

Giochinsieme



The cards by **Itala Riccardi Ripamonti**

SPACE AND POSITIONS

For developing attention, memory, spatial
concepts and linguistic expression

Erickson

Objectives

The primary objective of the **"Space and positions"** cards, like their predecessors in the same series ("Sequences and Relationships", "Shapes and Logic" and "Colours and Associations"), is to actively stimulate children's learning, by engaging them, most importantly, in a personal challenge. The aims to be reached with the different activities suggested are multiple:

- To encourage the learning of spatial concepts;
- To establish their correct denominations;
- To encourage children to assume different points of view and thus to overcome their egocentricity;
- To help children distance themselves from tangible reality, pushing them towards abstraction and symbolism;
- To use effective, correct language, with particular attention placed on the use of prepositions (e.g. over, under, near to, far from, in front of, behind).

The different activities also stimulate spirit of observation, memory, attention, the enriching and control of one's vocabulary, and logical and critical thinking skills. In general, they **improve linguistic comprehension and expression.**

Age and characteristics of target users

These cards can be used for the games suggested below with children aged **3–4** years upwards. The most suitable games will be chosen according to the mental age and needs of each individual or group and according to any potential difficulties they expose – cognitive, linguistic, logical, attention, memory or learning difficulties – in so much as the cards can be used in a wide range of different games of varying complexity, which stimulate creativity in educators and children and encourage them to invent new games, tailored to the situation or to the group.

The educator will be in possession of a valid teaching tool, mainly because the children, having fun, will get involved and will want to continue playing without any adult encouragement or guidance. The various 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 **60 cards**.

- 40 cards which reproduce five animals (dog, cat, mouse, squirrel and hen) in different positions, in relation to a fixed reference point (car, pram, sugar bowl, tree and henhouse)
- 20 Cards with:
 - the 5 animals (dog, cat, mouse, squirrel and hen);
 - the 5 reference objects (car, pram, sugar bowl, tree and henhouse);
 - the 10 symbols regarding the spatial relationships dealt with (over/under, inside/outside, in front of/behind, near/far, right/left).

The concept of "right and left" should only be introduced to children over 6 years of age who show a certain degree of maturity, by using the cards in which the animals are "near" and "outside". Children will be led to ascertain that in the cards the same "thing" (in this case an animal) can be considered "near" if compared with one that is "far" but also be seen as to the "right" if compared with one to the "left". In the same way a thing can be considered "outside" if it is compared with one that is "inside", or to the "left" if compared with one to the "right"; this will encourage them to see spatial relationships as a product of our minds.

An example game:

CALL THE CARD

How to play

In this game the cards with the animals and reference objects are removed from the deck. The symbol cards (which are kept by the game leader) are separated from the other cards with the animals in different positions and these are dealt to the players. The players put them face up in front of them. The game leader "calls" (and, if necessary, shows) one symbol card at a time. Players must discard (putting them next to the card "called" by the game leader) their matching cards. The winner is the player who gets rid of all their cards first.

"Space and positions" games:

- Sorting
- Ordering
- Double ordering
- Guess what
- Call the card
- Grab the card
- Dominoes
- Steal the pack
- Happy families preparatory activities
- Happy families
- Memory
- Old maid
- Merchant at the fair
- Bingo

