

Giochinsieme



The cards by **Itala Riccardi Ripamonti**

COLOURS AND ASSOCIATIONS

For developing attention, memory and
linguistic comprehension and expression

Erickson

Objectives

The primary objective of the **"Colours and Associations"** cards, like their predecessors in the same series ("Sequences and Relationships", "Shapes and Logic" and "Spaces and Positions"), is to actively encourage children's learning, through play and by engaging them, most importantly, in a personal challenge. The different activities are designed to stimulate spirit of observation, memory, attention, the enriching and control of one's vocabulary, logical and critical thinking skills and verbalisation, and to generally **improve linguistic comprehension and expression**.

Age and characteristics of target users

The various activities suggested are suited to children of different ages (from **3-4** years upwards) and can be adapted according to any potential difficulties they may expose (cognitive, language, attention, memory and learning difficulties). The cards can be used for a wide range of games, of varying levels of complexity, which stimulate creativity in educators and children and encourage them to invent new games, tailored to the situation or to the group. The different uses are illustrated starting from the easiest, designed for young children or those with serious difficulties, and gradually moving on to games designed for children in the second stage of primary school.

Description of the cards

The deck contains **100 cards**.

Deck A. 40 **Colour Cards** with 10 colours: red, blue, yellow, green, grey, black, purple, orange, brown and white (4 cards for each colour).

Deck B. 30 **Cards with Coloured Pictures**: animals, flowers, fruit, objects etc. (3 for each colour).

Deck C. 30 cards with the same pictures that are not coloured (**Cards with Non-coloured Pictures**). The objects depicted correspond to things that really are that colour in nature.

An example game:

PAIRS

How to play

Deck A

The Colour Cards (Deck A) are spread either randomly or in rows with the colour face down on the table (depending on the age and abilities of the players you can use all the colours or select just a few). Players must have a set quantity of markers*, which should be of a different colour for each player.

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Each child, on their turn, turns over two cards: if they are the same colour the child places their markers on them and then turns over another two cards. If the cards turned over are different colours the player turns them back over (colour face down), leaving them in exactly the same position as before and it is the next player's turn. The winner is the player who has the highest number of pairs at the end.

Variation

The same game can be played using the Colour Cards (A) and the Cards with Coloured Pictures (B) together. So, for example: the red card and the card with cherries would be a correct match.

* they can easily be made at home by cutting out small squares of coloured card.

“Colours and associations” games:

- Steal the pack
- Pairs
- Trios
- Old maid
- Classification
- Card eater
- Colour change
- Red like...
- Colour drop
- Bingo
- Happy families
- Guess what

