

COLORITO

The game contains six coloured puzzles (yellow, red, blue, green, orange and violet), each of five pieces. At the centre of each puzzle is a tile with the main colour divided into four colour wedges, from lightest to darkest. The other four tiles, on the other hand, feature four different subjects in different shades, attributable to the central tile.

The game primarily involves visual-spatial skills: the child trains their visual memory, learns to distinguish colours and shades, and to associate the names with the items. They develop logical-mathematical intelligence and bodily-kinaesthetic intelligence in a cross-cutting manner.



How to play

Before starting the game, it is essential to prepare the environment in order to encourage the child's attention. The play area must be a calm and controlled space, with the playing surface free from any items not linked to the activity. The goal of the game is to put together the six puzzles, starting with the central tiles.

The three-period lesson on colour perception

(1°) The adult selects the different coloured tiles and arranges them on the playing surface in front of the child. They then choose one of the central tiles and clearly name the colour: "This is the colour red: now take all the tiles which are shades of red." If necessary, they can help the child by moving the items of that colour closer to them.

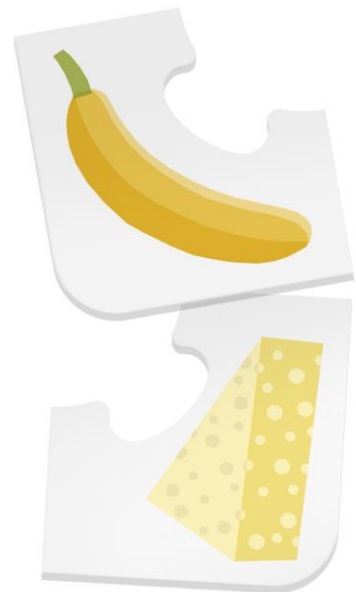
(2°) At this point it is possible to ask some questions of the child to verify their ability to distinguish between the colours: "Where is the colour red?", or: "Let's take all the things that are red".

If the child picks up a red item, the adult validates their choice, for example by saying: "Exactly! That's a strawberry, and it's a shade of red".

(3°) Now ask the child to point to the tiles and pronounce the name of each item in order to verify that they have understood the colour-name association.

Play and guess

This method is dedicated to exercising the child's attention capacity. The child is asked to find the mystery item through some clues. The adult chooses an item from those present in the tiles, then asking, for example: "It's yellow and it's a fruit: what is it?" and the child must answer: "Lemon!"; or: "It's green and lives in the garden: what is it?" and the child must answer: "Caterpillar!", and then find the corresponding tile.



Further Information and Tips

Colour perception develops gradually from birth to the age of about five. At around two to three months of age, infants begin to show colour preferences, generally favouring bright colours such as red. At eighteen months, they are generally able to identify similarities and differences in the colour of objects and begin to be interested in details. According to some studies, colour perception and emotion are related: at around three years of age, the tendency to associate bright colours such as yellow with positive emotions (joy) and darker colours such as blue with negative emotions (sadness) appears. The development of the visual system is considered complete by the age of five or six, when visual acuity reaches a level typical of adults.