

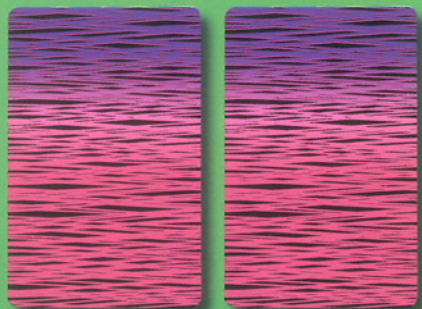
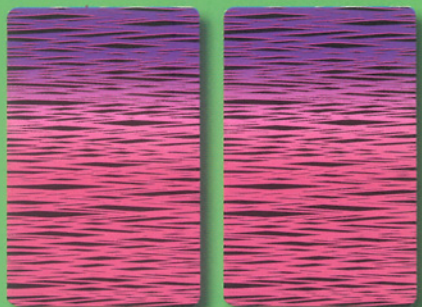
Game **1**

Recognition
of

PATTERNS



GAME 1





GAME 1

Recognition of PATTERNS

Using two different packs of cards, arrange the cards face-down in the manner shown in the Figure. Encourage the child to help you to do it; and then to follow your example; and finally to do it all by himself.

Once the child is able to do it consistently, use the same two packs, shuffle the cards to mix them up, and let the child arrange the patterns again from the random pack of cards. Congratulate him when he has done it.

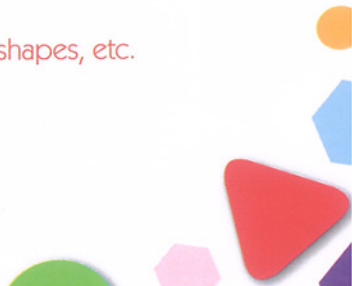
Once the child has mastered this variation, increase the number of packs to three, and later to four, and have the child arrange them in three, and later, four blocks.

Again, after the child is able to handle four types of cards in a randomly distributed pack and arrange them in four square blocks, according to their patterns, create your own variations: e.g., have the child:

arrange cards in 3×3 (9 cards each)

arrange cards in circles

arrange cards in diamond shapes, etc.





GAME 1

Recognition of PATTERNS

All the time, while the child is playing with his cards and patterns, make funny, loving, happy noises.

NEVER scold a child who doesn't do what you want. ❌

NEVER tell him that he is wrong; show him the right way. ❌

NEVER discourage him. ❌

NEVER force him to continue "playing" when he wants to do something else. ❌

NEVER rush a child to do more than he can. ❌

ALWAYS encourage him. ✅

ALWAYS congratulate him when he has completed his game, or even part of his game. ✅

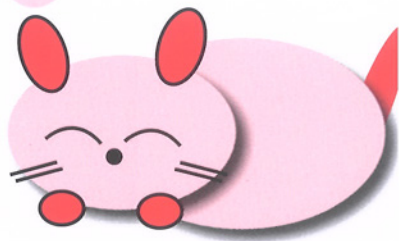
ALWAYS listen to him and his preferences. ✅

ALWAYS go along with the child if he is inventive and creative, and wants to play cards in a totally different way. ✅



NEVER

force him to continue
“playing” when he wants to
do something else.



Intellectual skills learnt from this game

The young child learns:

1. to recognise the difference between two, three and later on, four different patterns at the back of the cards.
2. to group them into different geometric shapes such as rectangles, circles, diamonds, etc.
3. to handle cards from a randomly shuffled pack and allocate the different patterned cards accordingly into the correct groupings.
4. simple psycho-motor skills and coordination.