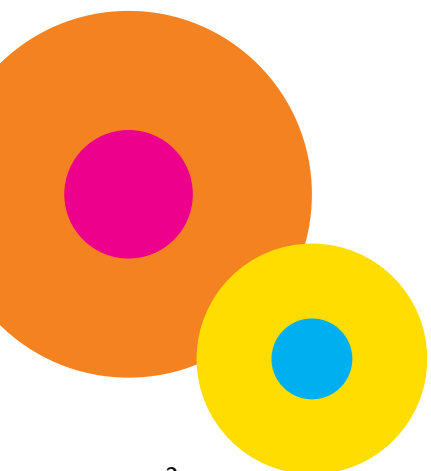
Other features are: an On/Off button, Volume Control and a Headphone connection point.

The Smart Talking Toy can be used with all available applications that use OppTalk Technology, which can easily be recognized by the "Smart-Talking" logos, such as: Smart Talking Games, Smart Talking Books and Smart Talking Stickers.

Smart Talking Toy has been designed especially for the use of children up to 13 years old. It comes in the shape of a Teddy Bear (blue or pink units available), a Wise Owl and the character of VIPO the dog from the children's TV series.

Smart Talking Toy may be produced in any shape desired.

Smart Talking Toy becomes the child's clever companion, as it guides the child through a series of educational Games, Books and Self-Recording stickers.



Smart Talking Games

OppTalk is proud to present a brand new innovative series of engaging and delightful games for children, called **Smart Talking Games**, which assist in developing important skills and enrich children's knowledge of life and the world. Designed specifically for three to seven-year-olds, the series was created by pedagogical experts in game development and in conjunction with developmental psychologists, at the Yeadim Institute, a specialist in the child development field.

Smart Talking Games take the children on a discovery journey of basic life skills essential for their development and future success. The games foster both cognitive development and emotional intelligence, while contributing to the child's general knowledge.

With Smart Talking Games children are exposed to the latest technology, embodied in the **Smart Talking Toy** that is both their guide and playmate.

The rich variety of game illustrations were designed according to the highest standards and are precisely tailored to the target age groups.

Specifically suited to the developmental levels of young children, the series incorporates the importance of a rewarding experience of achieving success. Each game takes into account that children in different age groups like different things.

OppTalk offers more than 100 games divided to match 3 main age groups: 1.5-3, 3-5 and 6+.

All Smart Talking Games assist in developing skills in five fundamental categories:

Knowledge & Thought, Sensory Perception, Social-Emotional Skills, Exploration & Discovery and Body Control

The basic kit includes the **Smart Talking Toy**, Cards and Main Board with different Games.



Content Manager

OppTalk has developed a unique content management software called the Content Manager. The **Content Manager** enables users to download all OppTalk applications, such as games, books or any other prerecorded content to their personal library, to exchange existing content for new content on their device, and to manage personal recordings. In fact the Content Manager provides an unlimited capacity for endless applications, as content may be exchanged between the device and the user's PC.

OppTalk users will need to register their device with the Content Manager and get confirmation of authenticity for their device. The Content Manager will prompt the user to set up an account the first time they hook up the device to their PC (via USB).

Once an account is set up users will be able to:

- Download and upload new books, games and other available content
- Backup user generated content
- Manage their content

The software also allows users to make dynamic changes to the content of specific dots/stickers i.e. creating new Talking Books/Applications and enjoy fresh content on the same dots/stickers.

All OppTalk applications are sold with a unique download code (unless otherwise requested by licensee). Users can only have access to the content of the product purchased with this code.



Age 1.5-3

Smart Talking Games 1.5-3

Focusing on children aged 1.5-3 these **Smart Talking Games** series takes the children on a journey of discovery, enhancing the basic life skills, essential for their development and future success: Knowledge & Thought, Sensory Perception, Social-Emotional Skills, Exploration & Discovery and Body Control.

Tailored to the developmental levels of young children, the series incorporates the important rewarding experience of achieving success and each game takes into account the fact that different children like different things, thus providing hours of fun and learning with a rich variety of games!



Starter Kit



Box Dimensions 350x230x60 MM
Weight 2 Kg

Game box 3.1
page 8

Box includes Device + 4 Games

Additional Games



Box Dimensions
230x175x60 MM
Avg. Weight 1.2 Kg

Game box 3.2, page 10
Game box 3.3, page 11
Game box 3.4, page 12
Game box 3.5, page 13
Game box 3.6, page 14
Game box 3.7, page 15
Game box 3.8, page 16

Starter Kit



Shape and Size

A game of identifying and matching objects in which the child is required to find, sort and match shapes by their size.

Skill: SE BC SP Cards: 6
Prod. Code: G91000

Find the Feeling

A game in which the child is required to identify and name emotions, and to match a situation to an emotion.

Skill: SE BC SP Cards: 6
Prod. Code: G91001



Toy Trains

A game in which the child is required to observe, examine and count the contents and characteristics of two trains, by answering associated questions.

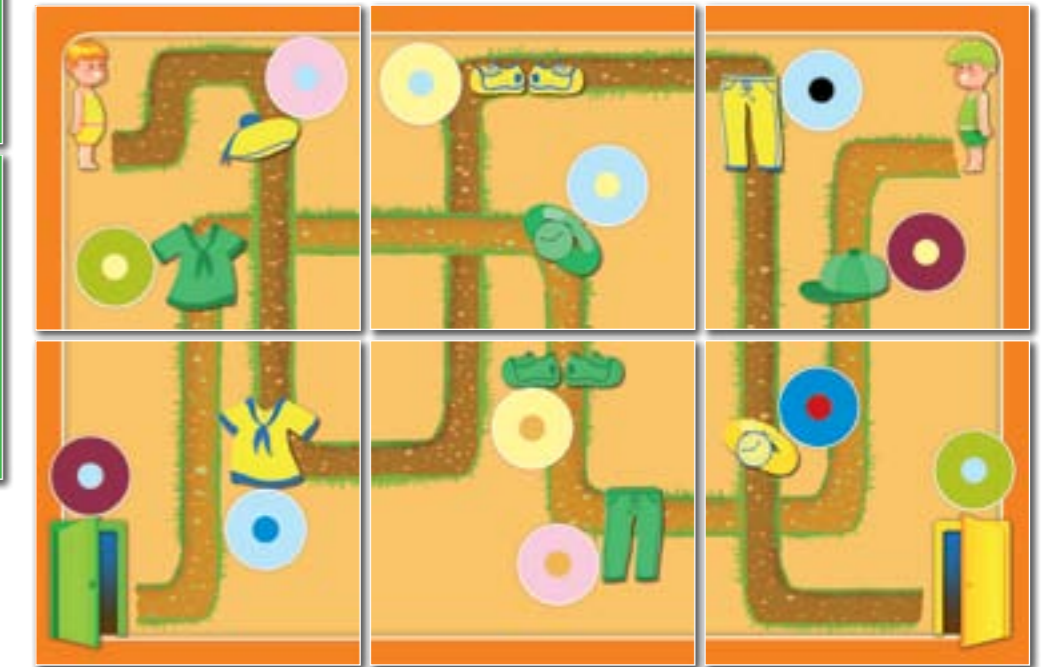
Skill: ED • BC • SP Cards: 6
Prod. Code: G91002



My Wardrobe

The child playing must lead the boy in the illustration to a target door via the correct path, while collecting several clothing items of the correct color on the way. There are two different paths in the game.

Skill: ED • BC • SP Cards: 6
Prod. Code: G91003



Search and Find

Searching for details in a picture of a busy street.

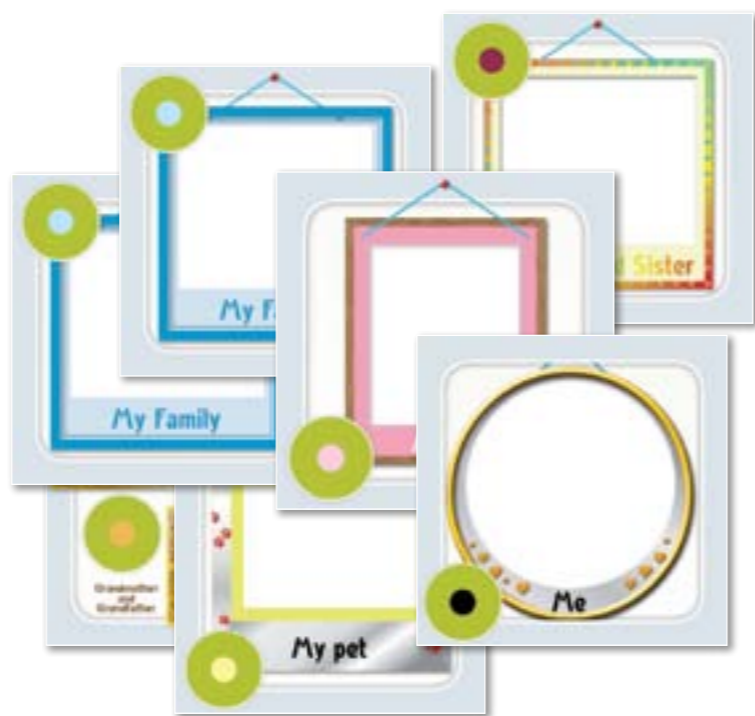
Skill: ED • BC • SP Cards: 8
Prod. Code: G91008



My Family Album

Creating a personal photo album and answering questions regarding family members.

Skill: ED • BC • SE Cards: 8
Prod. Code: G91009



World of Animals

In the course of this game, by answering questions on the subject, the child acquires knowledge about animals, their habitats and their food.

Skill: KT • BC • SP Cards: 8
Prod. Code: G91010



My Home

Identifying locations in the home and their characteristics. Developing an awareness to "put items back in their place".

Skill: KT • BC • SE Cards: 8
Prod. Code: G91011



All By Myself

Identifying and completing sentences about different abilities the child has.

Skill: SE • BC • ED Cards: 8
Prod. Code: G91012



Sparkling Clean

A trivia game about objects for personal hygiene and their use, including the distinction between "clean" and "dirty".

Skill: SE • BC • KT Cards: 8
Prod. Code: G91013

Magic Words

Identifying the social situation in the picture and associating the appropriate phrase to the situation: thank you, sorry, excuse me, please.

Skill: SE • BC Cards: 8
Prod. Code: G91014



Picture Stories

Completing stories and solving problems. The stories are based on daily situations and events that children in this age group are familiar with.

Skill: SE • BC • KT Cards: 8
Prod. Code: G91015

Move Fast

Grabbing hold of the Smart Talking Toy quickly, and moving it to a different position.

Skill: BC • SP Cards: 8
Prod. Code: G91016



Zig Zag

Developing body control by moving the Smart Talking Toy from side to side on a set path.

Skill: BC • SP Cards: 8
Prod. Code: G91017



Age 3-5

Smart Talking Games 3-5

Focusing on children aged 3-5 these **Smart Talking Games** are comprised of multifarious kits containing dozens of different games. The rich variety of illustrations on the game cards were designed according to the highest standards and were precisely tailored for this age group.



Starter Kit



Box Dimensions 350x230x60 MM
Weight 2 Kg

Game box 4.1
page 20

Box includes Device + 4 Games

Additional Games



Box Dimensions
230x175x60 MM
Avg. Weight 0.8 Kg

- Game box 4.2, page 22
- Game box 4.3, page 24
- Game box 4.4, page 25
- Game box 4.5, page 26
- Game box 4.6, page 27
- Game box 4.7, page 28
- Game box 4.8, page 29
- Game box 4.9, page 30
- Game box 4.10, page 31
- Game box 4.11, page 32
- Game box 4.12, page 33
- Game box 4.13, page 34
- Game box 4.14, page 35
- Game box 4.15, page 36
- Game box 4.16, page 37
- Game box 4.17, page 38

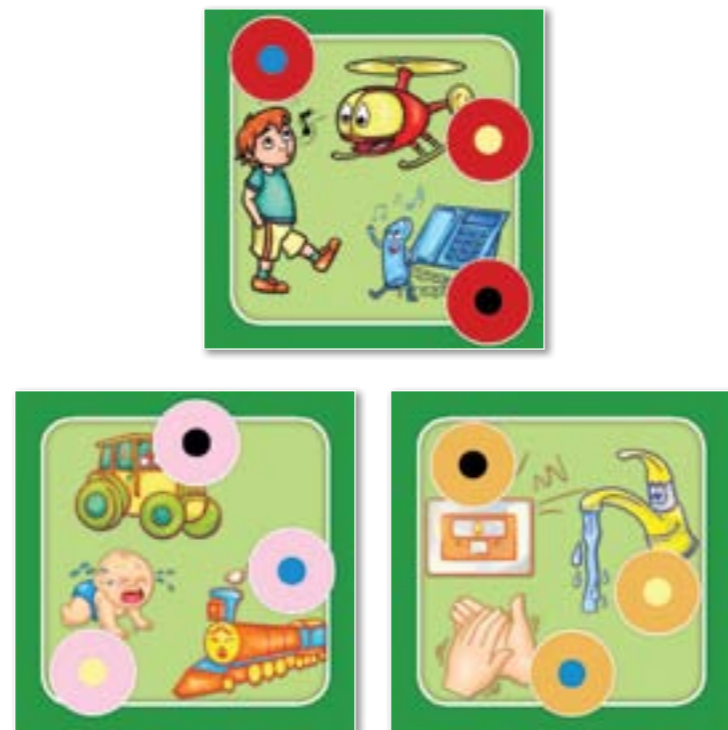
Starter Kit



Sounds & Voices

The child must identify different sounds and associate them with the corresponding pictures.

Skill: SP • BC • KT Cards: 3
Prod. Code: G91022



Safari Park

Learning to identify sizes, colors and numbers, using animal pictures.

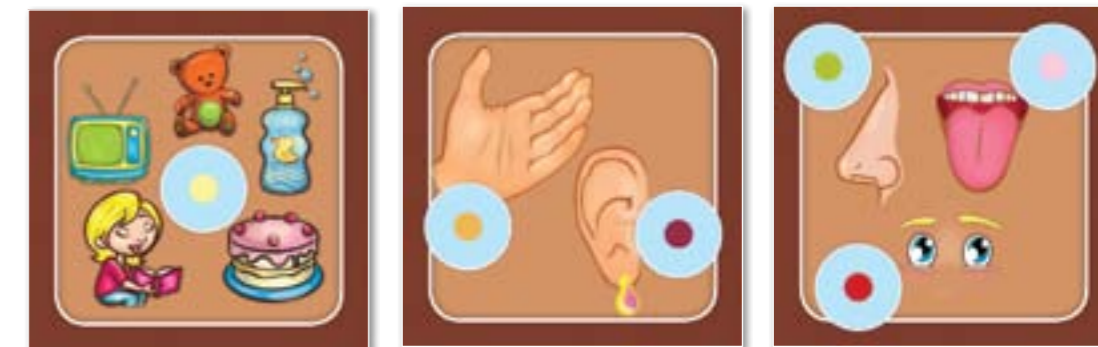
Skill: KT • BC • SP Cards: 3
Prod. Code: G91023



Five Senses

Matching body parts to senses; matching senses to their function.

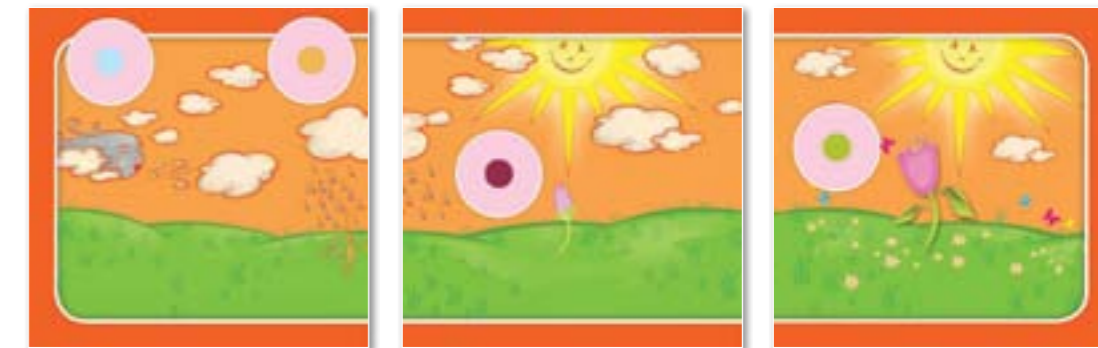
Skill: SP ED • BC Cards: 3
Prod. Code: G91024



Watch it Grow

Using the Smart Talking Toy, the child tells a story by shifting between the board and the playing cards. The child must follow the instructions carefully and move the Smart Talking Toy with precision.

Skill: BC • SP • ED Cards: 3
Prod. Code: G91025





Orchestral Sounds

Listening to and identifying the sounds of various musical instruments.

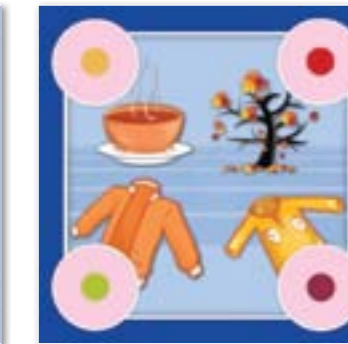
Skill: SP • BC • KT • ED Cards: 3
Prod. Code: G91026



Four Seasons

The child learns to understand the nature of the seasons by identifying the clothes worn in each of them.

Skill: KT • BC • ED Cards: 3
Prod. Code: G91027



Walk in the Park

The child must pass through set points on two different routes according to the instructions, each time using the images in a different sequence.

Skill: SE • BC • ED Cards: 3
Prod. Code: G91028



Happy or Sad

The child must identify the facial expressions which denote certain feelings.

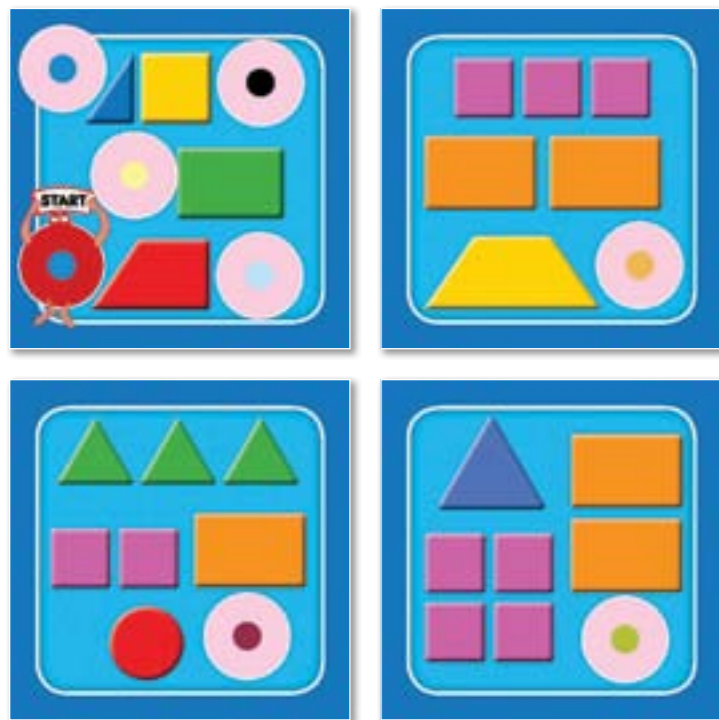
Skill: SE • BC • SP Cards: 3
Prod. Code: G91029



Shapes

The child answers a variety of questions related to colors and shapes.

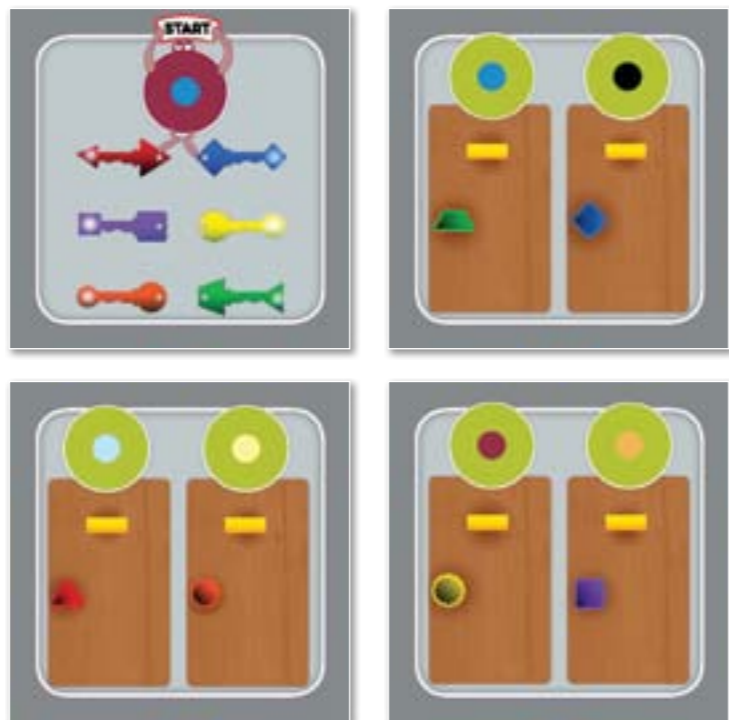
Skill: SP • BC • ED Cards: 4
Prod. Code: G91030



Find the Key

Identifying a variety of colors and shapes in order to develop observational and identification skills.

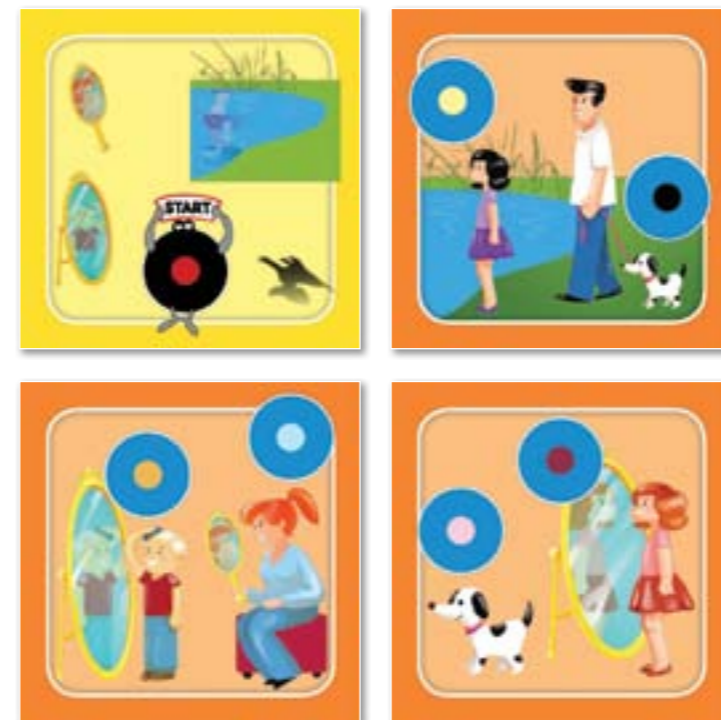
Skill: SP • BC • ED Cards: 4
Prod. Code: G91031



Reflections

The child needs to match up different images of reflections in illustrations of various situations.

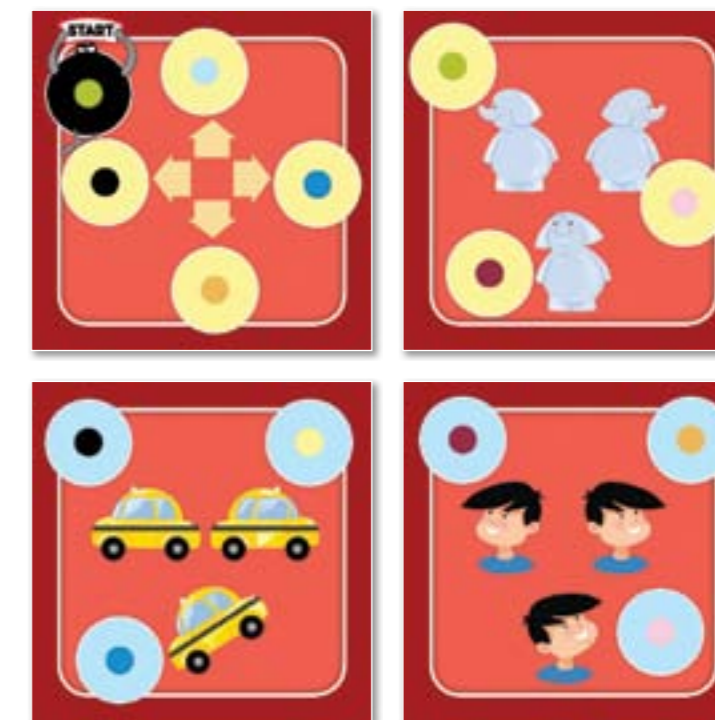
Skill: SP • BC • KT Cards: 4
Prod. Code: G91032



Directions

Learning directions: up, down, right, left. This is important for spatial orientation. The child must follow the instructions to match the directions in the illustrations.

Skill: SP • BC • KT Cards: 4
Prod. Code: G91033



The Right Order

The child needs to place the parts of a story described in the pictures in their correct order. There are two stories: one about a balloon and one about an ice cream.

Skill: KT • BC • ED Cards: 4
Prod. Code: G91034



Tools and Uniforms

The Smart Talking Toy asks questions regarding the profession of the character in the picture. After the child finds the correct image, he/she must find the uniform that matches this profession, followed by its matching work tools.

Skill: KT • BC • ED • SE Cards: 4
Prod. Code: G91035



Search and Sort

Trivia questions to identify objects such as: vehicles, instruments, work tools and foods, as well as their uses and categories.

Skill: KT • ED Cards: 4
Prod. Code: G91036



Opposites

Matching a picture to a word that depicts its opposite.

Skill: KT • BC • SE Cards: 4
Prod. Code: G91037



Bake a Cake

The child must follow instructions and "bake a cake" according to their exact order. This teaches the child how uniting certain elements can create something new, such as mixing together the ingredients of a cake.

Skill: KT • BC • ED Cards: 4
Prod. Code: G91038



Footprints

Matching animals with their footprints

Skill: KT • BC • ED Cards: 4
Prod. Code: G91039



Cause and Effect

Connecting pictures that associate a result with its cause. The pictures describe short stories based on children's daily environments.

Skill: KT • ED • BC Cards: 4
Prod. Code: G91040



My Coloring Box

This game teaches color recognition and identification. Children learn to name and identify colors and to match them to various objects.

Skill: KT • ED • BC Cards: 4
Prod. Code: G91041



On the Street

Distinguishing between behaviors on the street, and understanding what constitutes correct behavior and dangerous behavior out on the street.

Skill: SE • BC • SP Cards: 4
Prod. Code: G91042



Recycle

Matching different types of garbage to the appropriate garbage can, according to the type of material which the garbage is made of.

Skill: SE • BC • ED Cards: 4
Prod. Code: G91043



Signs and Symbols

The Smart Talking Toy teaches the child about various symbols and signs, such as where certain signposts may be found, and what they mean.

Skill: SE • BC • KT Cards: 4
Prod. Code: G91044



The Right Way

Acquaintance with important customs, by which children should learn how to behave both at home and in public.

Skill: SE • BC • KT Cards: 4
Prod. Code: G91045



Listen

The aim is to identify different types of sounds: long and short, loud and soft, while choosing matching pictures

Skill: ED • SP • BC Cards: 4
Prod. Code: G91046



Let's count

Matching a number to its visual representation and identifying quantities.

Skill: ED • KT • BC Cards: 4
Prod. Code: G91047



Sounds and Places

Listening to the sounds and voices of children that express different feelings.

Skill: ED • BC • SP Cards: 4
Prod. Code: G91048



Play Safe

Discovering the sequence of the story in the pictures; understanding processes and behaviors acceptable in a certain social environment. The stories are based on everyday situations.

Skill: ED • SE • BC Cards: 4
Prod. Code: G91049



Spot the Difference

"Spot the Difference" game.

Skill: ED • SP • BC Cards: 4
Prod. Code: G91050



Animal Family

Matching the animals to their respective animal families: reptiles, mammals and birds.

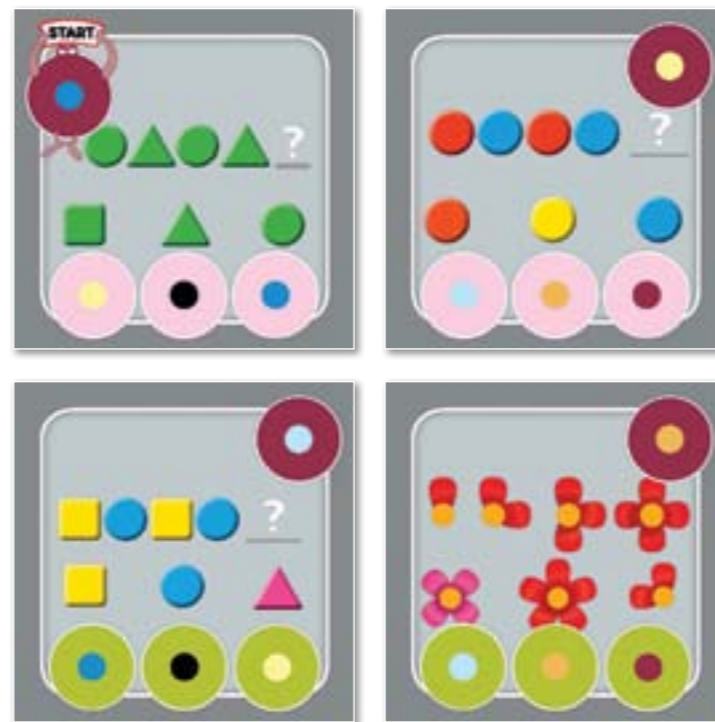
Skill: ED • BC • KT Cards: 4
Prod. Code: G91051



Complete the Pattern

Completing the next shape in the sequence by understanding an existing series.

Skill: ED • BC • KT Cards: 4
Prod. Code: G91052



My Face

Questions about the different parts of the face.

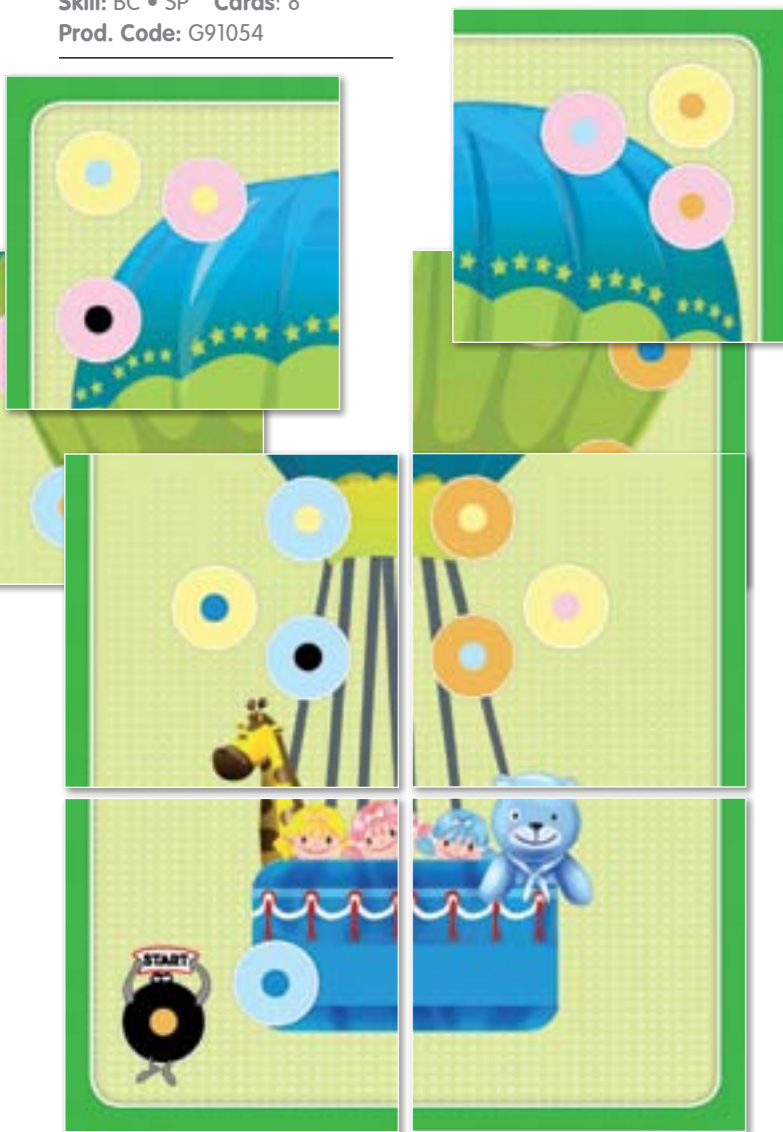
Skill: ED • BC Cards: 4
Prod. Code: G91053



Hot Air Balloon

Developing body control by staying on the correct route of the balloon.

Skill: BC • SP Cards: 8
Prod. Code: G91054



Connect the Pieces

Rotating and connecting different cards to make a whole picture.

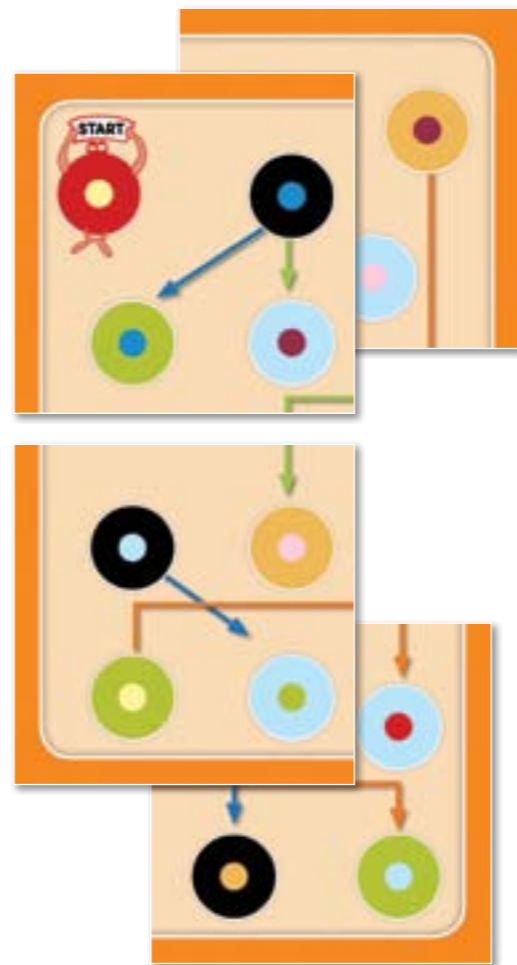
Skill: BC • SP • ED Cards: 4
Prod. Code: G91055



Follow the Arrows

The aim is to create one picture from all the cards and to follow the arrows by choosing the correct buttons.

Skill: BC • SP Cards: 4
Prod. Code: G91056



Ocean, Land and Sky

The child is to place the Smart Talking Toy on the correct card, as per the Smart Talking Toy's instructions.

Skill: BC • SP Cards: 4
Prod. Code: G91057



Waves and Zigzags

The child uses the Smart Talking Toy to walk along diverse types of lines.

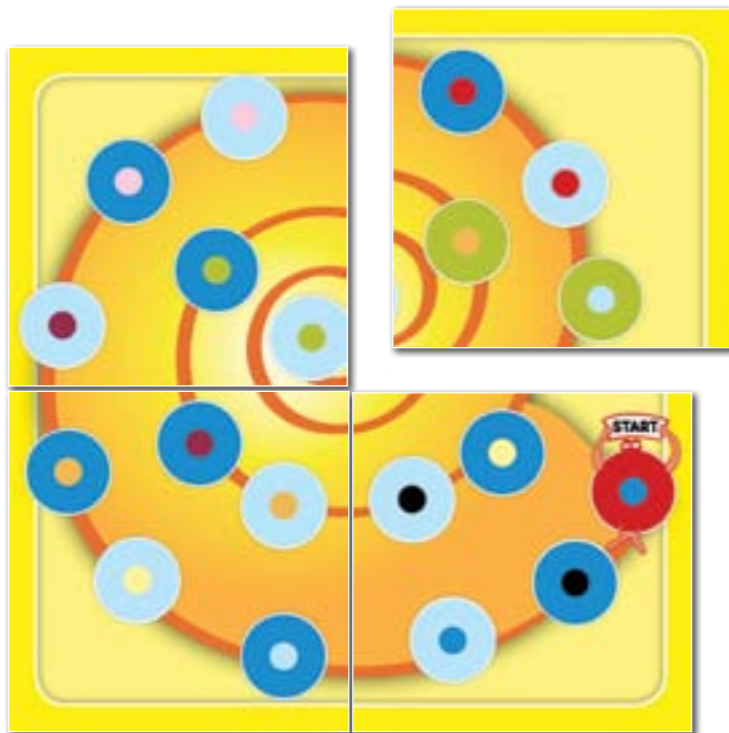
Skill: BC • SP Cards: 4
Prod. Code: G91058



Snail's Shell

The child has to progress along a spiral route that is depicted on the shell of a snail, without deviating from the lines. The child must stand on all of the correct dots along the way, whereas some of them aim to distract the child from the route.

Skill: BC • SP Cards: 4
Prod. Code: G91059



Woody Goody

The child learns to move all their body parts by learning a dance.

Skill: BC • SP Cards: 4
Prod. Code: G91060



Age 5-7

Smart Talking Games 5-7

Focusing on children aged 3-5 these **Smart Talking Games** are comprised of multifarious kits containing dozens of different games. The rich variety of illustrations on the game cards were designed according to the highest standards and were precisely tailored for this age group.



Starter Kit



Box Dimensions 350x230x60 MM
Weight 2 Kg

Game box 6.1
page 42

Box includes Device + 6 Games

Additional Games



Box Dimensions
230x175x60 MM
Avg. Weight 0.9 Kg

- Game box 6.2, page 46
- Game box 6.3, page 47
- Game box 6.4, page 48
- Game box 6.5, page 49
- Game box 6.6, page 50
- Game box 6.7, page 51
- Game box 6.8, page 52
- Game box 6.9, page 53
- Game box 6.10, page 54
- Game box 6.11, page 55
- Game box 6.12, page 56
- Game box 6.13, page 57

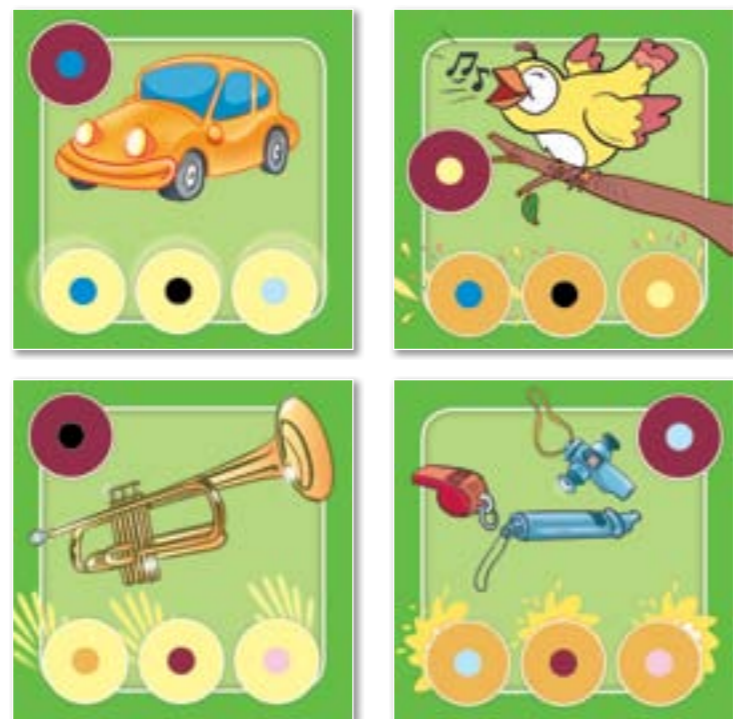
Starter Kit



Follow My Lead

A game based on auditory memory. The child listens to a series of sounds, identifies their source and then repeats them in the exact same order in which they were heard.

Skill: SP • BC • KT Cards: 4
Prod. Code: G91066



Animal Trivia

The child learns interesting details regarding various animals while answering trivia questions about them.

Skill: KT • BC • ED Cards: 4
Prod. Code: G91067



Feelings

Matching associated words to a picture of a situation. The Smart Talking Toy says various words that express a relationship between people and the child needs to identify the corresponding picture.

Skill: KT • BC • ED Cards: 4
Prod. Code: G91068



Starter Kit



Rafting Adventure

The child needs to identify the sequence of a story, based on questions about what happened before and what happens next.

Skill: **KT** • **BC** • **ED** Cards: 4
Prod. Code: G91070



In the Square

A matrix game where the child needs to cross check between pictures of vehicles arranged in a table and the direction in which they are travelling. The correct answer, which fits an empty slot in the table, must be chosen from a bank of answers.

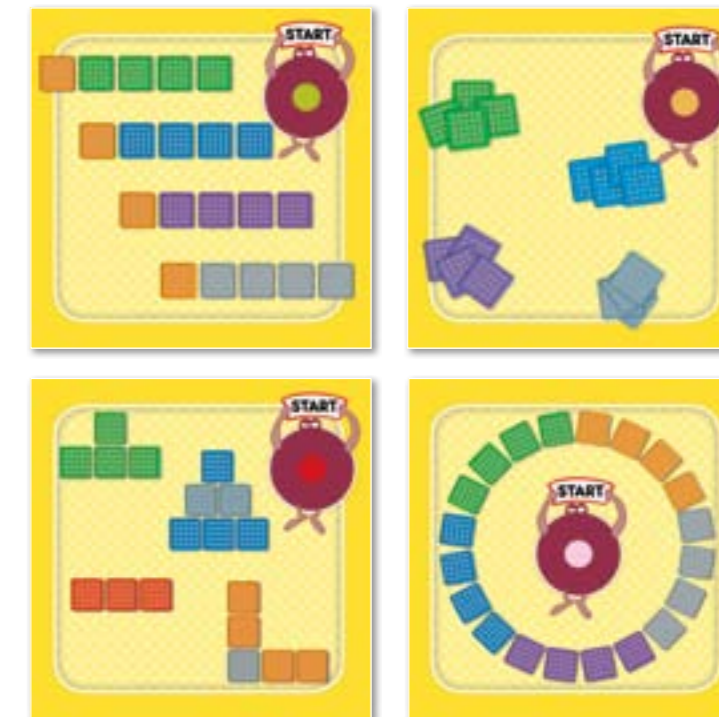
Skill: **KT** • **BC** • **SP** Cards: 4
Prod. Code: G91069



Listen and Do

Performing different tasks to arrange the playing cards in various patterns.

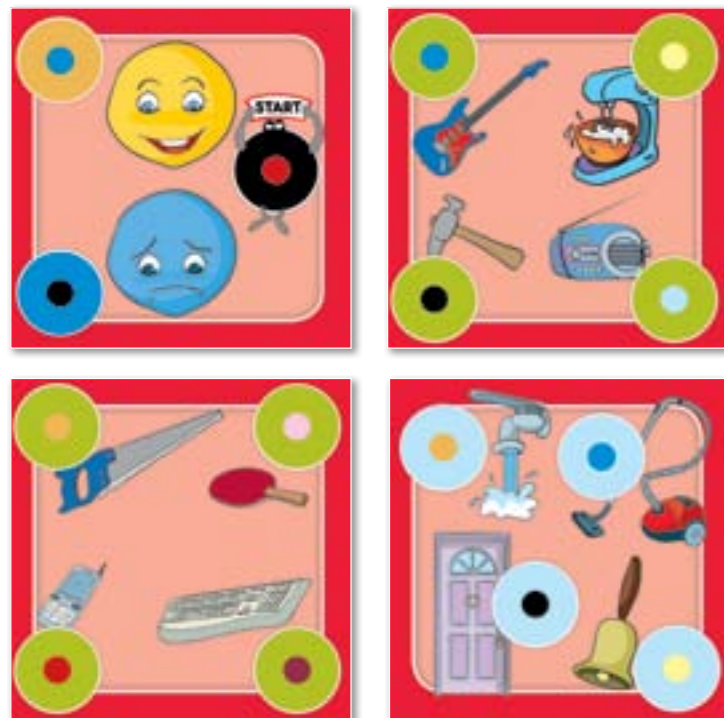
Skill: **BC** • **SP** Cards: 4
Prod. Code: G91071



Objects and Sounds

The game task is to identify objects according to the sound that they make. The child needs to listen to the sounds and find the appropriate item. An additional task is to mark those tools that operate using electricity: electrical saw, mixer, electrical guitar etc.

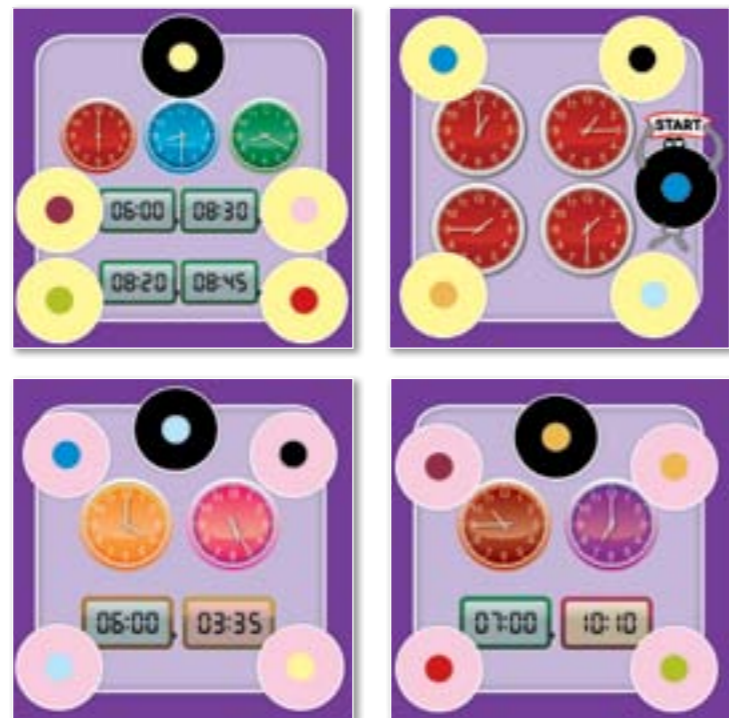
Skill: ED • SP • BC Cards: 4
Prod. Code: G91072



Tell the time

The aim is to learn to tell the time on analogical and digital clocks. The Smart Talking Toy tells the time and the child has to find the correct time on the clocks illustrated on the cards.

Skill: ED • KT Cards: 4
Prod. Code: G91073



Tools of Trade

This game teaches children about professions and vocations. The child learns about the various tools and uniforms used by people in different jobs.

Skill: ED • BC • ED Cards: 4
Prod. Code: G91074



Body Music

This game encourages movement and improves body control. The child learns to "make music" with different parts of their body, by following instructions to copy sounds.

Skill: ED • BC • SP Cards: 4
Prod. Code: G91075



Object and Numbers

The child needs to count objects which appear in the pictures and are arranged in different piles. In addition, he/she needs to answer questions regarding quantities, sizes and numbers.

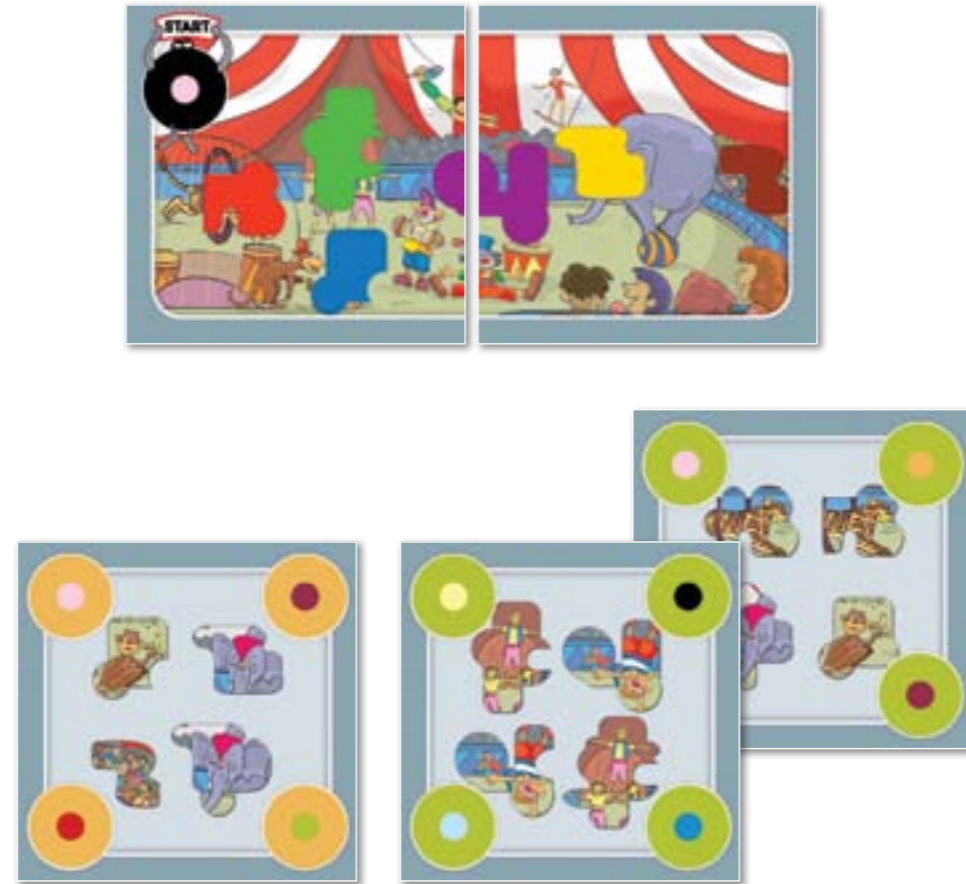
Skill: ED • SP • BC Cards: 5
Prod. Code: G91076



Picture Perfect

This game teaches shape perception and encourages attention to detail. The child needs to find the missing pieces of the big picture.

Skill: ED • KT • SE Cards: 5
Prod. Code: G91077



The Right Place

This game reinforces the ability to grasp the creation of a sequence. The child must identify the missing pictures that start and finish different sequences.

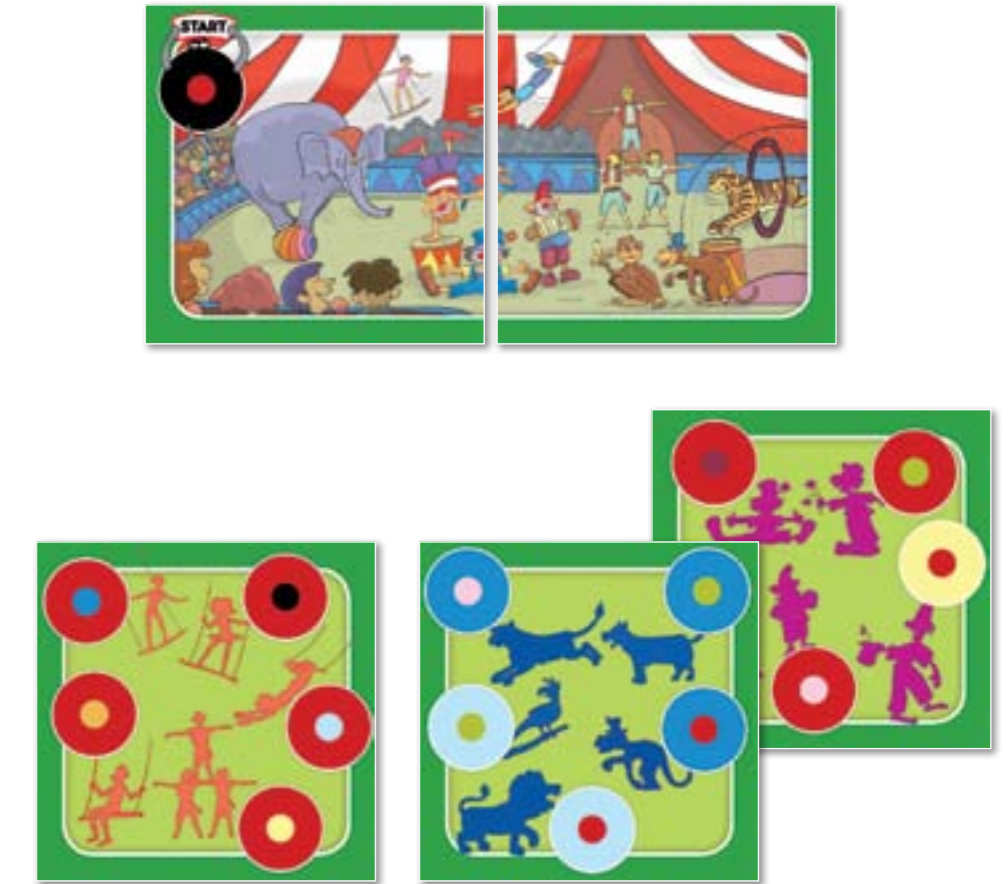
Skill: ED • BC • KT Cards: 5
Prod. Code: G91078



At the Circus

The task is to match circus characters, which are illustrated only as silhouettes, with the items which appear in a densely detailed illustration.

Skill: SP • BC • KT Cards: 5
Prod. Code: G91079



Our Band

The game task is to listen to different sequences of musical tunes and to identify the instruments playing.

Skill: SP • BC • ED Cards: 5
Prod. Code: G91080



World of Signs

The aim of the game is to recognize and understand instructions depicted by signs. The child must match the information given by the Smart Talking Toy with the different international signs, which appear on the cards.

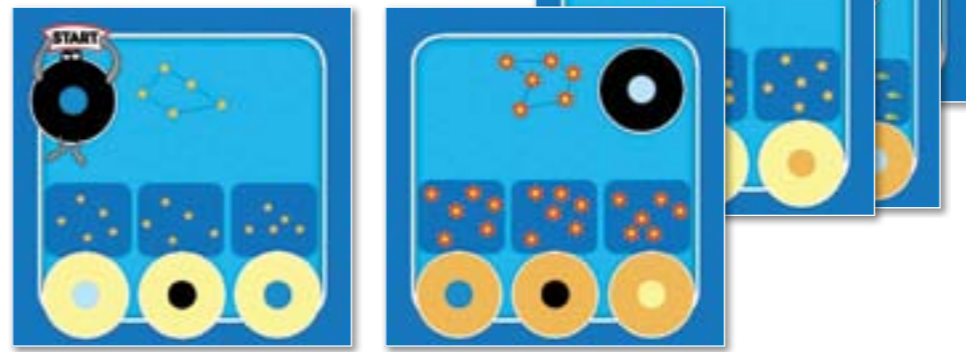
Skill: SP • BC • ED Cards: 5
Prod. Code: G91081



Star Connection

This game teaches observation and comparison skills. The child must choose the arrangement of shapes that exactly matches the configuration depicted at the top of each card.

Skill: KT • BC • ED Cards: 5
Prod. Code: G91082



Around the World

A game which associates the flags of certain countries with their location on the world map, national outfits and the symbols which characterize them.

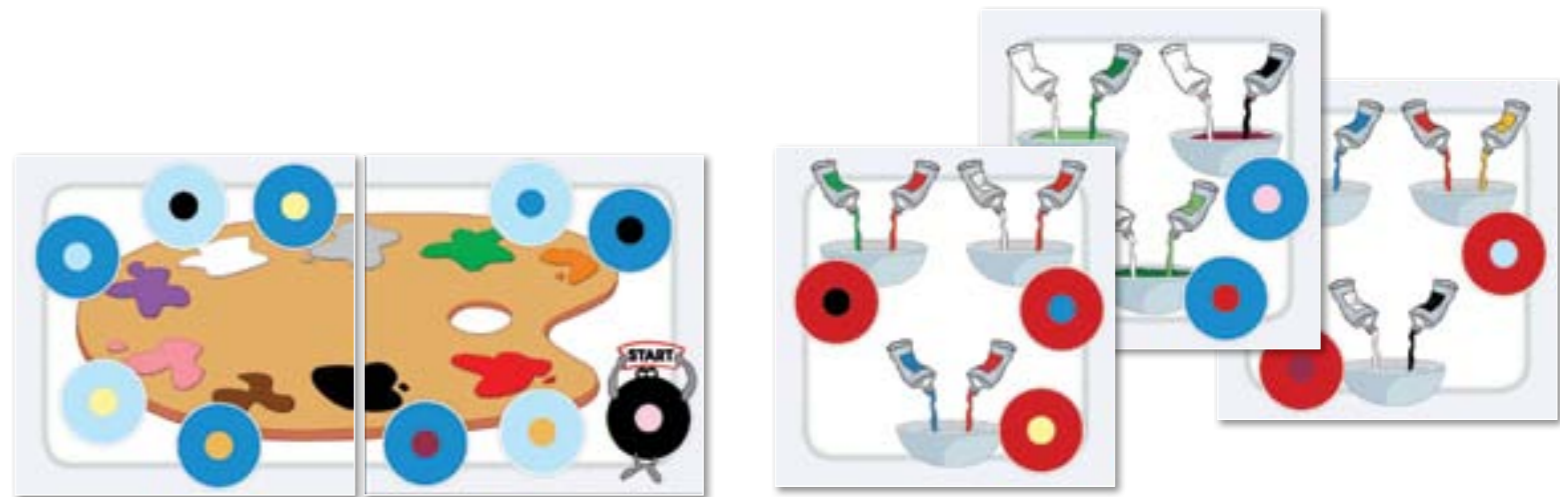
Skill: KT • BC Cards: 5
Prod. Code: G91084



Colors Mix

The game task is to mix two colors in order to create a third. The child must decide which two colors to use to create the new color.

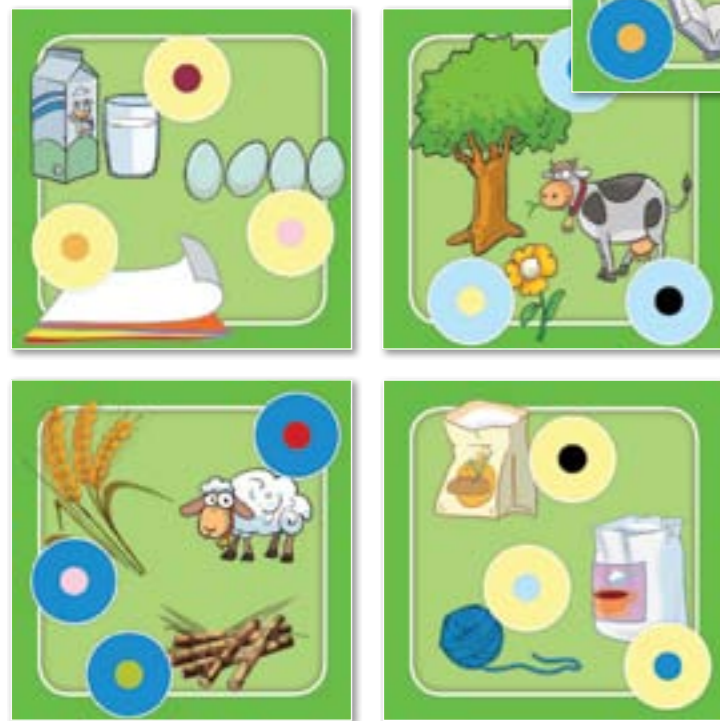
Skill: KT • BC • ED • SE Cards: 5
Prod. Code: G91083



The Origin Of

The child needs to identify different stages in the production of various products and identify what those products are made of.

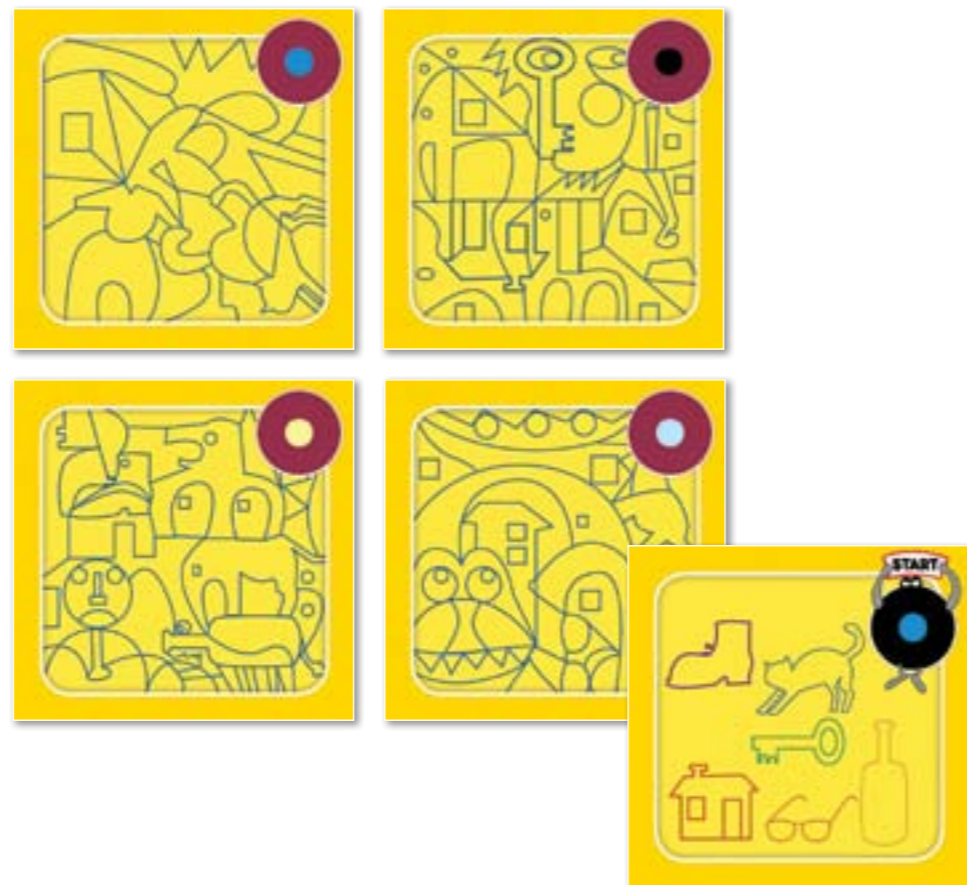
Skill: KT • ED • BC Cards: 5
Prod. Code: G91085



Find the Shapes

Matching the shape to the structure. The Smart Talking Toy asks which shape is hidden in each card. For example: Where is the shape of the cat? The key? The house? etc. The child needs to discover the hidden shapes in between the many lines and structures in the cards.

Skill: KT • ED • BC Cards: 5
Prod. Code: G91086



Animal Kingdom

The child needs to match the animal to its collective group: mammals, birds, insects and reptiles. In an additional task, the Smart Talking Toy describes one of the characteristics of the animal group and the child must recognize the group.

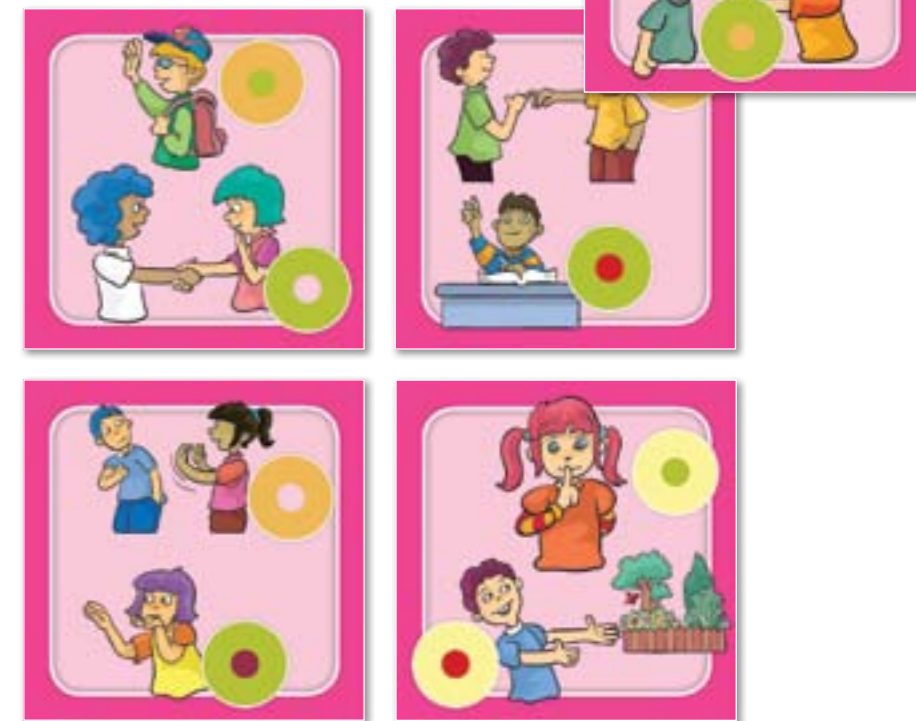
Skill: KT • ED • BC Cards: 5
Prod. Code: G91087



Body Language

The game task is to match appropriate gestures to situations. For example: meeting other people, saying hello/goodbye, solving disputes etc.

Skill: SE • BC Cards: 5
Prod. Code: G91088



Right and Wrong

This two-stage game enhances awareness in social situations. The child is first introduced to different objects taken from everyday situations, and is asked to match the objects to where they belong. Next, the child must respond to a series of questions that help teach the appropriate behavior in certain situations.

Skill: SE • BC • ED Cards: 5
Prod. Code: G91089



Shopping

The child experiences all the steps of going shopping, as well as picking the appropriate product stand according to a shopping list: the Smart Talking Toy reads out the list of items they need to buy and the child needs to pick the appropriate stand.

Skill: SE • BC • ED Cards: 5
Prod. Code: G91090



Say It Nicely

This game encourages good manners and appropriate behavior in a restaurant. The child listens to dialogues between customers and waiters and determines whether the exchanges are polite or inappropriate.

Skill: SE • BC Cards: 4
Prod. Code: G91092

On the Island

This game tells a story through pictures. The child discovers the story behind the pictures as he/she responds to hints that uncover the connections between the illustrations and reveal the story in full.

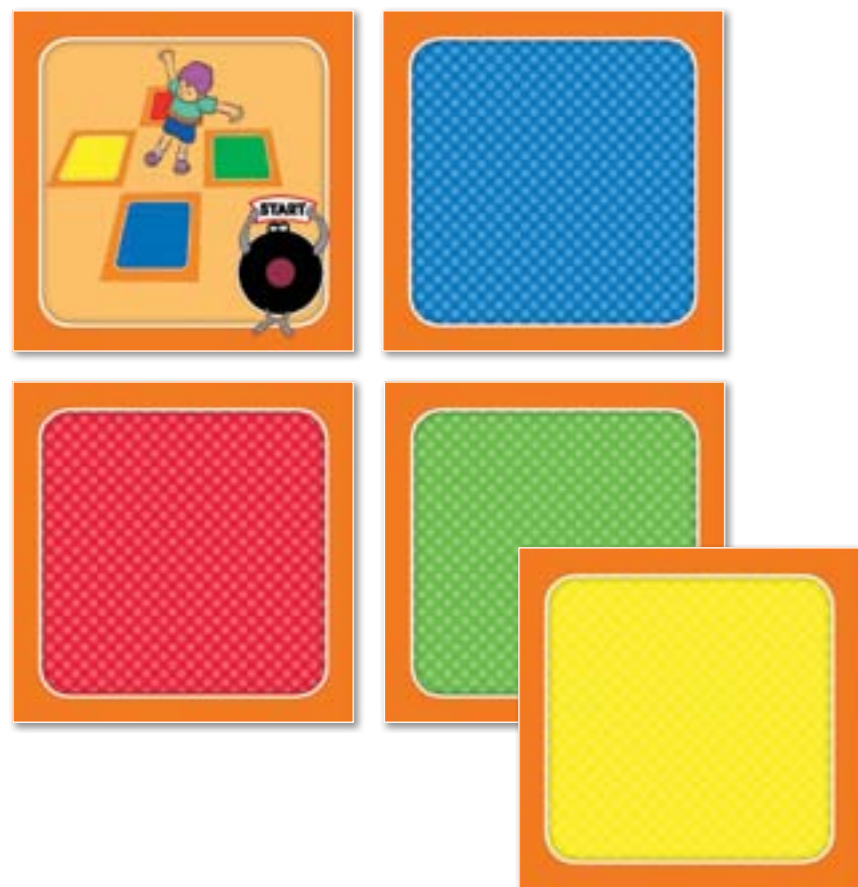
Skill: SE • BC • KT Cards: 5
Prod. Code: G91091



Color Dance

The child must do the tasks given by the Smart Talking Toy while their feet are standing on the colored cards.

Skill: SE • BC • SP Cards: 5
Prod. Code: G91093



Race Cars

This game improves listening, memory and coordination skills. The child listens to a broadcaster describing a race, must remember what he says, and react quickly to arrange the race car cards according to his descriptions.

Skill: BC • SP Cards: 5
Prod. Code: G91094



Animal Moves

The child must identify the movements which are typical of certain animals and imitate them: frog - jumps, kangaroo - hops, etc. When the Smart Talking Toy is placed on an illustration - the voice of the animal is heard and it tells the child how to move.

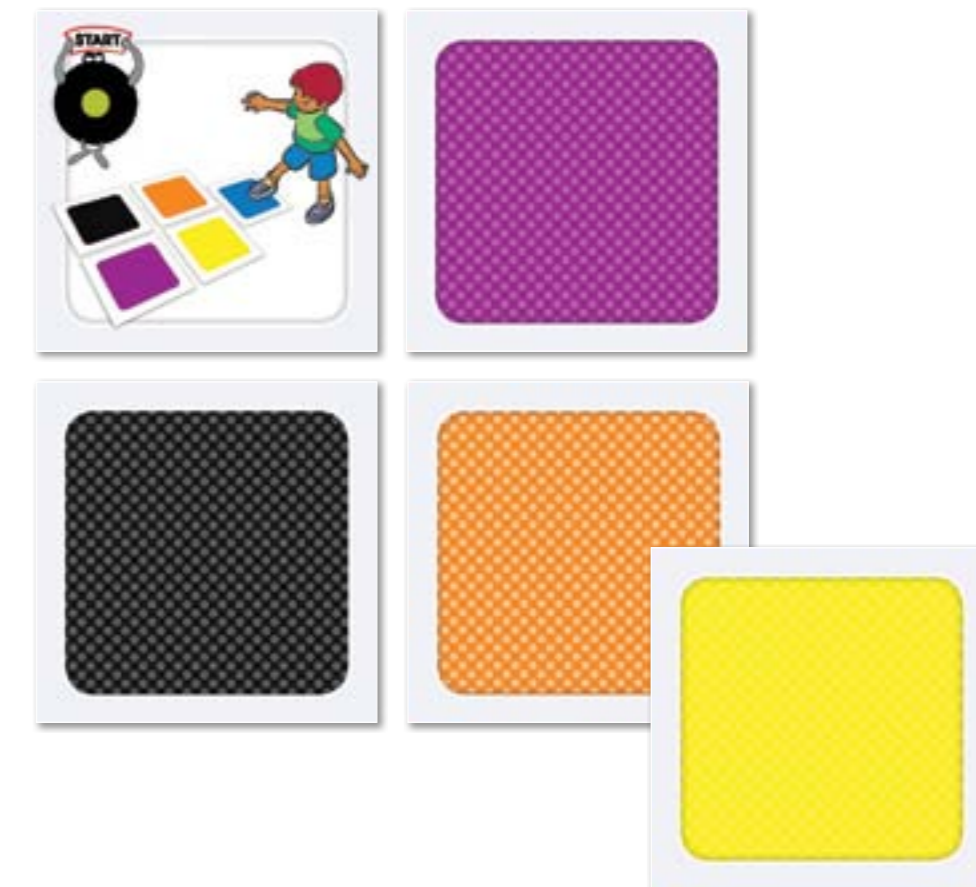
Skill: BC • SP Cards: 5
Prod. Code: G91095



Tangled Up

This game improves physical coordination. The child must place their hands, feet, and other parts of their bodies on the colored cards, according to the instructions, and try not to get "tangled up".

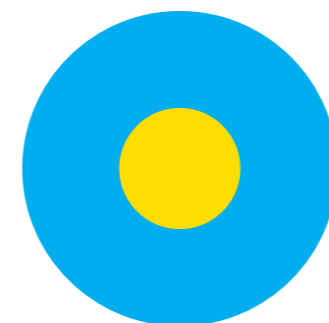
Skill: BC • SP Cards: 5
Prod. Code: G91096



Smart Talking Flashcards

Smart Talking Flashcards

The **Flashcards Games** address 2 main age groups: 1.5-3 and 3-5. Through colors, pictures and sounds the flashcards assist in developing cognitive skills, general knowledge and quantitative thinking in an innovative and playful manner.



Flashcards Games



Box Dimensions
230x175x60 MM
Avg. Weight 1 Kg

Game box 3.9, page 60
Game box 3.10, page 61
Game box 3.11, page 62
Game box 4.18, page 64
Game box 4.19, page 66
Game box 4.20, page 68

Stories in Color

This game develops cognitive skills and general knowledge. While learning to recognize different colors, children hear short stories based on the illustrations on the cards and are encouraged to use their imagination to create stories of their own.

Skill: ED • KT Cards: 8
Prod. Code: G91018



Count to 10

This game develops quantitative thinking. Children learn to count from 1 to 10, to recognize the numbers 1 to 10, to visualize quantities and to expand their general knowledge.

Skill: ED • KT Cards: 10
Prod. Code: G91019



Drive, Sail & Fly

This game develops sensory perception. While listening to sounds and looking at the pictures on the cards, children learn to recognize different vehicles,

to discern their various characteristics and to understand the differences and similarities among them.

Skill: KT • ED Cards: 24
Prod. Code: G91020



Animal Word

Getting to Know Vipo"s Friends from the TV Series. This game focuses on the animals from the Vipo TV series. Children learn about the various characteristics of the different

animals. Both knowledge about the animal kingdom and general knowledge are enriched. The concept of real vs. imaginary is also explored.

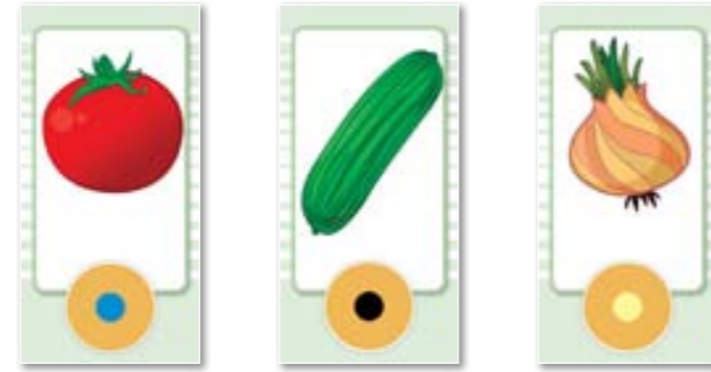
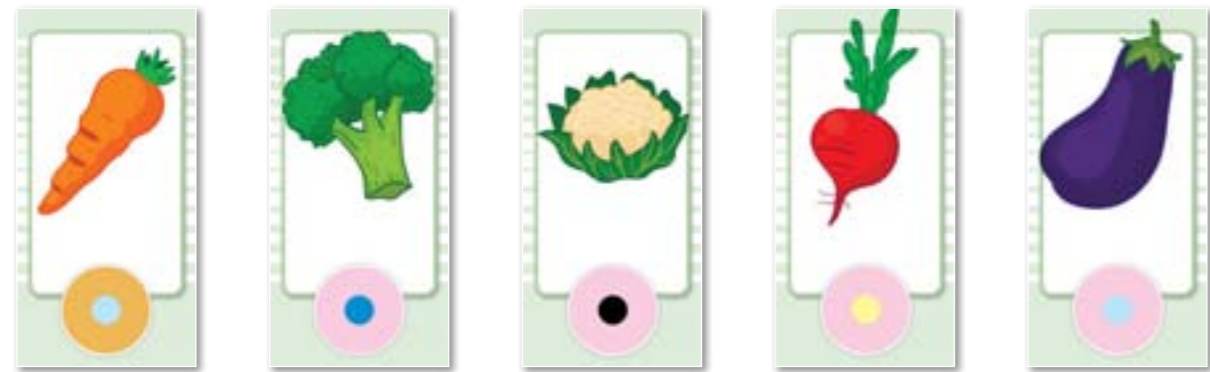
Skill: KT • ED Cards: 28
Prod. Code: G91021



Vegetables

This game teaches children about different vegetables. They learn to identify various vegetables by their shapes, colors and textures. They also learn interesting facts about vegetables, such as their nutritional value, how they may be prepared, and more.

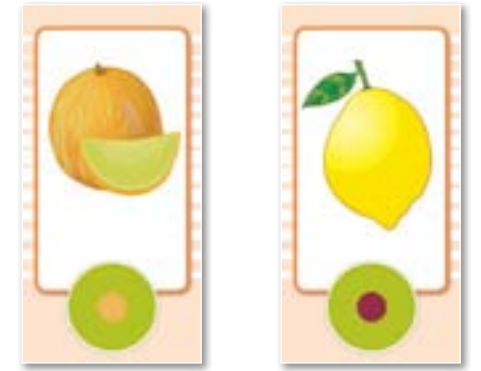
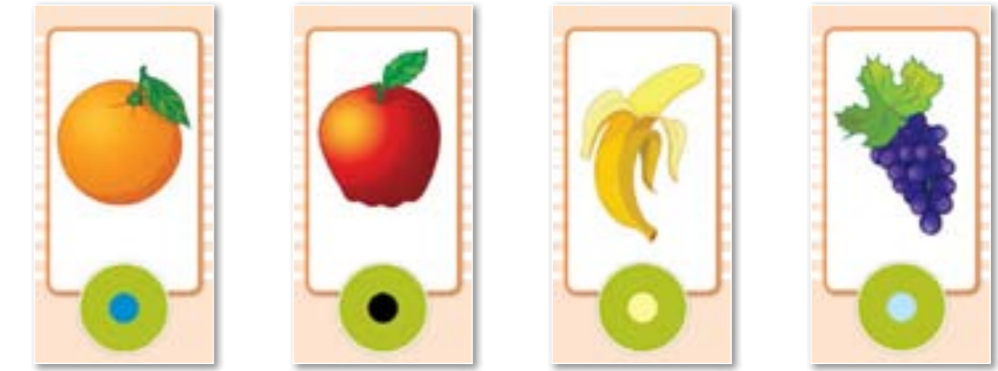
Skill: KT • ED Cards: 12
Prod. Code: G91061



Fruits

This game teaches children about the characteristics of different fruits, as well as interesting facts such as their nutritional value, how they may be prepared, and more.

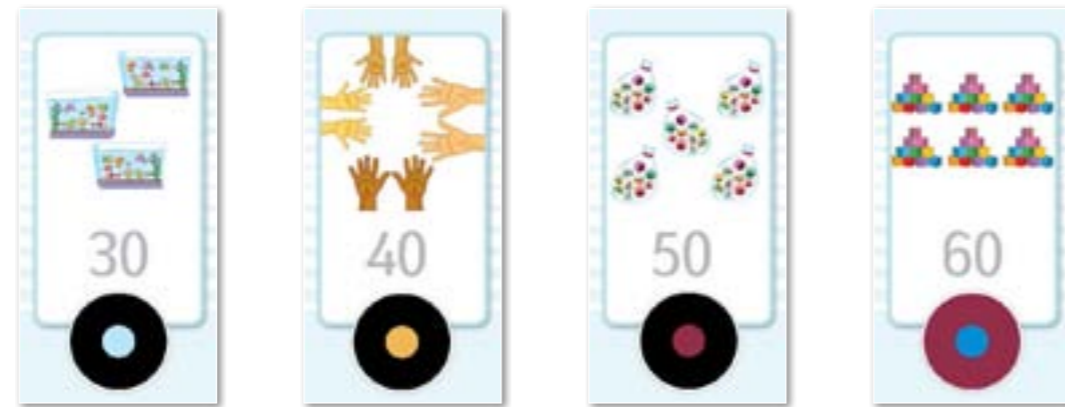
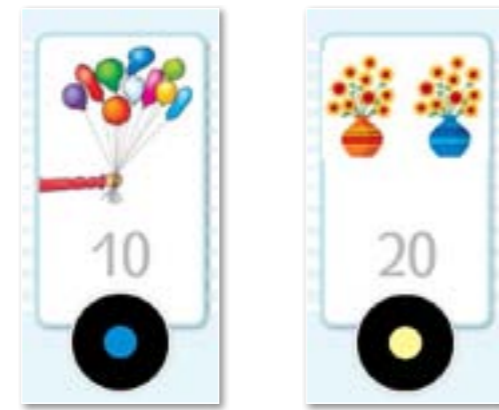
Skill: KT • ED Cards: 12
Prod. Code: G91062



Count to 100

This game develops quantitative thinking. Children learn how to count from ten to one hundred by tens, and to recognize the numbers: 10, 20, 30, 40, 50, 60, 70, 80, 90 and 100, as well as illustrations of corresponding quantities.

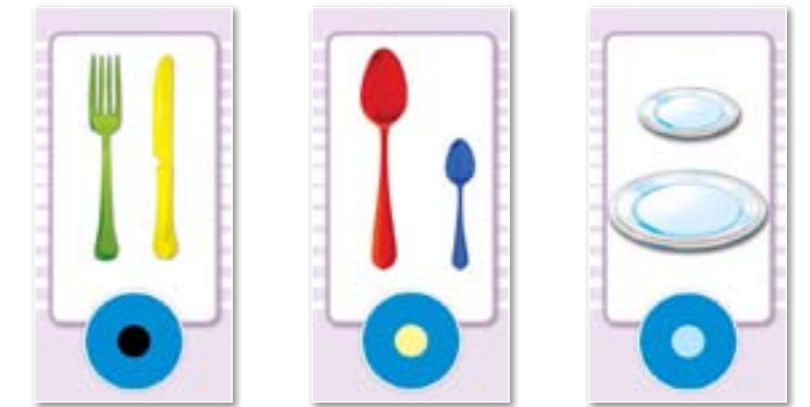
Skill: ED • KT Cards: 10
Prod. Code: G91063



At the Table

This game teaches social and emotional skills. Children learn about appropriate behavior at the table, including how to set the table and the purpose of different types of cutlery and place settings.

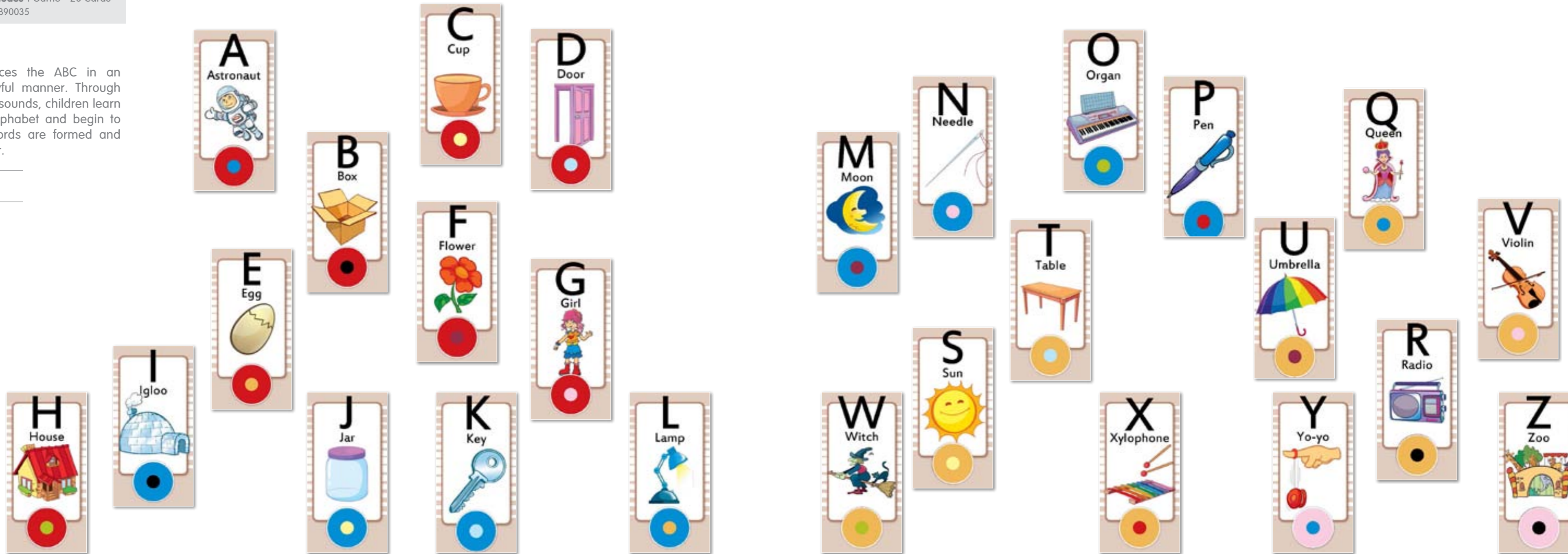
Skill: SE • ED Cards: 14
Prod. Code: G91064



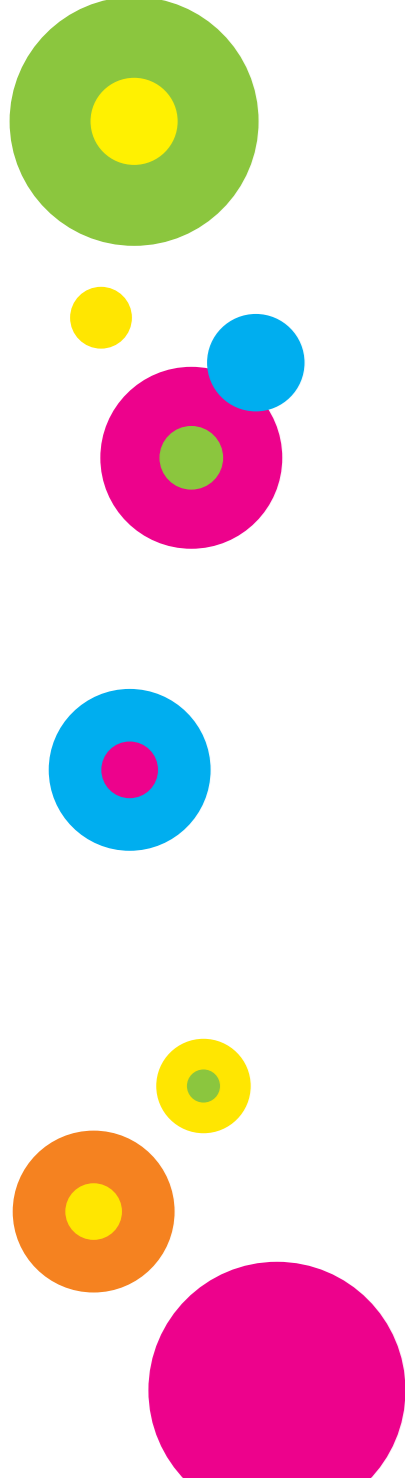
ABC

This game introduces the ABC in an innovative and playful manner. Through colors, pictures and sounds, children learn the letters of the alphabet and begin to understand how words are formed and related to each other.

Skill: KT • ED Cards: 26
Prod. Code: G91065



Notes





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