



ASSOCIATION

“Associations”

Ref. 20530



FOR EDUCATIONAL PURPOSES

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CONTENTS:

The game comprises 68 cards with photographs representing objects or scenes that are familiar to the child's environment, for forming 34 pairs by association.

- Broom / dustpan
- Toothpaste / toothbrush
- Bee / honey
- Shoes / shoelaces
- Orange / juice
- Caterpillar/ butterfly
- Plant / watering can
- Balls of wool / wool clothing
- Wood / fireplace
- Television / remote control
- Lamp / bulb
- Milk / cereal
- Toast / jam
- Money box / coins
- Penguin/ North Pole
- Trousers / belt
- Knife / fork
- Blackboard / chalk and rubber
- Flute / music book
- Pencils / pencil sharpener
- Paintbrushes / watercolours
- Stapler / staples
- Net / basketball ball
- Skates / helmet and knee protectors
- Table / chair
- Football / football boots
- Drum / drumsticks
- Key / padlock
- Bucket / space and rake
- Glasses / glasses case
- Gloves / hands
- Notebook / pen
- Dog / dog food
- Racket / tennis balls

This list is given purely a guideline, as the teacher can use contextual synonyms according to his/her own criteria (e.g. money box / coins; piggybank / money, etc.).

RECOMMENDED AGES:

From 3 to 8 years.

PSYCHO-PEDAGOGICAL CHARACTERISTICS

This educational material is based on the LOGICAL ASSOCIATION of pairs of objects represented in each of the photographs, which are easy to identify, name, associate and determine their uses, taking into account the FUNCTIONAL RELATIONSHIP of the objects forming each pair. It is also an excellent tool for LANGUAGE DEVELOPMENT and the use of VERBS relating to the actions represented by the objects of each of the resulting pairs.



EDUCATIONAL OBJECTIVES:

- Incorporation and development of basic vocabulary.
- Understanding of the concept of "logical association".
- Acquisition of the ability to relate objects functionally.
- Introduction to using abstract thought (acts as a basis for establishing mental associations and taking the first steps from concrete thought to abstract thought).
- Development of a capacity for observation, whether of the objects themselves or their characteristics and functions.
- Learning to form suppositions and explanations for possible relationships between objects.
- Improvement to psycho-motor co-ordination skills in handling the counters and pairing them up.

GAME CHARACTERISTICS

- FREE HANDLING by one or more children.
- Has a SELF CORRECTION SYSTEM of borders in five different colours.

RECOMMENDATIONS FOR USE

1. Lay the cards out on a table.
2. Demonstrate by example how the pairs should be formed by logical and functional association.
3. Show how the self-correction system of five coloured borders works.

